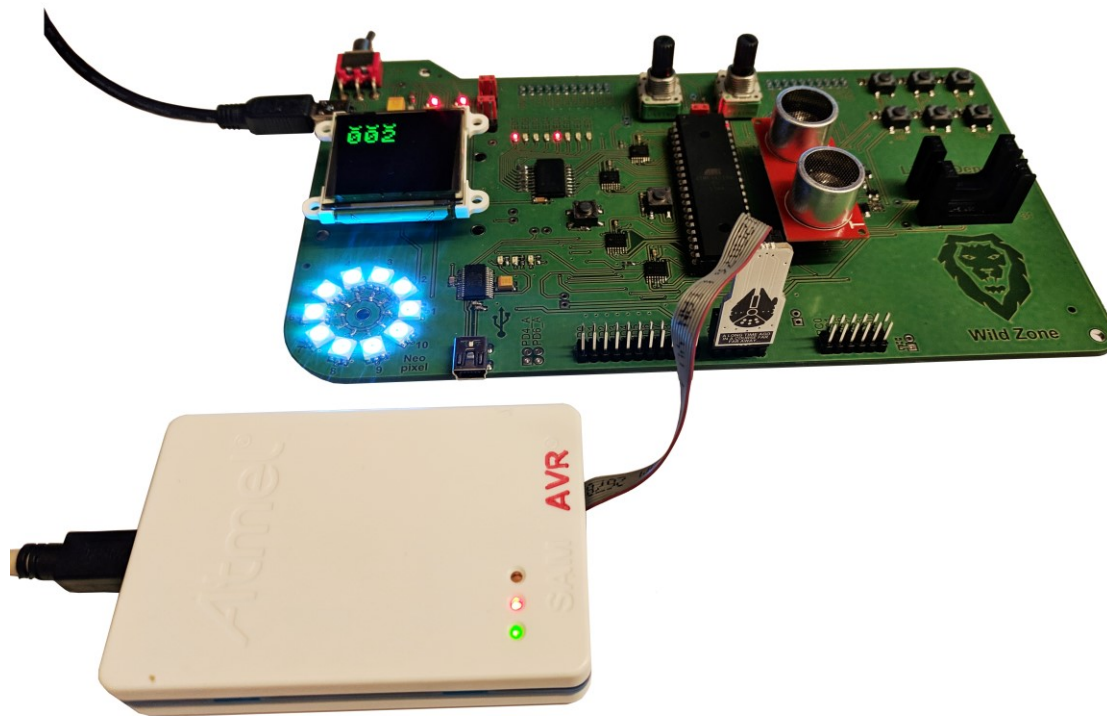




Digitala system EITA15

Elektro- och informationsteknik
Laboration 1

Labbkort med JTAG debugger

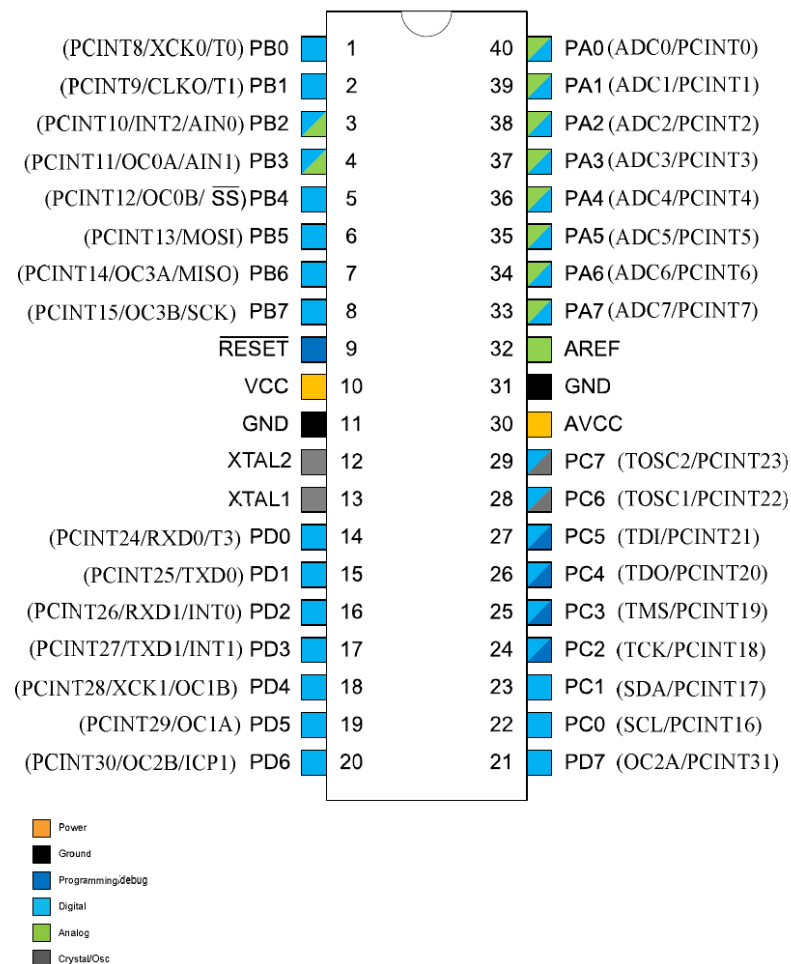


JTAG Ice debugger

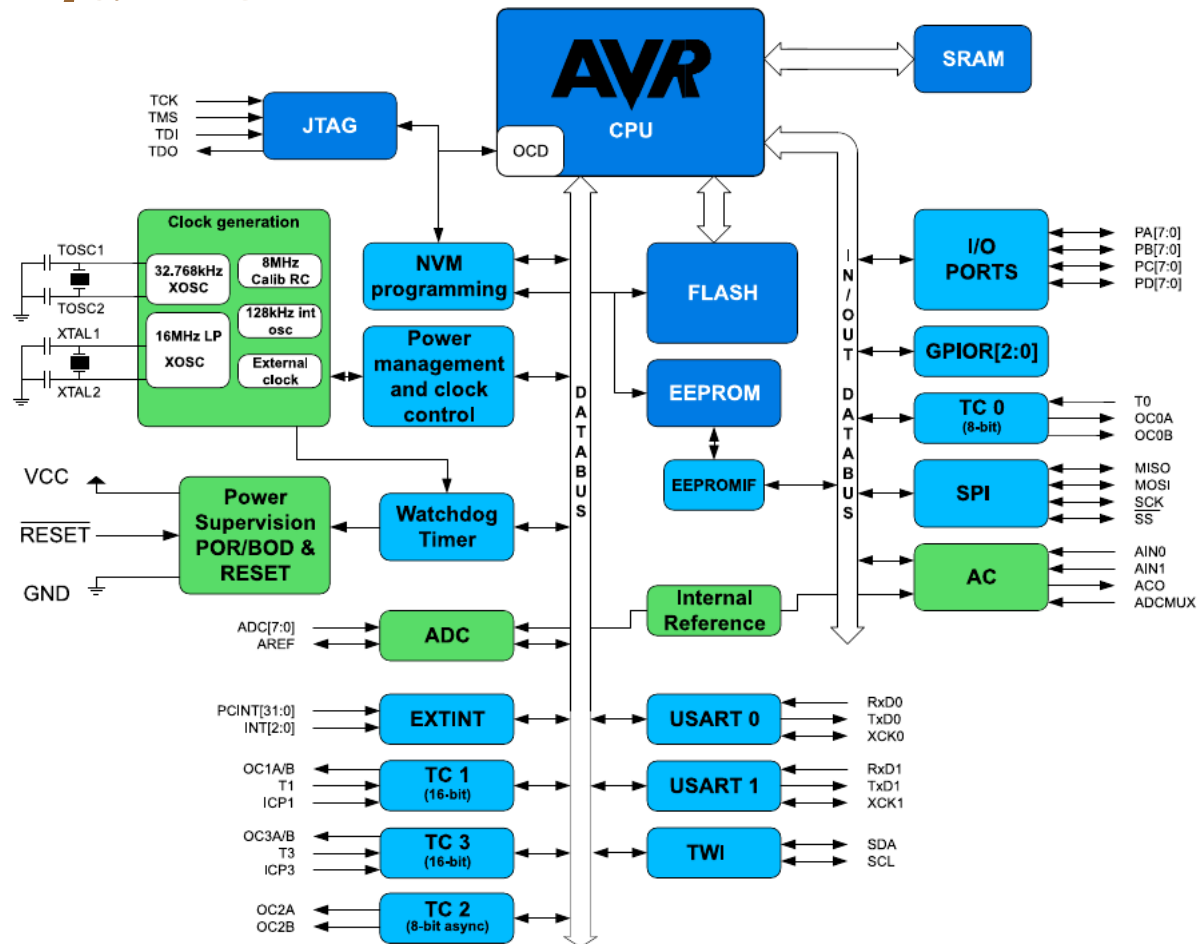


