Section 4
AVR Assembler User Guide

4.1 Introduction

Welcome to the Atmel *AVR* Assembler. This manual describes the usage of the Assembler. The Assembler covers the whole range of microcontrollers in the AT90S family.

The Assembler translates assembly source code into object code. The generated object code can be used as input to a simulator or an emulator such as the Atmel *AVR* In-Circuit Emulator. The Assembler also generates a PROMable code and an optional EEPROM file which can be programmed directly into the program memory and EEPROM memory of an *AVR* microcontroller.

The Assembler generates fixed code allocations, consequently no linking is necessary.

The Assembler runs under Microsoft Windows 3.11, Microsoft Windows95 and Microsoft Windows NT. In addition, there is an MS-DOS command line version. The Windows version of the program contains an on-line help function covering most of this document.

The instruction set of the *AVR* family of microcontrollers is only briefly described, refer to the *AVR* Data Book (also available on CD-ROM) in order to get more detailed knowledge of the instruction set for the different microcontrollers.

To get quickly started, the Quick-Start Tutorial is an easy way to get familiar with the Atmel *AVR* Assembler.

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