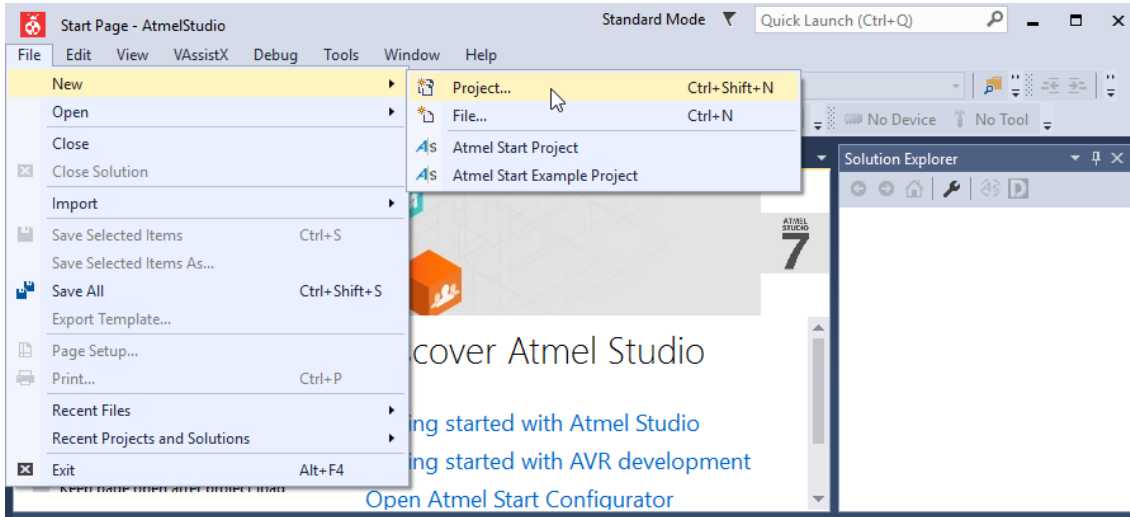


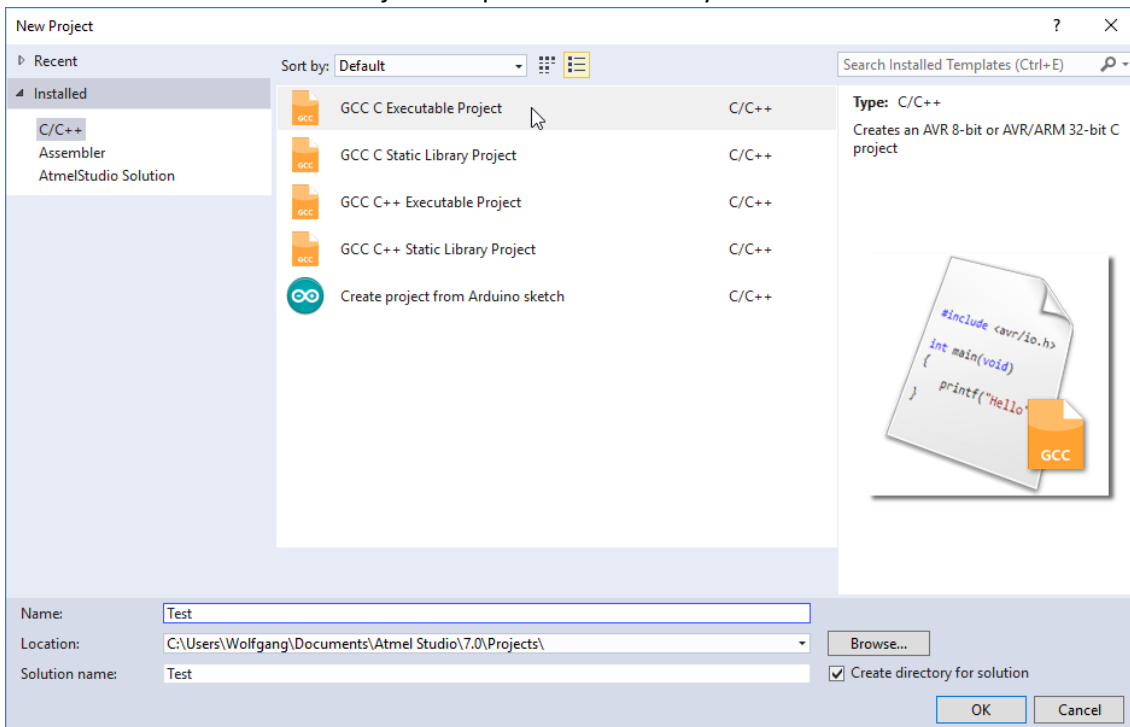
# Atmel Studio

A brief instruction on how to create a new project in Atmel Studio 7.0

