

Pololu AVR Programming Quick Start Guide



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1. Overview

This guide is a collection of tutorials on how to get started programming the AVR microcontroller on an **Orangutan robot controller** [<http://www.pololu.com/catalog/category/8>] or **3pi robot** [<http://www.pololu.com/catalog/product/975>] under Windows, Linux, or Mac OS X. This guide is mainly designed for people who want to use the **Pololu USB AVR Programmer** [<http://www.pololu.com/catalog/product/1300>] and the **Pololu AVR C/C++ Library** [<http://www.pololu.com/docs/0J20>].

- If you want to use a different programmer, this guide will still be useful to you but some of the steps will not apply to you.
- If you want to program an AVR that is not on an Orangutan or 3pi robot, this guide will still be useful to you, but please note that the Pololu AVR C/C++ Library only works on certain AVRs in the ATmega family.
- If you want to program an AVR that is not on an Orangutan or 3pi robot, and are not interested in the Pololu AVR C/C++ Library, we recommend reading the tutorials in the **Pololu USB AVR Programmer User's Guide** [<http://www.pololu.com/docs/0J36>] instead of this guide.
- This guide does *not* cover the Arduino IDE; there is a separate guide for **Programming Orangutans and the 3pi robot from the Arduino Environment** [<http://www.pololu.com/docs/0J17>].
- This guide does *not* cover the older AVR Studio 4 IDE; there is a separate guide for **Programming Orangutans and the 3pi robot from AVR Studio 4** [<http://www.pololu.com/docs/0J52>].

2. Before Programming

Connect Power

Before programming your AVR, you will need to **connect power**. Please see the user's guide of your particular device for information on how to choose a suitable power supply and what pins to connect it to. If your device has a power button, you will need to press it to turn on power to the AVR.

Note: If you have purchased rechargeable batteries for your device, you should fully charge them before you first use them. You should never attempt to program your device if its batteries are drained or uncharged. Losing power during programming could **permanently disable** your AVR.

Try the preloaded demo program

The 3pi robot, Orangutan SVP, Orangutan SV-xx8, and Orangutan LV-xx8 all come with **preloaded demo programs** that demonstrate various features. Before programming, we recommend using these demo programs to familiarize yourself with some of your device's features and also to make sure that the device is working.

3. Programming in Windows with Atmel Studio 6

To program AVR in Windows, we recommend using **Atmel Studio 6.0**, an integrated development environment (IDE) from Atmel.



Note: The **Orangutan X2** does not work with the built-in AVR ISP programming software in Atmel Studio. These instructions will show you how to use Atmel Studio 6 to compile the .hex file and then load it onto the X2 using AVRDUDE, which is included in **WinAVR** [<http://winavr.sourceforge.net/>].

3.1. Installing Prerequisites



If you use Windows XP, you will need to have **Service Pack 3** [<http://www.microsoft.com/downloads/details.aspx?FamilyId=68C48DAD-BC34-40BE-8D85-6BB4F56F5110>] installed because Atmel Studio 6 requires it.

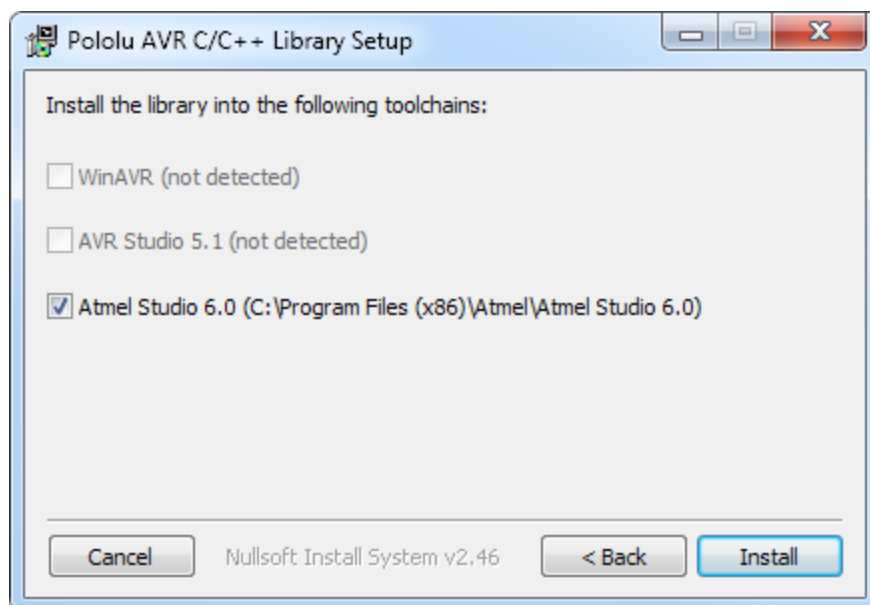
As a first step for programming AVR in Windows, we recommend downloading and installing **Atmel Studio 6.0** [http://www.atmel.com/microsite/atmel_studio6/], an integrated development environment (IDE) from Atmel. You can use this **direct download link for Atmel Studio 6.0** [<http://www.atmel.com/Images/as6installer-6.0.1843.noVSSnoDotNet.exe>] (~540 MB exe) or find it on Atmel's website.

After Atmel Studio 6.0 is installed and working, download and install the **Pololu AVR Development Bundle** [<http://www.pololu.com/file-redirect/avr-development-bundle>] (~6MB exe). The Pololu AVR Development Bundle contains these components:

- The **Pololu AVR C/C++ Library** [<http://www.pololu.com/docs/0J20>], which provides functions for interacting with the hardware on your Orangutan or 3pi robot.
- **Pololu USB AVR Programmer** [<http://www.pololu.com/docs/0J36>] drivers and software.
- **Orangutan SVP** [<http://www.pololu.com/docs/0J39>] drivers.

When you run the Pololu AVR Development Bundle installer, it will ask you which components to install. If you are not sure which ones you will need, it is OK to install them all.

The installer for the Pololu AVR C/C++ Library will ask you which AVR toolchains you want the library to be installed into:



The second screen of the Pololu AVR C/C++ Library installer for Windows.

If the Atmel Studio 6.0 checkbox is grayed out, then the installer was unable to find Atmel Studio 6.0 and you should try reinstalling or repairing it. You should leave the Atmel Studio 6.0 box checked so that the library can install its files into Atmel Studio 6.0.

During the installation, Windows will ask you if you want to install the drivers. Click “Install” (Windows 7, 8, and Vista) or “Continue Anyway” (Windows XP).

If you have an **Orangutan X2**, you will also need to **install our CP2102 drivers** [<http://www.pololu.com/docs/0J7>].

