


Procedures to Programme your Chip

You are going to base your program on the 'template.asm' file.

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- * ① Open 'PICshell' then click on the  MPLAB icon
- ② In 'MPLAB' find and open the template.asm file
- ③ Save it on your memory pen as e.g. 'jack1.asm'.
This is going to be your main file.
- ④ WRITE PROGRAM
- ⑤ Use 'PROJECT', 'NEW PROJECT' commands from the menu.
On the 'NEW PROJECT' box
- (i) change file 'Project Path + Name' to 'jack1.pjt
 - (ii) make the path save to your memory pen.
 - (iii) change 'Development mode' to 'EDITOR ONLY'
- ⑥ DON'T SAVE IT YET → EVEN IF IT ASKS!
- ⑦ Use the 'EDIT PROJECT' box to ADD 'jack1.asm' to the project files box. (It should be the only one here!)
- ⑧ Now go back and 'OPEN SOURCE' called 'jack1.asm'
- ⑨ In 'PROJECT' click 'BUILD ALL'. This converts your high level language into hex for the PIC SHELL program.
- ⑩ Click the 'PIC SHELL' icon (top right on MPLAB) and your program should be there — fairly short, but in hex.
- ⑪ Save your 'jack1hex' file to your memory pen.
- ⑫ On the 'PROGRAMMER' menu, 'PROGRAM PIC' sends your instructions in binary to the chip.
(It compiles your program for you before burning it onto the chip).
- ⑬ Check it has worked by 'VERIFY PIC' on 'PROGRAMMER' menu.
IF not, burn it on again.
- ⑭ 'RUN HARDWARE' icon to check — don't forget to connect the Inputs and Outputs to the chip on the board for testing.

When you first open PIC shell check the settings:

DEVICE	16C84	✓	→ this is the chip on the board
LOAD FUSES FROM FILE/PC		✓	
AUTO UPDATE		✓	