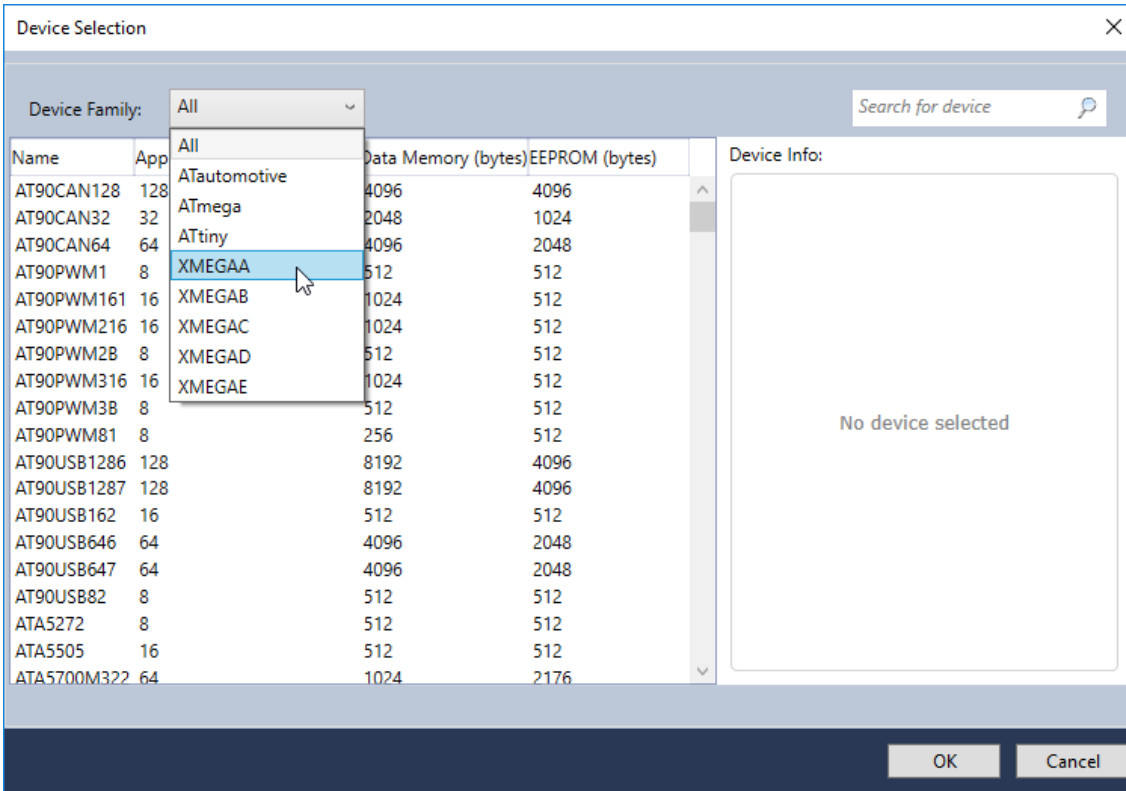
1. Select *File / New / Project...* in order to create a new programming project.



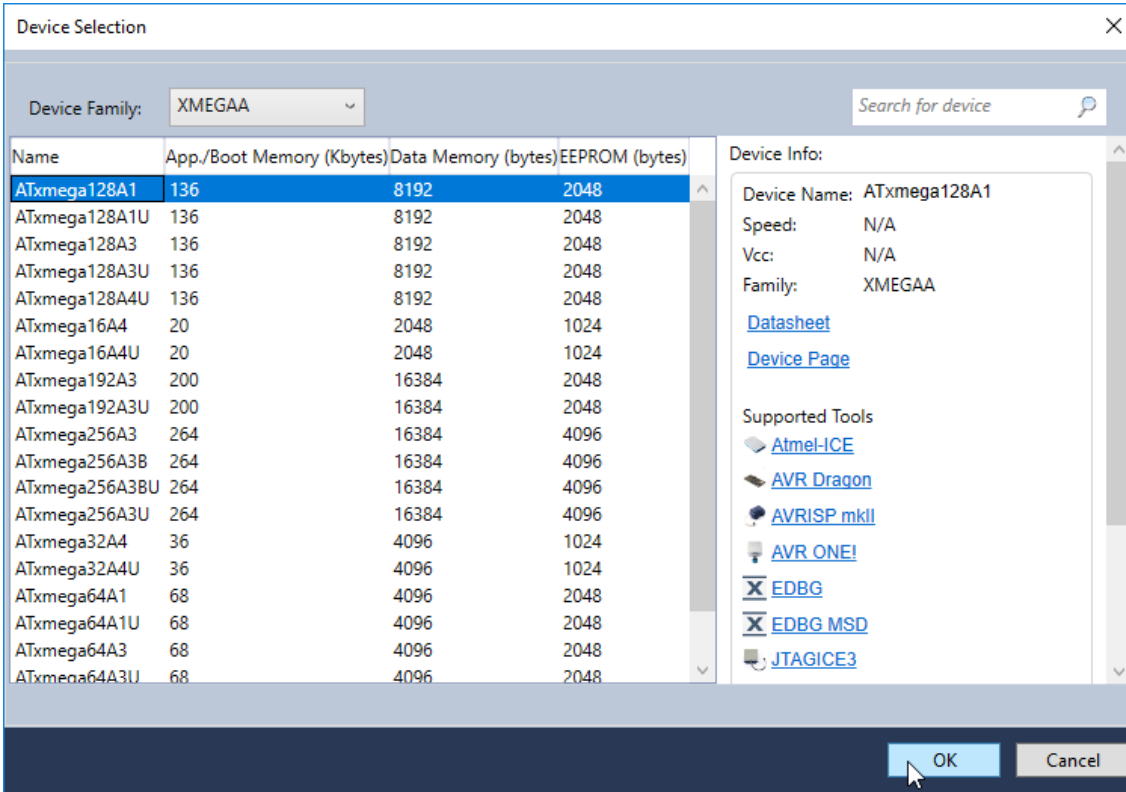
2. Select the *GCC C Executable Project* template and click okay.