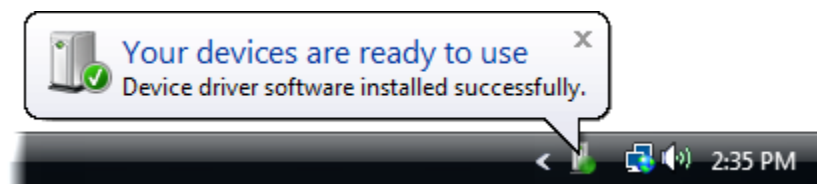
3.2. Setting up your programmer



This section does not apply to the **Orangutan X2**.

Now that you have installed the drivers, it is time to plug the Pololu USB AVR Programmer or Orangutan SVP into your computer’s USB port, make sure the drivers are working, and configure Atmel Studio 6.0 to use the programmer. For brevity, we will just say “programmer” in this section to refer to either the Pololu USB AVR Programmer or the Orangutan SVP’s auxiliary processor, which serves as a programmer.

If you use **Windows Vista or Windows 7**, your computer should automatically install the necessary drivers when you connect a programmer.

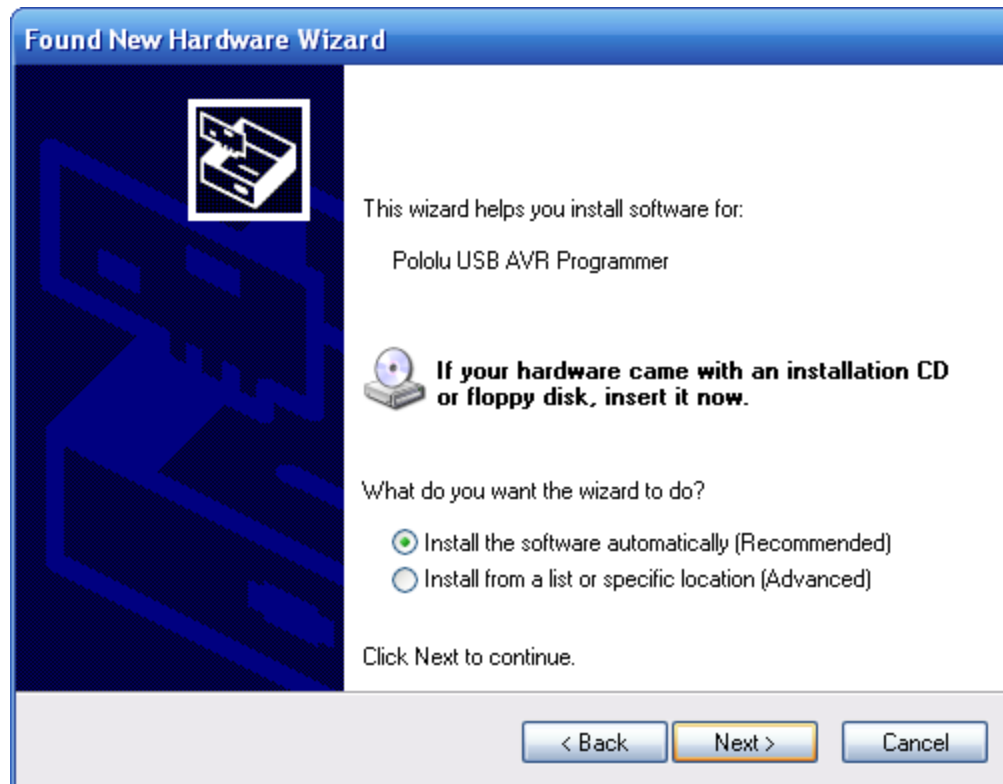


If you use **Windows XP**, you will need to follow these steps whenever you plug in a new programmer:

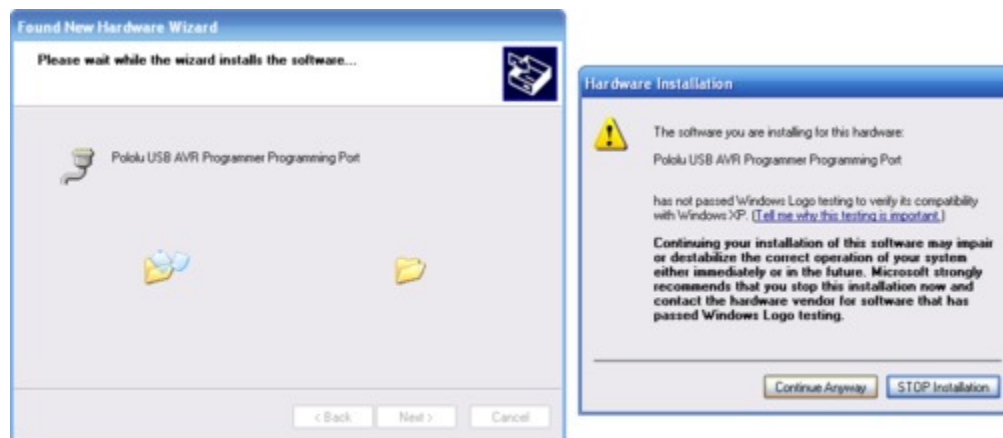
1. Connect the programmer to your computer's USB port. **The programmer is actually three devices in one so your XP computer will detect all three of those new devices and display the “Found New Hardware Wizard” three times.** Each time the “Found New Hardware Wizard” pops up, follow steps 2–5.
2. When the “Found New Hardware Wizard” is displayed, select “No, not this time” and click “Next”.



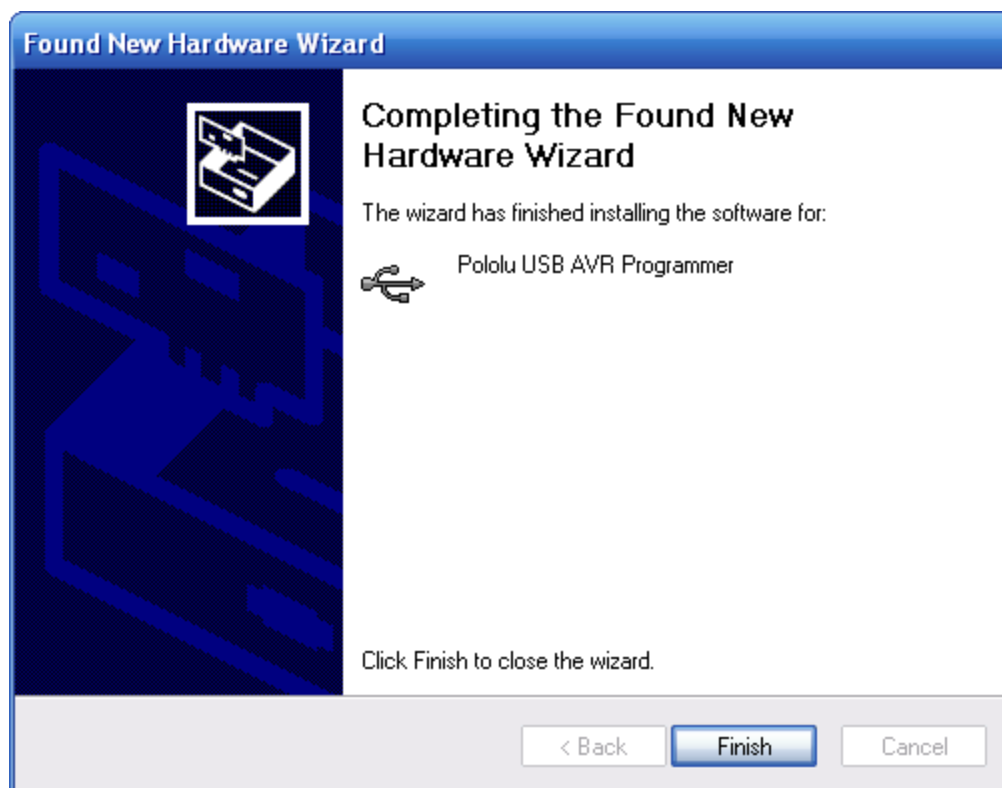
5. On the second screen of the “Found New Hardware Wizard”, select “Install the software automatically” and click “Next”.



