

Atmel Studio 7

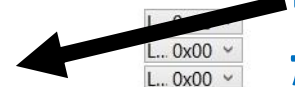
Κώδικας



Break point



Επιλογή πληροφοριών



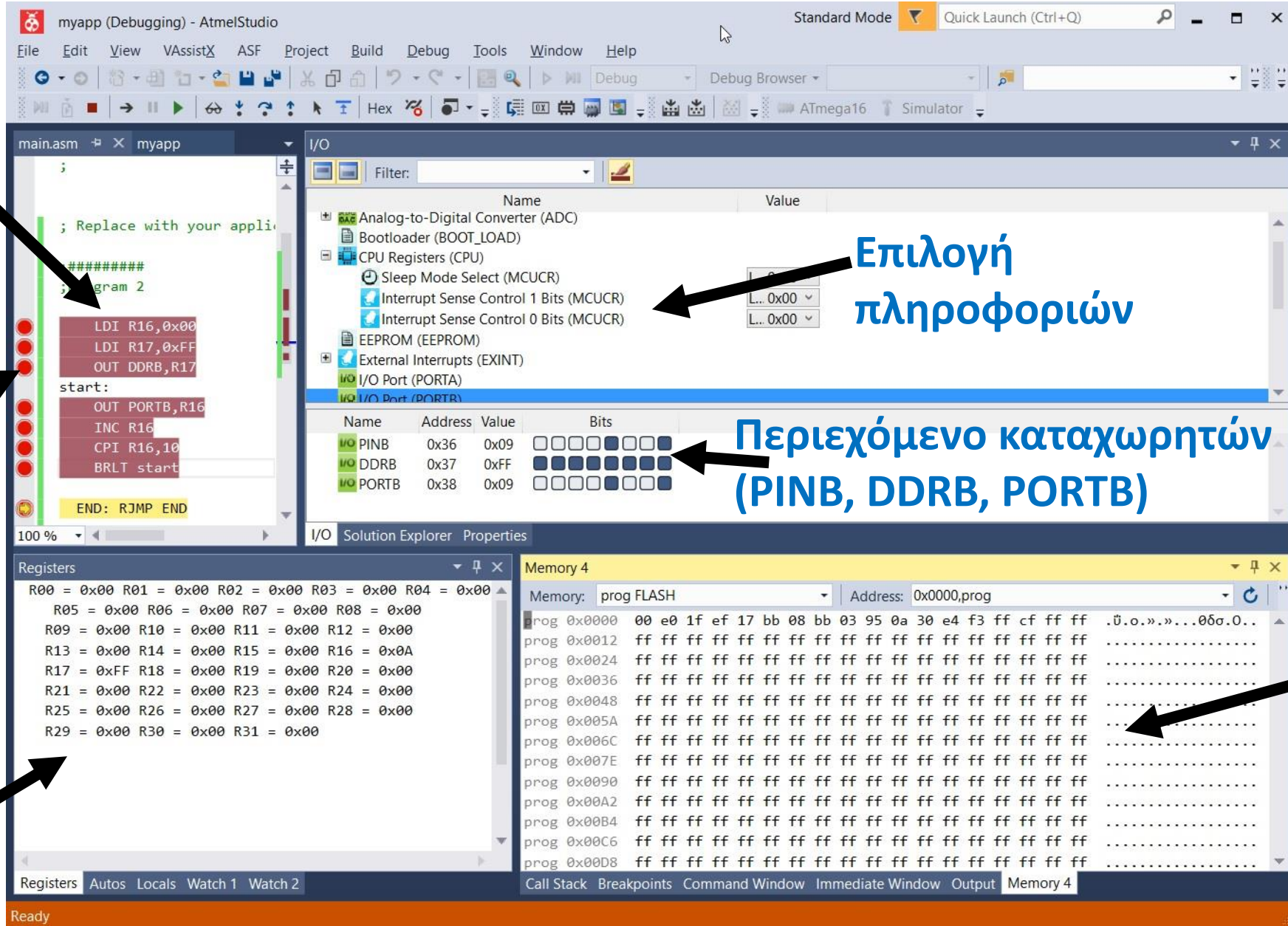
Περιεχόμενο καταχωρητών (PINB, DDRB, PORTB)



Περιεχόμενο μνήμης (π.χ. Flash)



Καταχωρητές



The screenshot displays the Atmel Studio 7 interface during a debug session. The main window is titled 'myapp (Debugging) - AtmelStudio'. The menu bar includes File, Edit, View, VAssistX, ASF, Project, Build, Debug, Tools, Window, and Help. The toolbar contains various icons for file operations, debugging, and simulation. The main workspace is divided into several panes:

- Code Editor (main.asm):** Shows assembly code with a breakpoint set at the 'start:' label. The code includes instructions like 'LDI R16,0x00', 'LDI R17,0xFF', 'OUT DDRB,R17', 'start:', 'OUT PORTB,R16', 'INC R16', 'CPI R16,10', 'BRLT start', and 'END: RJMP END'.
- I/O Window:** Displays a tree view of hardware components. The 'I/O Port (PORTB)' is selected, showing its address (0x38) and value (0x09). Below this, a table shows the bit fields for PINB, DDRB, and PORTB.
- Registers Window:** Shows the state of all 32 registers (R00-R31). R00-R04 are 0x00, R05-R08 are 0x00, R09-R12 are 0x00, R13 is 0x00, R14 is 0x00, R15 is 0x00, R16 is 0x0A, R17 is 0xFF, R18 is 0x00, R19 is 0x00, R20 is 0x00, R21-R24 are 0x00, R25-R28 are 0x00, and R29-R31 are 0x00.
- Memory Window (Memory 4):** Shows the contents of the program flash memory starting at address 0x0000. The first few bytes are 00 e0 1f ef 17 bb 08 bb 03 95 0a 30 e4 f3 ff cf ff ff, followed by many 'ff' bytes.

