AVR picoPower Workshop Prerequisites

Attendees are required to bring a laptop to participate.

Hardware requirements

- Minimum processor 1.6GHz
- Minimum 1GB RAM for x86
- Minimum 2GB RAM for x64
- Minimum 3GB free disk space
- Minimum screen resolution of 1024x768
- Three USB ports (one for communication, two for powering the kits), alternative one USB port and two USB type power plugs

Software requirements

Windows XP, Windows Vista or Windows 7 (x86 or x86-64) (AVR Studio 5 Studio does not support Windows 98, NT, ME or 2000).

Admin Password:

Please ensure you have administrative rights on your laptop for tools installation.

Tool Installations

You will need to have the following software installed before the workshop:

AVR Studio 5:

http://www.atmel.com/dyn/products/tools card.asp?tool id=17212&source=avr 5 studi o overview

Above software is available free of charge to Atmel's customers. You will be asked to register for downloads of the AVR Studio 5.

Recommended reading

- AVR1000: Getting Started Writing C-code for XMEGA http://www.atmel.com/dvn/resources/prod_documents/doc8075.pdf
- AVR32000: Introduction to 32-bit AVR UC3 header files http://www.atmel.com/dyn/resources/prod_documents/AVR32005.pdf http://www.atmel.com/dyn/resources/prod_documents/AVR32000.zip

Useful reading

- AVR1005: Getting started with XMEGA http://www.atmel.com/dyn/resources/prod_documents/doc8169.pdf
 - This document briefly introduces the similarities and differences between the megaAVR family and the XMEGA family, and provides an overview of the available tool chain.
- AVR1500: Xplain training XMEGA Basics http://www.atmel.com/dyn/resources/prod documents/doc8308.pdf http://www.atmel.com/dyn/resources/prod documents/AVR1500.zip
 - o This Application Note will get you started with Atmel® AVR® XMEGA™ basics, using the IO ports to show various concepts in four tasks. You will learn to use small code fragments, utilizing the XMEGA header files and some of the XMEGA features for more efficient and compact code.