6. Windows XP will warn you again that the driver has not been tested by Microsoft and recommend that you stop the installation. Click “Continue Anyway”.



7. When you have finished the “Found New Hardware Wizard”, click “Finish”. After that, another wizard will pop up. You will see a total of **three** wizards when plugging in the programmer. Follow steps 4-7 for each wizard.



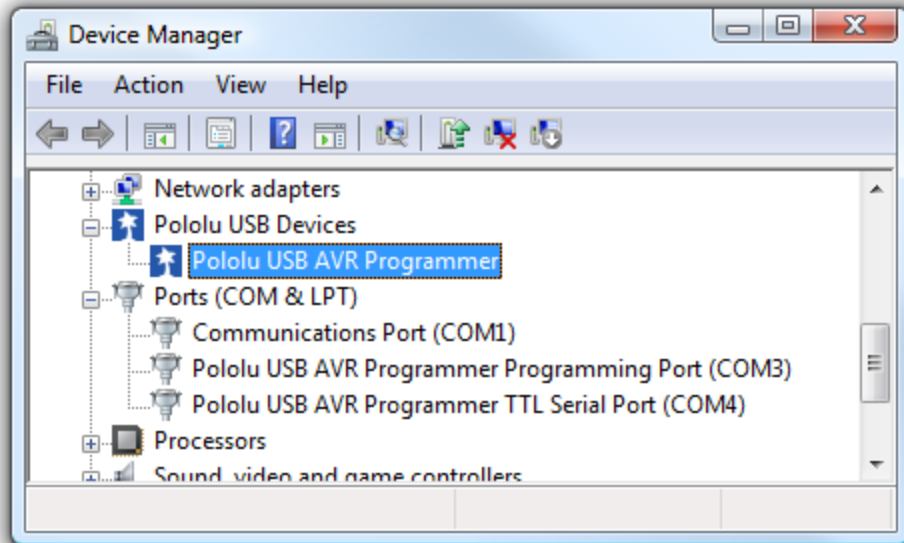
If you use Windows XP and experience problems installing the serial port drivers, please make sure you have upgraded to Service Pack 3.

After installing the drivers, please go to your computer's Device Manager and expand the "Ports (COM & LPT)" list. If you are using the Pololu USB AVR Programmer, you should see two COM ports: "Pololu USB AVR Programmer Programming Port" and "Pololu USB AVR Programmer TTL Serial Port". If you are using the Orangutan SVP, you should see three COM ports: "Pololu Orangutan SVP Programmer", "Pololu Orangutan SVP USB Communication Port", and "Pololu Orangutan SVP TTL Serial Port". In parentheses after these names, you will see the name of the port (e.g. "COM3" or "COM4").

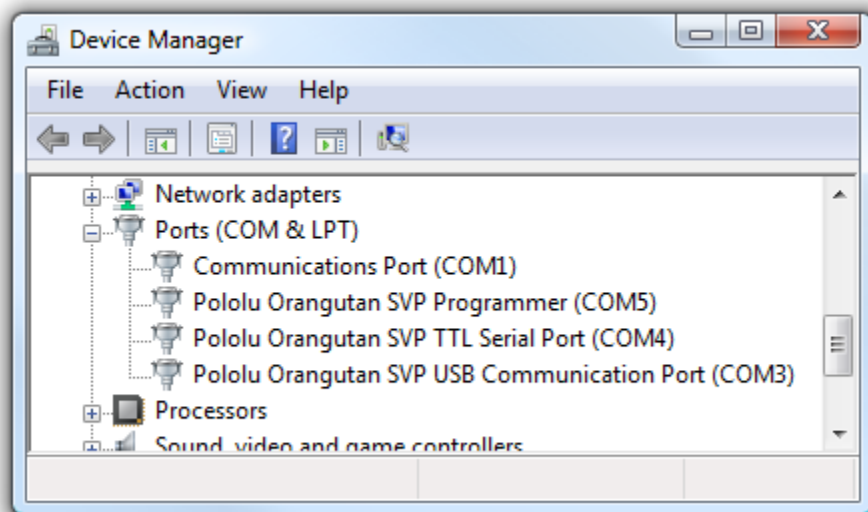
Additionally, if you are using the Pololu USB AVR Programmer, there should be a "Pololu USB Devices" list with an entry for the programmer.



The programming port needs to have a port name between COM1 and COM9 to work with Atmel Studio 6.0. If the programming port is COM10 or above, double click on "Pololu USB AVR Programmer Programming Port" or "Pololu Orangutan SVP Programmer" in the Device Manager, go to the "Port Settings" tab, and click the "Advanced..." button. From this dialog you can change the COM port assigned to your device. After changing it, you will have to unplug the programmer and plug it back in.