40 pin DIP AT1284

PDIP



ATmega1284

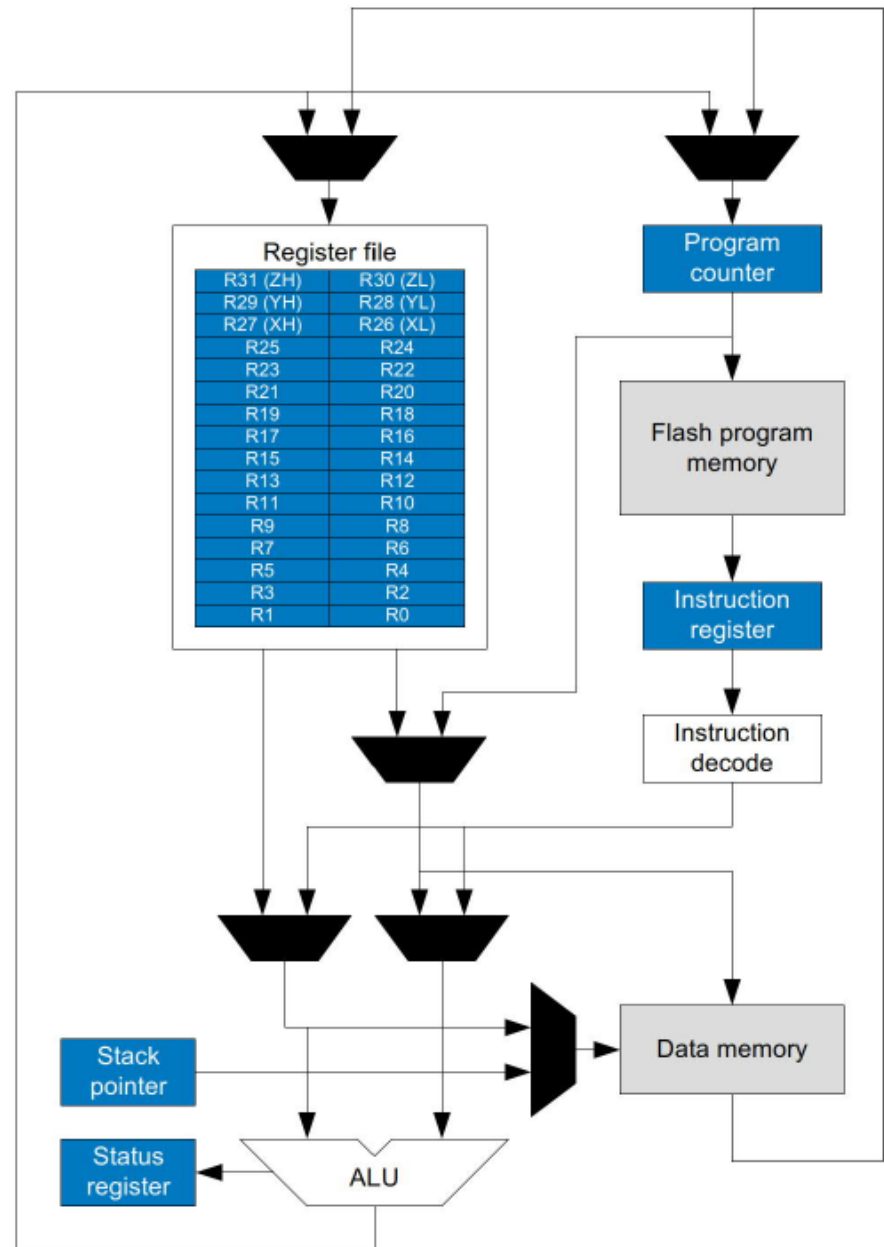


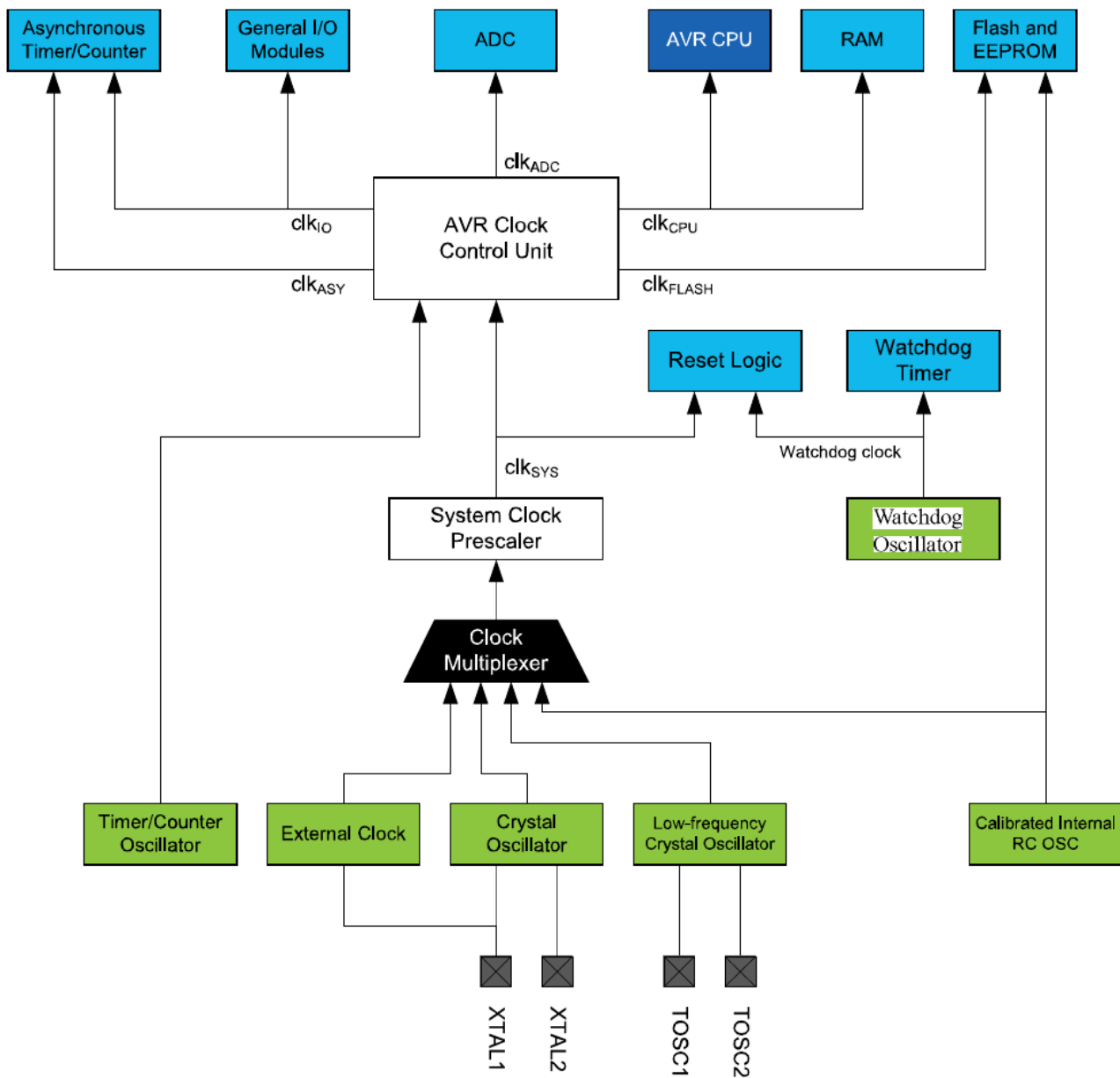
AVR CPU core

R0 -r31 8 bit reg.

R26 -R31 16-bit indirect adr.

SP 16 bit





Features	ATmega164A	ATmega324A	ATmega644A	ATmega1284
Pin Count	40/44/49	40/44/49	40/44	40/44
Flash (Bytes)	16K	32K	64K	128K
SRAM (Bytes)	1K	2K	4K	16K
EEPROM (Bytes)	512	1K	2K	4K
General Purpose I/O Lines	32	32	32	32
SPI	1	1	1	1
TWI (I ² C)	1	1	1	1
USART	2	2	2	2
ADC	10-bit 15ksps	10-bit 15ksps	10-bit 15ksps	10-bit 15ksps
ADC Channels	8	8	8	8
Analog Comparator	1	1	1	1
8-bit Timer/Counters	2	2	2	2
16-bit Timer/Counters	1	1	1	2
PWM channels	6	6	6	8
Packages	PDIP TQFP VQFN/QFN DRQFN VFBGA	PDIP TQFP VQFN/QFN DRQFN VFBGA	PDIP TQFP VQFN/QFN	PDIP TQFP VQFNQFN