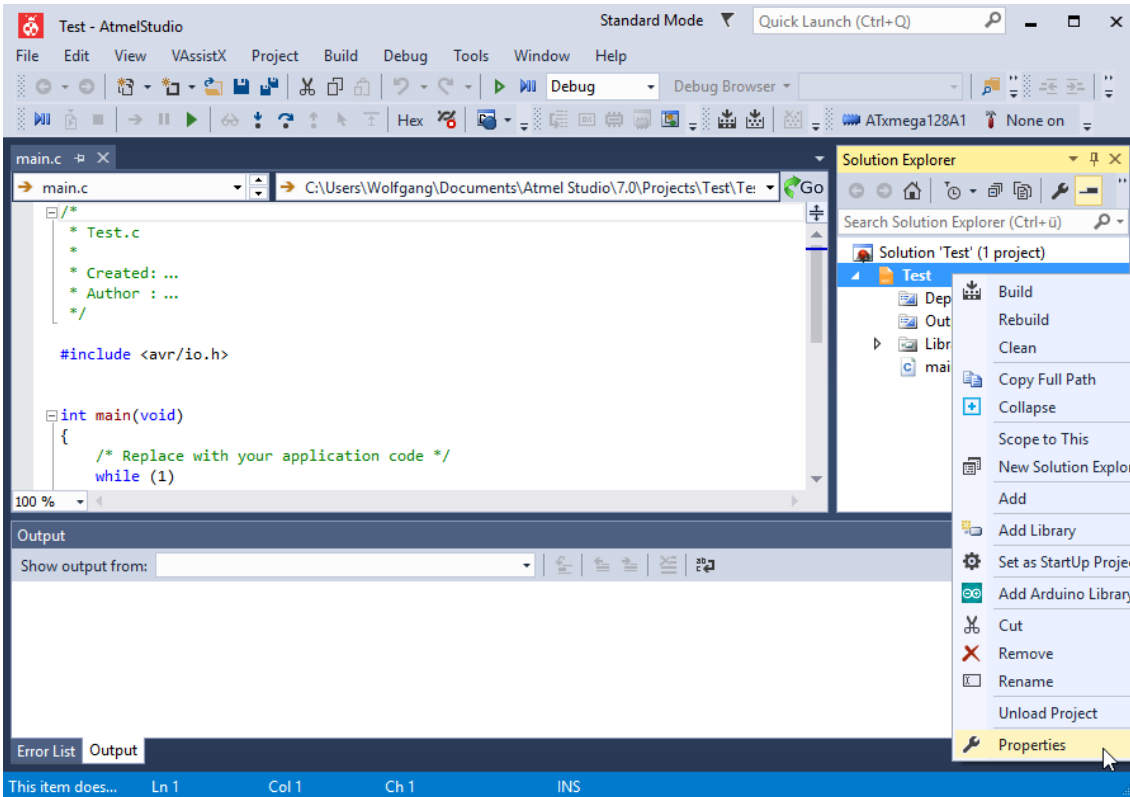
3. Select to appropriate device family (*XMEGAA* in this case) ...



