

Atmel Studio 7.0 Installation Guide

Step 1: Download the Atmel Studio 7.0 installer from link & double click to run.

Step 2: This will launch the "License Terms" and prompt you to accept the "license terms and conditions" as shown in Fig. 1(a). Tick the checkbox next to "I agree to the license terms and conditions" and click "Next" to proceed.





Fig. 1(a): Step 2

Fig. 1(b): Step 3

Step 3: As shown in Fig. 1(b), you will be asked which devices you wish to program using Atmel Studio. In this course we will only use AVR 8-bit microcontrollers (i.e. ATmega328P is an 8-bit device). So, to save space, you can decide not to install the 32-bit and the ARM device support by only ticking the checkbox next to "AVR 8-bit MCU". Then click "Next" to proceed.

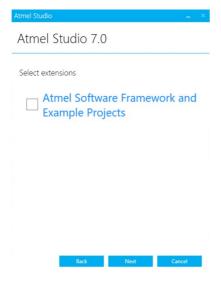


Fig. 2(a): Step 4



Fig. 2(b): Step 5



Step 4: Next it will ask if you wish to install the Atmel Software Framework (ASF) as shown in Fig. 2(a). We are not going use this feature in this course. So, to save space, you can untick the checkbox next to "Atmel Software Framework and Example Projects". Click "Next" to proceed.

Step 5: As shown in Fig. 2(b), the installer will do a few checks to make sure everything is ok to proceed with the install. If there is an issue, for example if there is a windows update installed that required the computer to be restarted, there will be red cross indicating you to resolve the issue. If this is the case attend to that issue. It may require you to restart the computer, for example to apply windows updates, and in this case start over the Atmel Studio installation process from Step 2. If all items have green ticks, click "Next".

Step 6: Click "Install" to install Atmel Studio as shown in Fig. 3(a).

Step 7: During the installation, as shown in Fig. 3(b), you will be asked to grant permission to install a number of additional components. Click "Install" to install all these components.





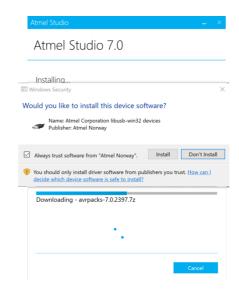


Fig. 3(b): Step 7

Step 8: Click "Close" and launch Atmel Studio to confirm it has been installed correctly.