Flash minne

In-System Reprogrammable Flash Program Memory

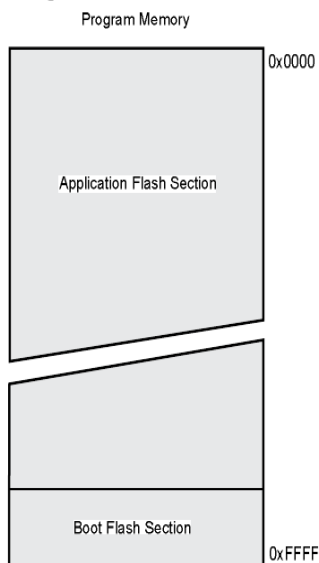
The ATmega1284 contains 128Kbytes On-chip In-System Reprogrammable Flash memory for program storage. Since all AVR instructions are 16 or 32 bits wide, the Flash is organized as 64 x 16.

The Flash memory has an endurance of at least 10,000 write/erase cycles. The ATmega1284 Program Counter (PC) is 16 bits wide, thus addressing the 64 program memory locations. The operation of Boot Program section and associated Boot Lock bits for software protection are described in detail in *Boot Loader Support – Read-While-Write Self-Programming*. Refer to *Memory Programming* for the description on Flash data serial downloading using the SPI pins or the JTAG interface.

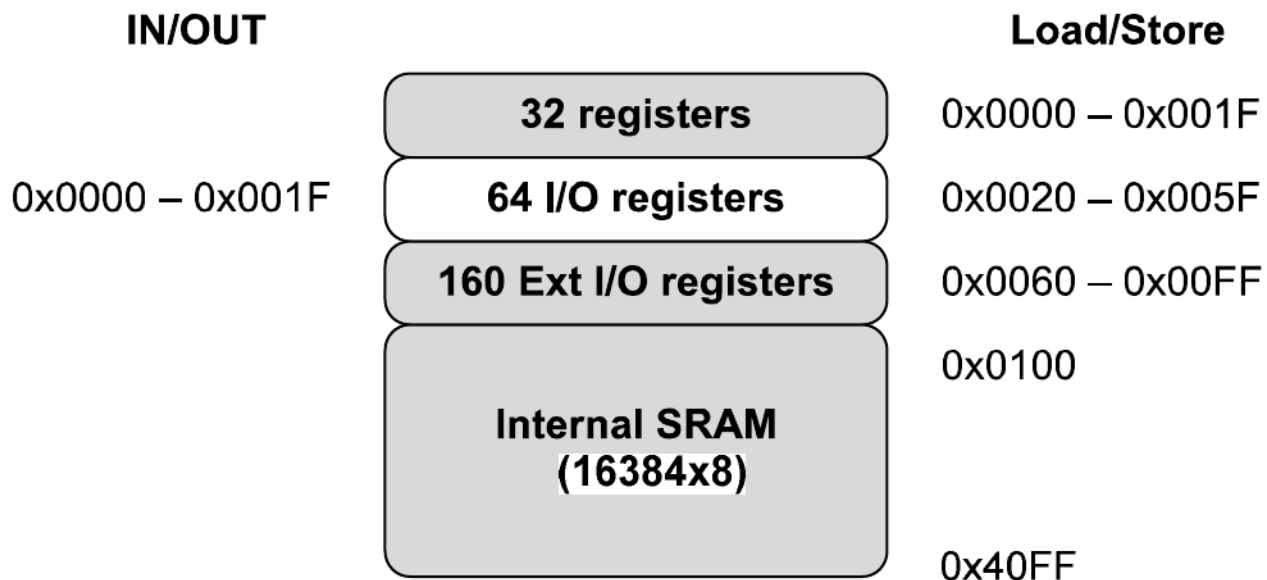
Constant tables can be allocated within the entire program memory address space, using the Load Program Memory (LPM) instruction.

Timing diagrams for instruction fetch and execution are presented in *Instruction Execution Timing*.