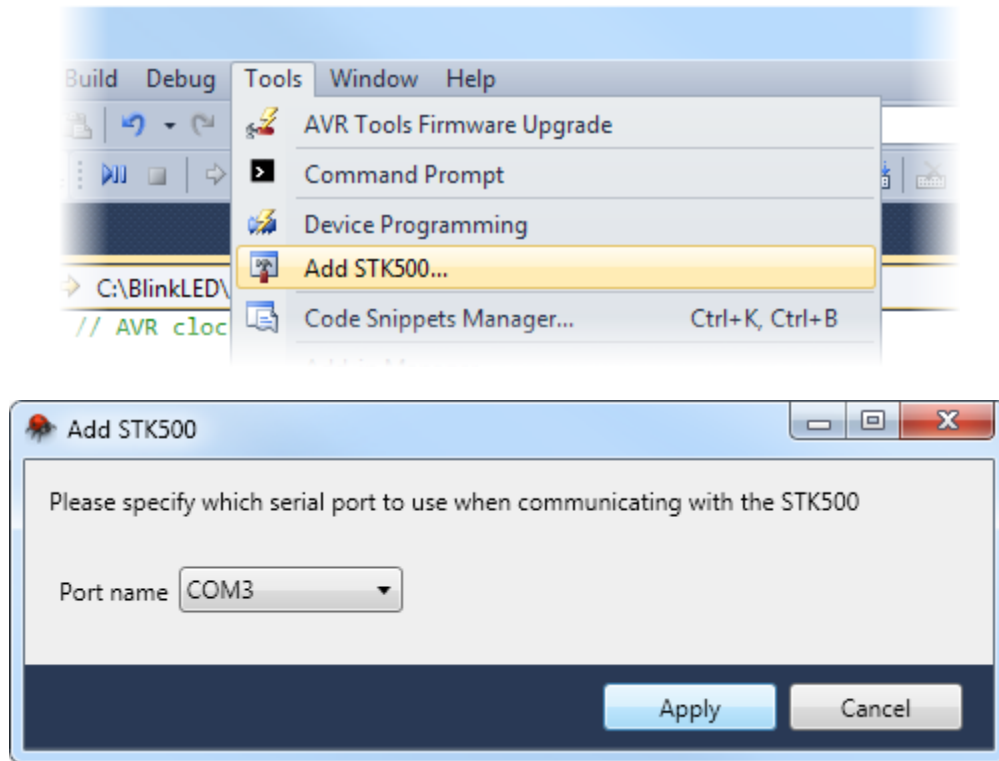


Windows Vista device manager showing the Pololu USB AVR Programmer



Windows Vista device manager showing the Pololu Orangutan SVP.

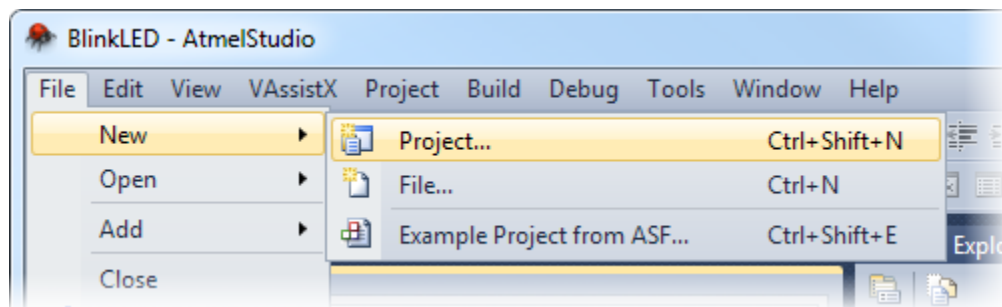
Next, you will need to configure Atmel Studio 6.0 to use the programmer. Open Atmel Studio 6.0, make sure your programmer is connected to your computer via USB, and then select **Tools > Add STK500...**. Select the COM port that has been assigned to the programmer's programming port. If it is COM10 or above, you will need to cancel and change the port's number (see above). Finally, click **Apply**.



The Add STK500 dialog box in Atmel Studio 6.

3.3. Compiling an Example Program

The next step is to compile an example program in Atmel Studio 6 and load it onto your Orangutan or 3pi robot. Open Atmel Studio 6 and create a new project by selecting **New > Project...** in the **File** menu.

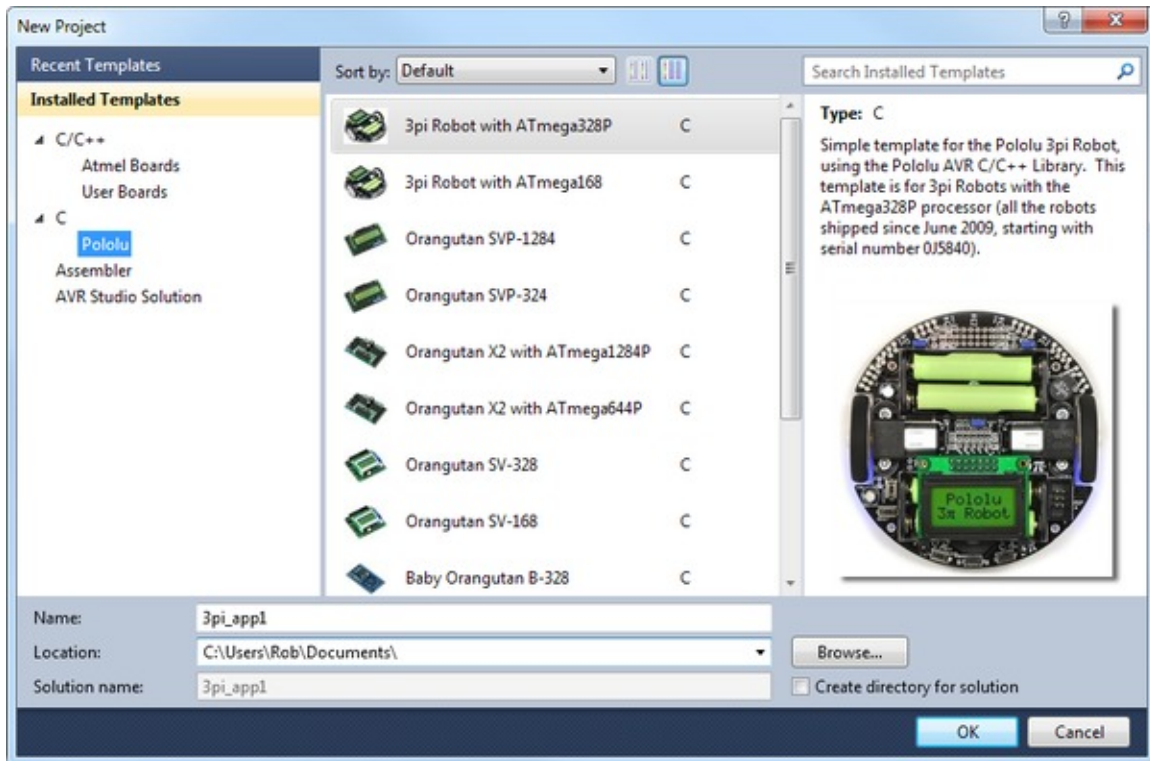


The "New" menu in Atmel Studio 6.

In the New Project dialog, select **Installed Templates**. There should be a **C** category there; if there is no **C** category, make sure that you have installed the Pololu AVR C/C++ Library and try restarting Atmel Studio 6. Expand the **C** category, and select **Pololu** to see a list of templates that were installed by the Pololu AVR C/C++ Library's installer. Select the template that corresponds to your device. Be careful to select the right one; if you're not sure what model of AVR microcontroller your device has then you can find out by checking your invoice, checking your **Pololu order history** [<http://www.pololu.com/account/>], or by reading the writing on the AVR itself.