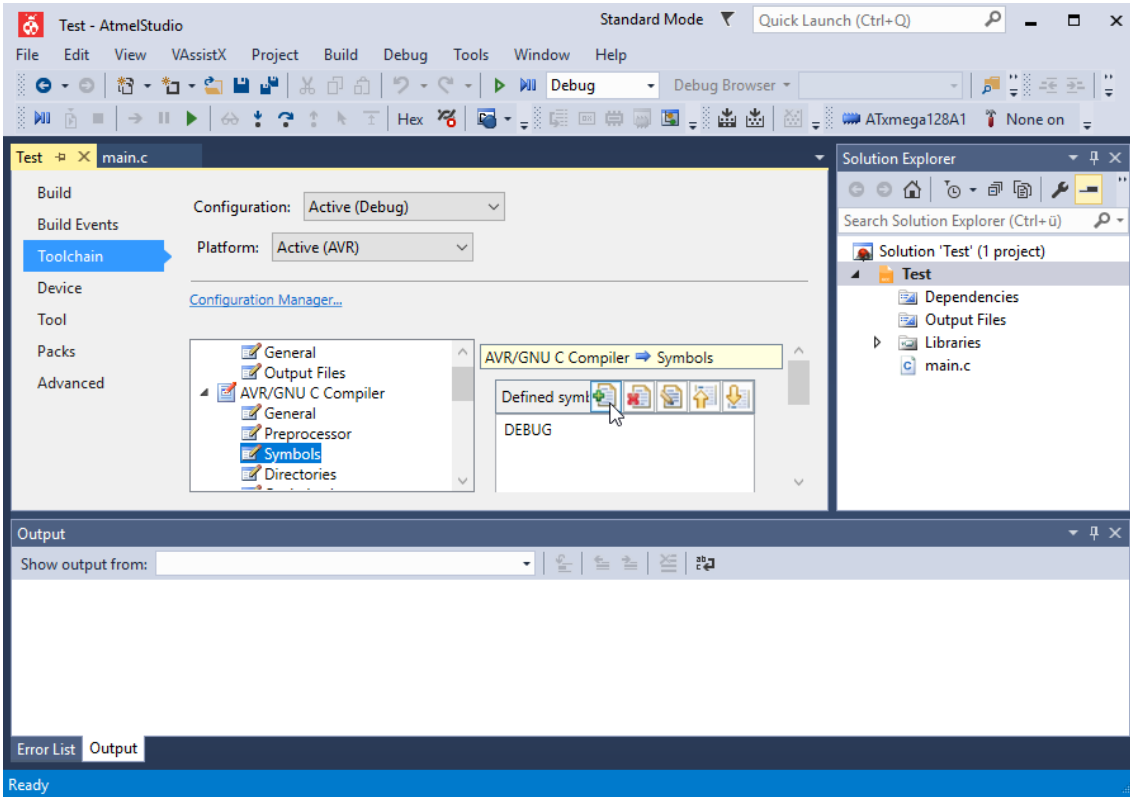
4. ... and select your device (*ATxmega128A1* in this case).