Figure 9-1. Program Memory Map ATmega1284



RWM - Minne och register



C-program

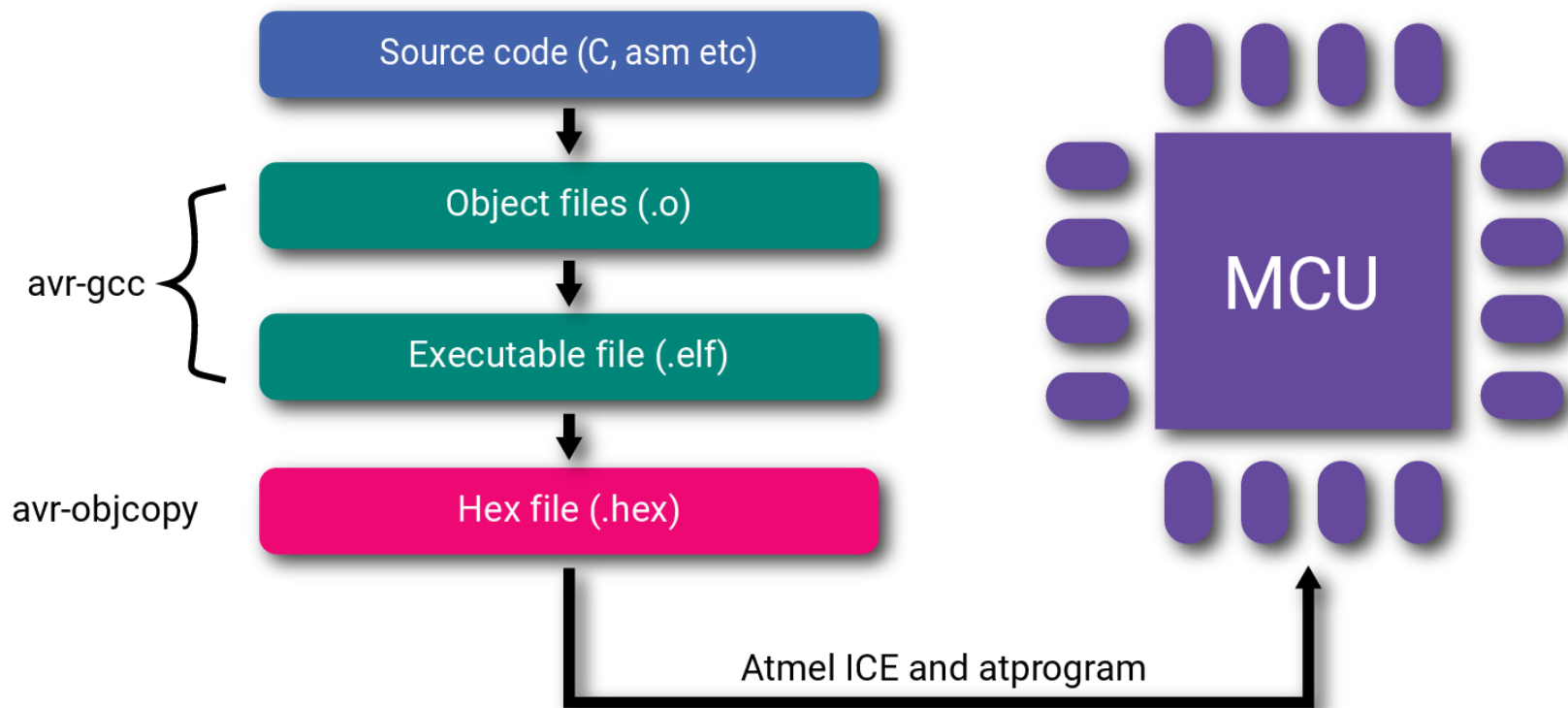
```
#include <avr/io.h>
unsigned char num; //global variabel

void main(void)
{
    int kalle; //lokal variabel

    DDRA = 0xff; //set PORT A for out
    num = 0;
    while(1)
    {
        PORTA = num;
        num++;
    }
    return;
}
```

Titta på hemsidan "En kort sammanfattning av C"

C till hex



Avr Toolchain command

- **avr-gcc** -mmcu=[*target*] [*Optimization flag*] -g [*source file*] -o [*output .elf-file*]
- **avr-objcopy** -j [*section*] -O [*format*] [*input .elf-file*] [*output .hex-file*]
- **avr-objdump** [*option*] [*input .elf-file*]
- **atprogram.exe** -t [*tool*] -i [*interface*] -d [*device*] program -c -fl --verify -f [*input .hex-file*]
- Sökväg i Windows
- C:\Program Files (x86)\Atmel\Studio\7.0\toolchain\avr8\avr8-gnu-toolchain\bin

Minnets organisation