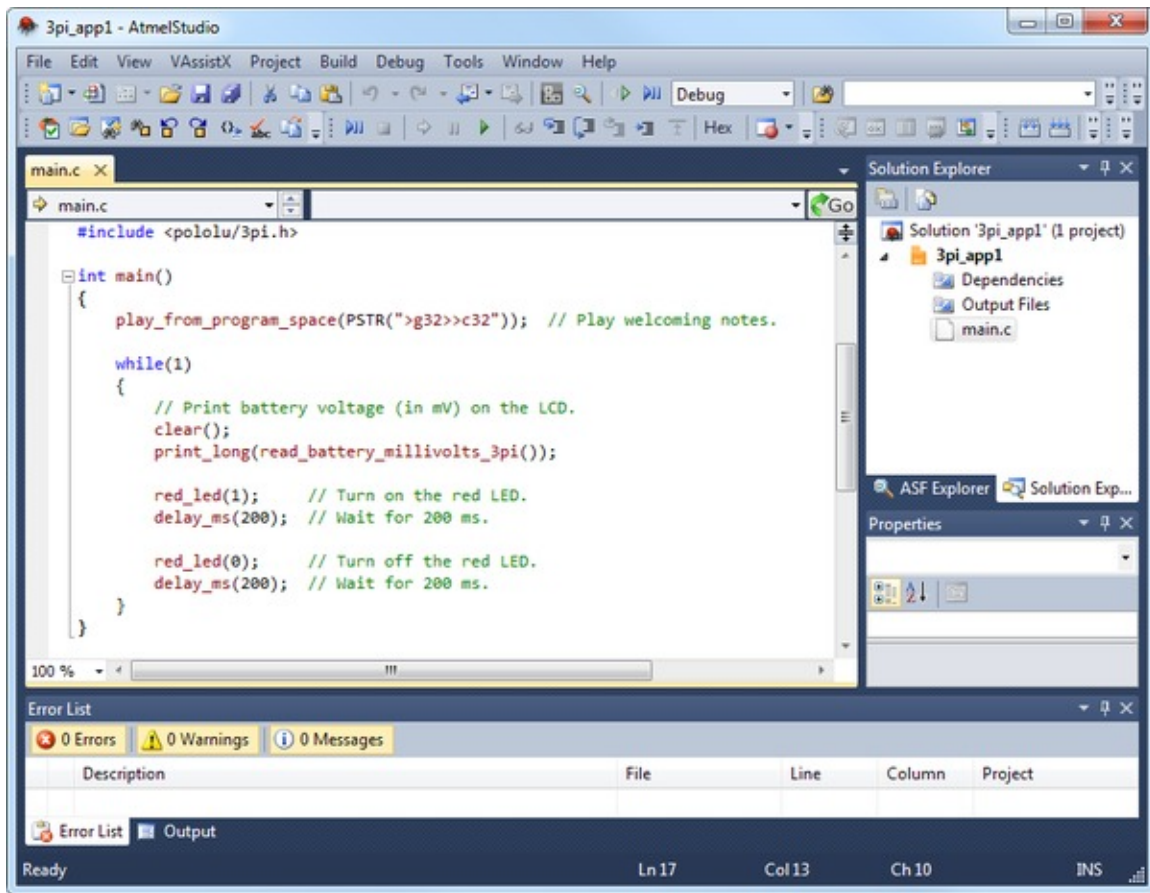
- All 3pi robots shipped from Pololu since June 2009, starting with serial number 0J5840, have an ATmega328P.
- All Orangutan X2s shipped from Pololu since October 25, 2010 have an ATmega1284P.

Also, we recommend unchecking the **Create directory for solution** checkbox to make your directory structure a little simpler.



The New Project dialog in Atmel Studio 6.

After you click **OK**, Atmel Studio will create a new project from the template and open it:



Atmel Studio 6.

The project will contain some simple example code that demonstrates basic features of the board, such as blinking an LED, playing some notes on the buzzer, and displaying numbers on the LCD. The functions being called are defined in the Pololu AVR C/C++ Library. You can find more information about them in the **Pololu AVR C/C++ Library User's Guide** [<http://www.pololu.com/docs/0J20>] and read their source code by looking in the directory where you installed the library.

You can build/compile the project by selecting **Build > Build Solution** or by pressing **F7**. If you get an error at this point, and you haven't modified the example program or project configuration at all, then it is likely that the Pololu AVR C/C++ Library was not installed correctly and you should try installing it again. If the build is successful, then the build output shown in the "Output" tab at the bottom should end like this:

```

...
Build succeeded.
===== Build: 1 succeeded or up-to-date, 0 failed, 0 skipped =====

```

If that is what your output looks like, then you have successfully compiled your project into a HEX file, which can be found in the project directory. It is now time to program that HEX file onto your AVR using the Pololu USB AVR Programmer or the built-in programmer on the Orangutan SVP or Orangutan X2.

Before programming, make sure your device is powered and that your programmer is connected to your computer via USB. If you are using the Pololu USB AVR Programmer, you will need to connect the programmer to the device using the included 6-pin ISP cable. If you are programming a device such as the Baby Orangutan B that

does not have a shrouded male header that enforces the correct cable orientation, then be careful to line up the pin 1 indication arrow on the cable with the arrow on the device.



Orangutan X2 users: The AVR programming software in Atmel Studio 6 is not compatible with the Orangutan X2 so we recommend using AVRDUDE as described in **Section 3.4** instead of attempting to follow the instructions below.

To program, simply go to Atmel Studio 6 and press the **F5** key. Alternatively you can program by selecting either **Continue** or **Start Without Debugging** from the **Debug** menu.

If programming fails: If you get an error message after attempting to program, then click **View > Available Atmel Tools** to open the “Available Tools” window. Make sure that there is one and only one STK500 in the list and make sure that the COM port number matches the COM port number of your programmer’s programming port, which is displayed in the Device Manager. If you are using the Pololu USB AVR Programmer, then please see the **Troubleshooting section** [<http://www.pololu.com/docs/0J36/8>] of the programmer’s user’s guide. If you are using an Orangutan SVP, then make sure you have firmware version 1.03 or later (see the **Upgrading Firmware** [<http://www.pololu.com/docs/0J39/12>] section of the user’s guide). If you are using an Orangutan X2, see the note below.

If the programming was successful, you should be able to see the program running on your device. The red user LED on the device should be blinking. If your device has a buzzer, it should play a note whenever the device starts up. If your device has an LCD, it should display a number on the LCD, but you might have to adjust the contrast potentiometer to see it.