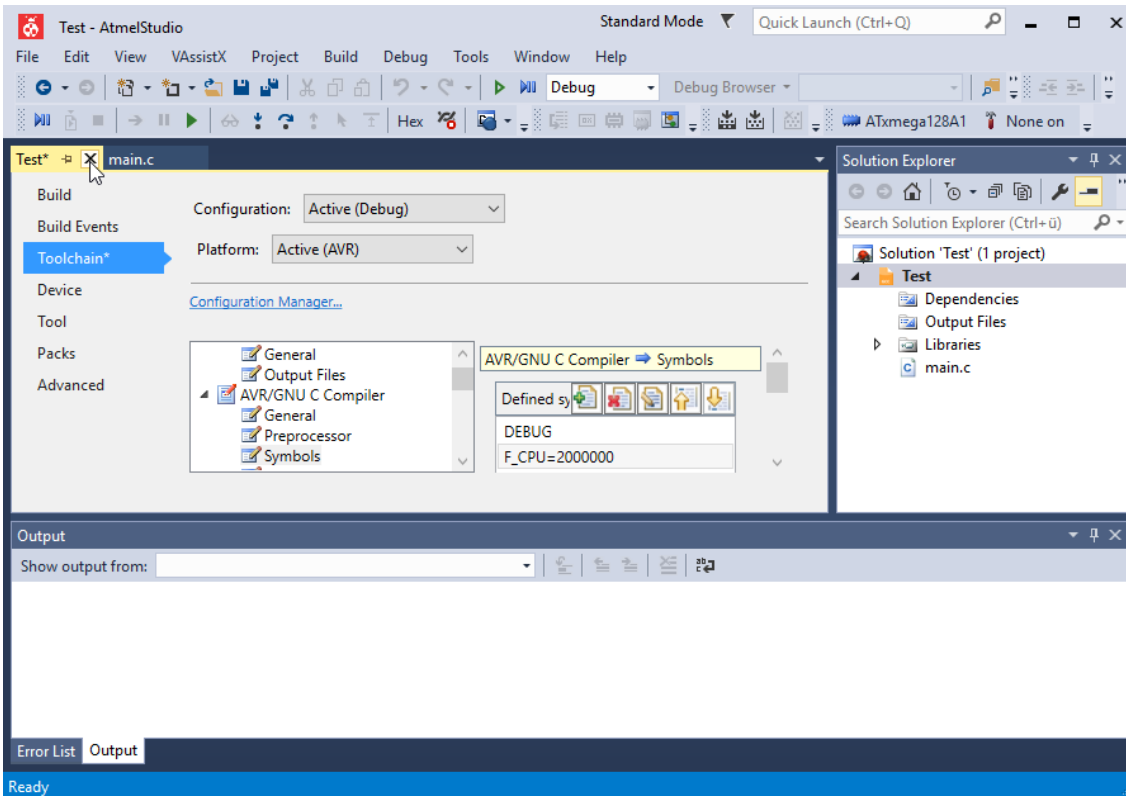
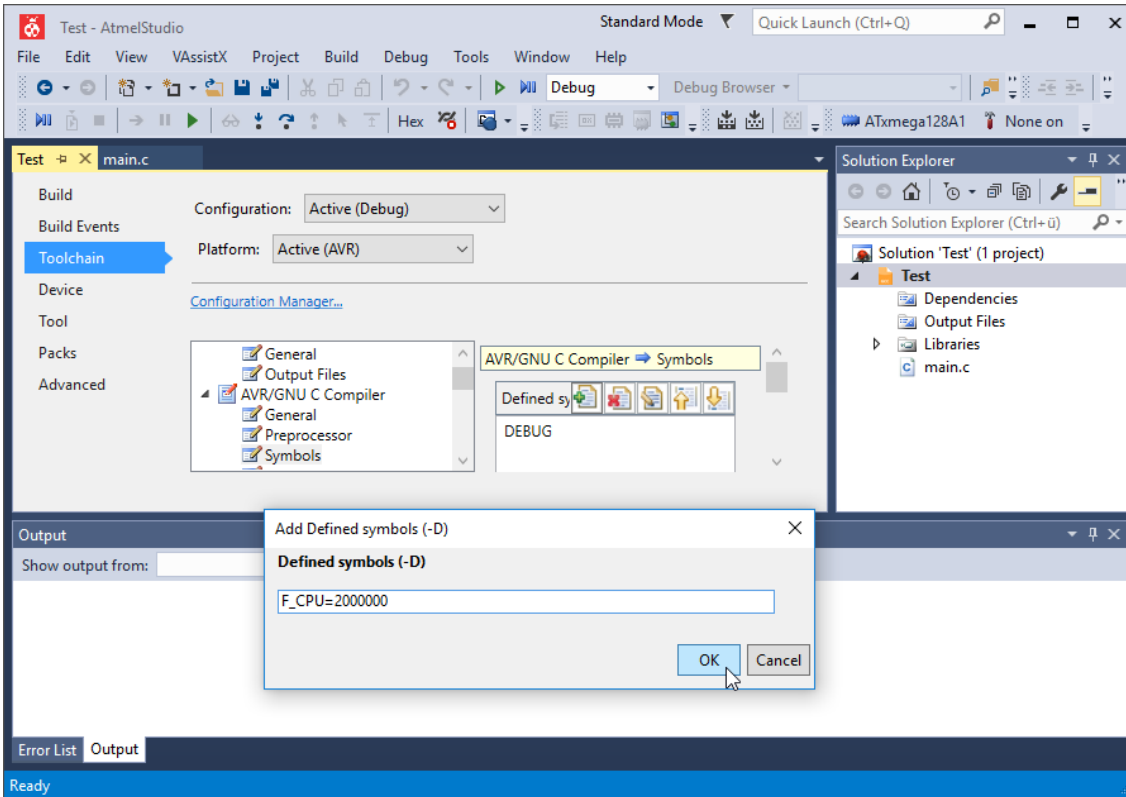
5. After the project has been created (*Test* in this case) open the project properties.



