How to install and use AVR-JTAG-USB

When you connect AVR-USB-JTAG for a first time to your computer via 1.8 meter USB A-B cable, you should install drivers. You can download them from: <u>http://www.ftdichip.com/Drivers/VCP.htm</u>.

After the drivers installation is complete – look up in Device Manager of your computer for the number of the virtual com of AVR-JTAG-USB – it should be 3 or 4, otherwise AvrStudio might not be able to detect the programmer. Here are the steps to change it:

- 1. Go to Device Manager.
- 2. Unfold "Ports (COM&LPT)" and right-click on "USB Serial Port (COMxx)" where COMxx can be anything between COM1 and COM255. Select properties.



3. Go to the "Port Settings" tab and click the "Advanced" button.

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4. Change the "COM Port Number" to COM3 or COM4.

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		COMB (in use) COM9 (in use)		
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		COM28 (in use) COM29 (in use)		
		COM30 (in use)	*	

- 5. Click OK.
- 6. If a warning message pops up and complains about COM port being used by another device, click "Yes".
- 7. Click OK to close the device properties.
- 8. After you have changed the "COM Port Number" disconnect and connect AVR-JTAG-USB from the PC. Now check in Device Manager whether the change has taken effect.

Now your AVR-JTAG-USB is ready to use.

Using AVR-JTAG-USB with AVR Studio

Supply power to your target board and connect AVR-JTAG-USB to it's JTAG connector, then follow the steps described below:

First open the Programmer Connect dialog:					
🐱 AVR Studio					
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Then select "JTAG ICE" option with automatic port detection:

Select AVR Programmer						
Platform: STK500 or AVRISP JTAG ICE JTAGICE mkII AVRISP mkII AVR Dragon STK600 AVR ONE!	Port: Auto COM1 COM2 COM3 COM4	Connect Cancel Baud rate: 115200				
Baud rate changes are Tip: To auto-connect to the programmer used last time, press the 'Programmer' active immediately. button on the toolbar.						
Note that a tool cannot be used for programming as long as it is connected in a debugging session. In that case, select 'Stop Debugging' first. Disconnected Mode						

After pressing "Connect" the programming dialog should appear:

Target AVR now can be erased, flashed with a provided HEX file, FUSES and LOCK bits can be written and/or verified. For more information please consult the AvrStudio documentation.