If you want to access advanced features of the programmer, or want an interface that gives more feedback when the programming is successful, you can use the Device Programming dialog box of Atmel Studio 6. See the **Programming AVR’s using Atmel Studio 6** [<http://www.pololu.com/docs/0J36/3.b>] section of the Pololu USB AVR Programmer User’s Guide.



Tip: If you use multiple programmers, but never connect more than one at a time to your computer, you might want to configure them all to be on the same COM port so that programming with the F5 key in Atmel Studio will always work. You can change the COM port number assigned to device by going to the Device Manager, double clicking on the COM port, and then clicking the “Advanced...” button in the “Port Settings” tab.

3.4. Programming with AVRDUDE

After you have compiled a HEX file, you can load it onto your AVR using Atmel Studio as described in **Section 3.3** or by using a separate command-line utility named **AVRDUDE** [<http://www.nongnu.org/avrdude/>]. This utility is free and included in the **WinAVR** [<http://winavr.sourceforge.net/>] package.

First you need to locate the HEX file. If you compiled it using Atmel Studio, it should have the extension “.hex” and be in your Atmel Studio project folder, in a subfolder named Debug or Release. Open a Command Prompt and navigate to that folder. Then to program your AVR, you would type something similar to this:

```
avrdude -p m328p -P COM6 -c avrispv2 -U flash:w:test.hex
```

- The argument following the **-p** is the part number of the AVR. For an Orangutan or 3pi Robot, the part number should be m328p, m1284p, m324p, m644p, m168, or m48.

- The argument following the **-P** is the port name. You can determine your device’s programming port name by looking in the “Ports (COM & LPT)” list of the Device Manager. Using `\\.\USBSER000` will also usually work.
- The argument following the **-c** is the programmer protocol and should be **avrispv2**.
- The **-U** option is used for writing, reading, or verifying flash, EEPROM, fuses, or lock bits. In this example we are using **-U** to write test.hex to flash.

Please see the **AVRDUDE documentation** [<http://www.nongnu.org/avrdude/user-manual/avrdude.html>] for more detailed information.



Note for Orangutan SVP and X2 users: AVRDUDE has incorrect chip erase delay settings for the ATmega324P, ATmega644P, ATmega1284P. This means that when you try to program, the erase operation will take longer than AVRDUDE expects and AVRDUDE will interpret this as an error. The workaround is to find the AVRDUDE configuration file, `avrdude.conf`, and increase the chip erase delay for the m324p/m644p/m1284p to 55000. The file is located in `C:\WinAVR-20100110\bin` by default in Windows.

4. Programming in Linux

4.1. Setting up your programmer in Linux

No driver installation is necessary to use the Pololu USB AVR Programmer or Orangutan SVP in Linux.

When you plug your programmer or Orangutan SVP into a Linux computer, the Linux kernel's `cdc_acm` driver should automatically detect it and create two or three serial port devices. Unless you have other devices plugged in that use the same driver, the name of the programming port should be `/dev/ttyACM0`. You can see what virtual COM ports you have available by typing `ls /dev/ttyACM*` in a terminal.

4.2. Installing Prerequisites

To program AVR in Linux, you will need the free `avr-gcc` compiler, `avr-libc`, `AVRDUDE`, and other associated tools. Ubuntu users can get the required software by running:

```
sudo apt-get install gcc-avr avr-libc avrdude
```

Users of other Linux distributions should install all relevant AVR-related packages available in their distribution's package manager.

4.3. Installing the Pololu AVR C/C++ Library in Linux

The Pololu AVR C/C++ Library can be downloaded as a `.zip` file from the **Download Instructions** [<http://www.pololu.com/docs/0J20/2.a>] section of the library user's guide. From the Linux command line, run the command

```
unzip libpololu-avr-yyymmdd.zip
```

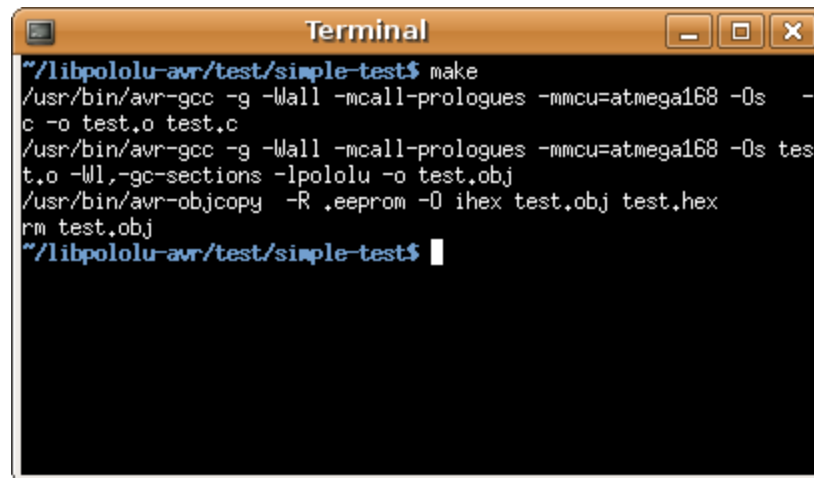
where `yyymmdd` is replaced by the version of the library that you have downloaded. It will unzip to a folder called `libpololu-avr`.

To install the library, open a Linux command prompt, navigate to the `libpololu-avr` directory, and type `sudo make install`. This will copy the library object (`.a`) and header (`.h`) files to the appropriate `avr` subdirectories. To see exactly where they will be copied, you can type `make show_prefix`.

4.4. Compiling an Example Program in Linux

A simple demo program is supplied in the directory `libpololu-avr/examples/atmegaXXX/simple-test/`, where `atmegaXXX` is the processor on your board.