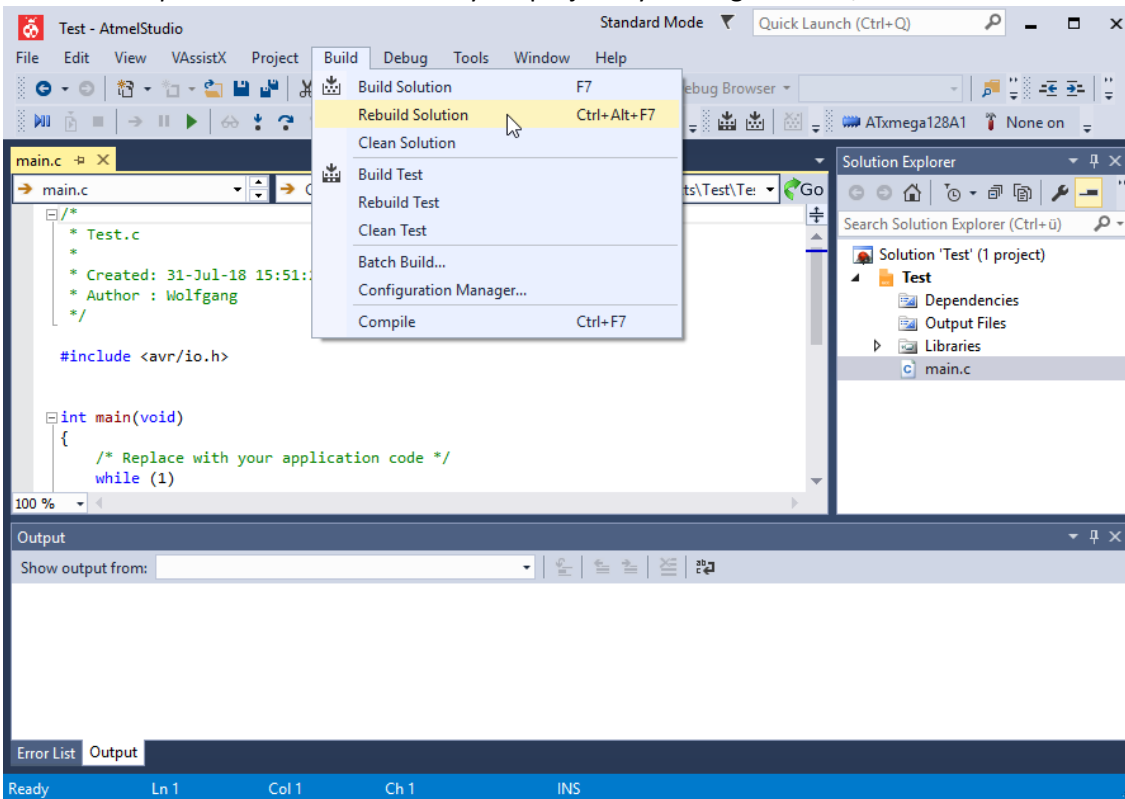
6. Select *Toolchain / AVR/GNU C Compiler / Symbols*, click on the *Add Item* icon ...



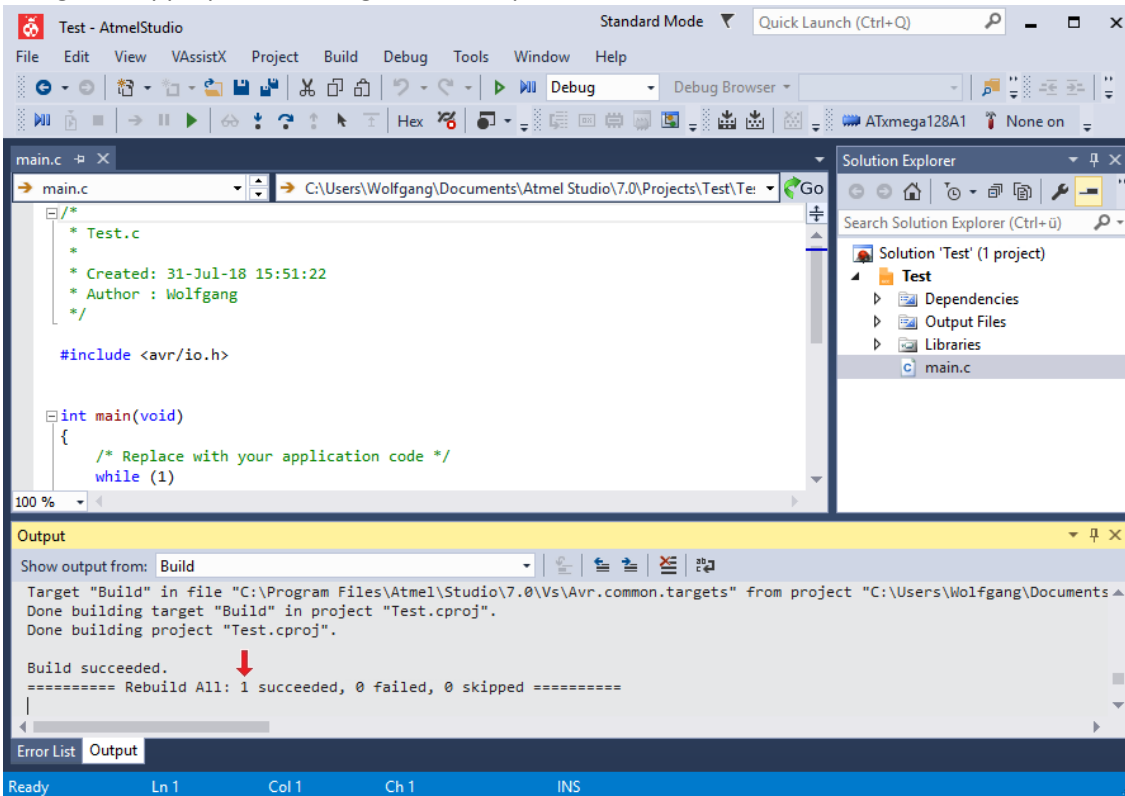
7. ... and specify the system clock frequency of your system (2 MHz in this case).



8. Close the *Properties* window and build your project by clicking on *Build / Rebuild Solution*.



9. You get an appropriate message in the *Output* window if the build succeeded.



- If there are errors the *Error List* window will open. There are two kinds of errors: errors and warning. Errors are fatal and the project is not built. If there are warnings the project is built but the compiler thinks that there is something wrong. Do not ignore warnings. They are vital. Fix them because otherwise your program may not behave as you expected. If you double-click on an error the cursor will jump to the error location in the *Source* window. In the *Source* window errors are indicated by a red mark.