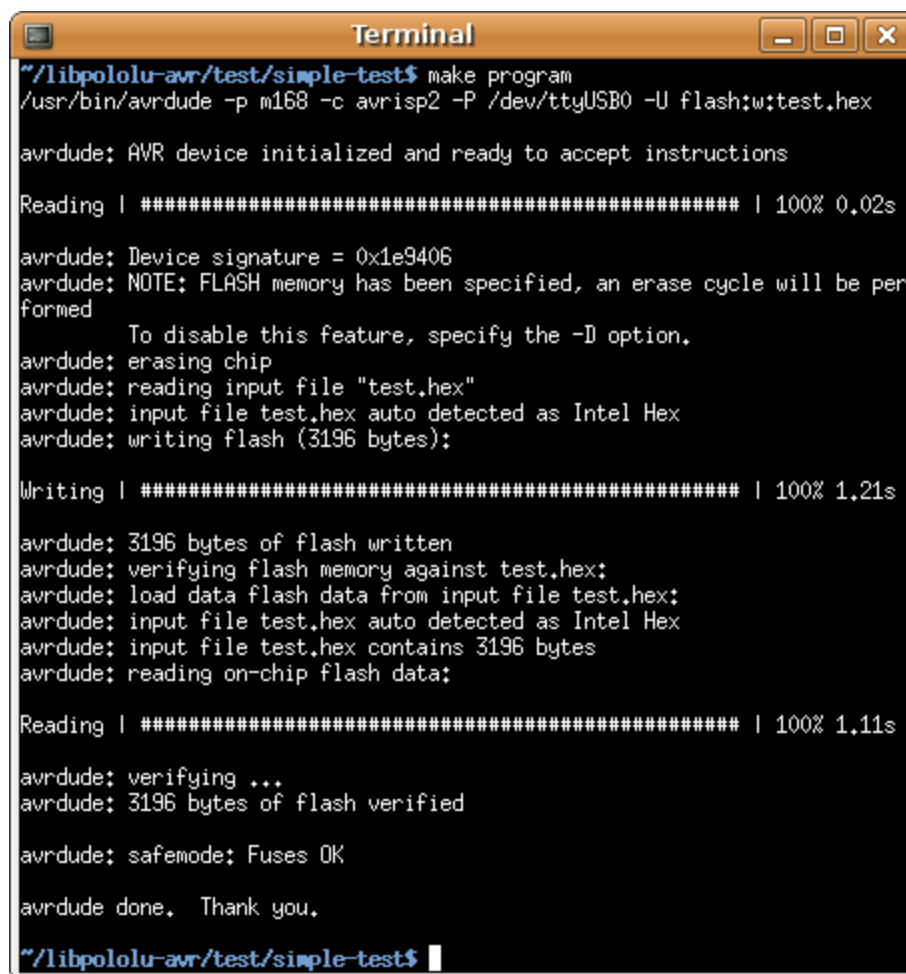
Open a terminal window and navigate to this directory. You should be able to compile the example with the supplied Makefile by typing `make` at the command prompt. This will produce a file named `test.hex` which is ready to be flashed to your AVR, and the output to your terminal should look something like this:

A terminal window titled "Terminal" with standard window controls (minimize, maximize, close). The terminal shows the execution of the 'make' command in the directory ~/libpololu-avr/test/simple-test. The output displays the compilation process using avr-gcc and avr-objcopy to create test.o and test.hex, followed by the removal of test.o.

```
~/libpololu-avr/test/simple-test$ make
/usr/bin/avr-gcc -g -Wall -mcall-prologues -mmcu=atmega168 -Os -
c -o test.o test.c
/usr/bin/avr-gcc -g -Wall -mcall-prologues -mmcu=atmega168 -Os tes
t.o -Wl,-gc-sections -lpololu -o test.obj
/usr/bin/avr-objcopy -R .eeprom -O ihex test.obj test.hex
rm test.obj
~/libpololu-avr/test/simple-test$
```

Compiling the test program under Linux.

If make completed successfully, connect your programmer (or Orangutan SVP) to your computer and your target device, and turn on the target's power. If you are using the Pololu USB AVR Programmer, the green USB LED should be on, the red LED should be off, and the yellow LED should be blinking, indicating that the programmer is ready. Type `make program` to load the program onto the Orangutan or 3pi. If your programmer is installed on a port other than `/dev/ttyACM0` you will have to edit the Makefile and enter the correct port.

A terminal window titled "Terminal" with a standard Linux window header (minimize, maximize, close buttons). The terminal shows the execution of the 'make program' command, which runs 'avrdude -p m168 -c avrisp2 -P /dev/ttyUSB0 -U flash:w:test.hex'. The output shows the device is initialized, the signature is 0x1e9406, the flash memory is specified, the chip is erased, the input file 'test.hex' is read and detected as Intel Hex, and 3196 bytes are written to the flash. The data is then verified against the input file, and the safemode fuses are confirmed to be OK. The process ends with 'avrdude done. Thank you.' and the prompt returns to the user.

```
~/libpololu-avr/test/simple-test$ make program
/usr/bin/avrdude -p m168 -c avrisp2 -P /dev/ttyUSB0 -U flash:w:test.hex

avrdude: AVR device initialized and ready to accept instructions

Reading | ##### | 100% 0.02s

avrdude: Device signature = 0x1e9406
avrdude: NOTE: FLASH memory has been specified, an erase cycle will be performed
        To disable this feature, specify the -D option.
avrdude: erasing chip
avrdude: reading input file "test.hex"
avrdude: input file test.hex auto detected as Intel Hex
avrdude: writing flash (3196 bytes):

Writing | ##### | 100% 1.21s

avrdude: 3196 bytes of flash written
avrdude: verifying flash memory against test.hex:
avrdude: load data flash data from input file test.hex:
avrdude: input file test.hex auto detected as Intel Hex
avrdude: input file test.hex contains 3196 bytes
avrdude: reading on-chip flash data:

Reading | ##### | 100% 1.11s

avrdude: verifying ...
avrdude: 3196 bytes of flash verified

avrdude: safemode: Fuses OK

avrdude done. Thank you.

~/libpololu-avr/test/simple-test$
```

Programming the Orangutan with avrdude under Linux.

If your controller was successfully programmed and you are not using a Baby Orangutan, you should hear a short tune, see the message “Hello!” on the LCD (if one is present and the contrast is set correctly), and the LEDs on the board should blink. If you are using a Baby Orangutan, you will just see the red user LED blink.



Note for Orangutan SVP and X2 users: AVRDUDE has incorrect chip erase delay settings for the ATmega324P, ATmega644P, ATmega1284P. This means that when you try to program, the erase operation will take longer than AVRDUDE expects and AVRDUDE will interpret this as an error. The workaround is to find the AVRDUDE configuration file, `avrdude.conf`, and increase the chip erase delay for the m324p/m644p/m1284p to 55000. The file is located in `/etc/` in Linux.

5. Getting Started on Mac OS X

5.1. Setting up your programmer for Mac OS X

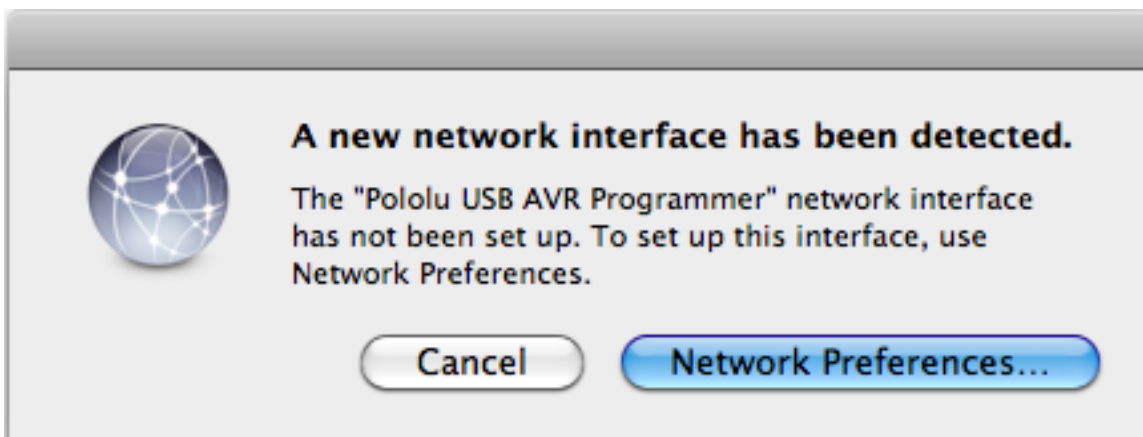
If you are using the **Pololu USB AVR Programmer** and have a version of Mac OS X prior to 10.7 (Lion), you will need to install a modified version of the firmware onto your programmer. See the **Firmware Support for Mac OS X** [<http://www.pololu.com/docs/0J36/5.a>] section of the Pololu USB AVR Programmer User's Guide for instructions.

The **Orangutan SVP** only works with **Mac OS X 10.7 (Lion) and later**. If you want to program an Orangutan SVP from an earlier version of Mac OS X, you might need to use an external AVR ISP programmer such as the Pololu USB AVR Programmer.

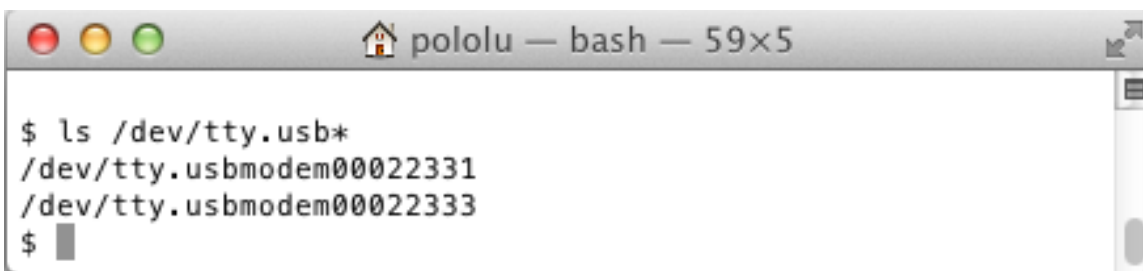


Mac OS X compatibility: we have confirmed that the programmer and Orangutan SVP work on Mac OS X 10.7 and we can assist with advanced technical issues, but most of our tech support staff does not use Macs, so basic support for Mac OS X is limited.

To test your setup, plug the programmer or Orangutan SVP into a USB port on your Mac. Click “Cancel” if you see the following dialog:



In a Terminal window, type `ls /dev/tty.usb*` and press enter. You should see 1–3 new entries of the form `tty.usbmodem<number>` (e.g. `/dev/tty.usbmodem00022331`). These entries represent virtual serial ports created by the programmer or Orangutan SVP.



The entry with the **lowest number** is the programming port, and later you will need to pass its name as a parameter to AVRDUDE.

5.2. Installing CrossPack for AVR Development

To program AVR in Mac OS X, you will need the free `avr-gcc` compiler, `avr-libc`, `AVRDUDE`, and other associated tools.

Download the **CrossPack for AVR Development** [<http://www.obdev.at/products/crosspack>], which is packaged as a .dmg file. Open the .dmg file, and double-click on *CrossPack-AVR.pkg*. This package will create a directory called `CrossPack-AVR-<package-date>` on your hard drive (probably under `/usr/local/`) and add its `bin` directory to the `PATH` environment variable.

5.3. Installing the Pololu AVR C/C++ Library in Mac OS X

The Pololu AVR C/C++ Library can be downloaded as a .zip file from the **Download Instructions** [<http://www.pololu.com/docs/0J20/2.a>] section of the library user's guide. Use the Mac's Archive Utility to extract the .zip file to your desktop or any other convenient location. It will unzip to a folder called `libpololu-avr`.

To install the library, open a Terminal session, navigate to the `libpololu-avr` directory, and type `sudo make install`. This will copy the library object (.a) and header (.h) files to appropriate subdirectories of `CrossPack-AVR`. To see exactly where they will be copied, you can type `make show_prefix`.

5.4. Compiling an example program in Mac OS X

A simple demo program is supplied in the directory `libpololu-avr/examples/atmegaXXX/simple-test/`, where `atmegaXXX` is the processor on your board.

Open a terminal window and navigate to this directory. You should be able to compile the example with the supplied Makefile by typing `make` at the command prompt. This will produce a file named `test.hex` which is ready to be flashed to your AVR.

Now connect your programmer to your Mac and your Orangutan or 3pi robot, and turn on the device's power. If you are using the Pololu USB AVR Programmer, the green USB LED should be on and the yellow LED should be blinking, indicating that the programmer is ready.

Open the Makefile in a text editor. You will need to change the `PORT` variable to refer to your programmer's programming port, as determined in **Section 5.1** (e.g. `/dev/tty.usbmodem00022331`).

To load the example program onto your device, type `make program`. Some seconds later, you should see output from `AVRDUDE` that looks something like this:

```
avrdude: AVR device initialized and ready to accept instructions

Reading | ##### | 100% 0.01s

avrdude: Device signature = 0x1e950f
avrdude: NOTE: FLASH memory has been specified, an erase cycle will be performed
        To disable this feature, specify the -D option.
avrdude: erasing chip
avrdude: reading input file "test.hex"
avrdude: input file test.hex auto detected as Intel Hex
avrdude: writing flash (3392 bytes):

Writing | ##### | 100% 0.88s

avrdude: 3392 bytes of flash written
avrdude: verifying flash memory against test.hex:
avrdude: load data flash data from input file test.hex:
avrdude: input file test.hex auto detected as Intel Hex
avrdude: input file test.hex contains 3392 bytes
avrdude: reading on-chip flash data:
```

```
Reading | ##### | 100% 0.72s
avrdude: verifying ...
avrdude: 3392 bytes of flash verified

avrdude: safemode: Fuses OK

avrdude done.  Thank you.
```

If your controller was successfully programmed and you are not using a Baby Orangutan, you should hear a short tune, see the message “Hello!” on the LCD (if one is present and the contrast is set correctly), and the LEDs on the board should blink. If you are using a Baby Orangutan, you will just see the red user LED blink.



Note for Orangutan SVP and X2 users: AVRDUDE has incorrect chip erase delay settings for the ATmega324P, ATmega644P, ATmega1284P. This means that when you try to program, the erase operation will take longer than AVRDUDE expects and AVRDUDE will interpret this as an error. The workaround is to find the AVRDUDE configuration file, `avrdude.conf`, and increase the chip erase delay for the m324p/m644p/m1284p to 55000. The file is located in `/usr/local/CrossPack-AVR/etc/` in Mac OS X.