

## AVR-ISP-MK2 programmer USER'S MANUAL

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Designed by OLIMEX Ltd, 2012



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**THERE IS NO WARRANTY FOR THE DESIGN MATERIALS AND THE COMPONENTS USED TO CREATE AVR-ISP-MK2. THEY ARE CONSIDERED SUITABLE ONLY FOR AVR-ISP-MK2.**

**The product is based on Dean Camera's LUFA USB stack. More info at:**  
<http://www.fourwalledcubicle.com/>

**The LUFA library is currently released under the MIT license, included below.**

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## CHAPTER 1 OVERVIEW

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### 1. Introduction to the chapter

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Thank you for choosing the AVR-ISP-MK2 programmer from Olimex! This document provides a user's guide for the Olimex AVR-ISP-MK2 programmer. As an overview, this chapter gives the scope of this document and lists the programmer's features. The document's organization is then detailed.

#### 1.1 Features

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- ◆ Tested and working with AVR Studio 4, AVR Studio 5, ATMEL Studio 6
- ◆ Connects to PC via USB 2.0 Full speed
- ◆ Does not need external power supply as it takes the power supply from USB
- ◆ Uses Atmel's 2x5 pin ICSP and 2x3 pin PDI and TPI connector layout
- ◆ Works with 5V and 3.3V targets (selectable) and can supply target with power
- ◆ Programs both flash and EEPROM
- ◆ Supports fuses and lock bit programming
- ◆ Upgradeable for future device support
- ◆ Supports target voltages from 1.8V to 5.5V
- ◆ 2 ribbon female-female cables - 10pin and 6pin
- ◆ Adjustable ISP programming speed (50Hz to 8MHz SCK frequency)
- ◆ Dimensions: 45x30 mm (1.7x1.2") + 20 cm (8") ribbon cable

AVR-ISP-MK2 can program tinyAVR and megaAVR devices using the ISP Interface, tinyAVR devices using the TPI interface, and AVR XMEGA devices using the PDI Interface.

#### 1.2 Target market and purpose of the board

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AVR-ISP-MK2 is a ready to use programmer low-cost clone of AVRISP-MKII. The board is suitable for programming chips that according to their respective datasheets allow ICSP, PDI or TPI programming modes.

OLIMEX AVR-ISP-MK2 is a programmer based on the hardware of AVRISP-MKII clone open source project and the USB stack of the LUFA (Lightweight USB Framework for AVR) project started and maintained by Dean Camera. More info about the initial idea and Dean Camera can be found here: <http://www.fourwalledcubicle.com/AVRISP.php>.

## 1.3 Organization

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Each section in this document covers a separate topic, organized as follow:

- Chapter 1 is an overview of the board usage and features
- Chapter 2 provides a guide for quickly setting up the board
- Chapter 3 contains the general board diagram and layout
- Chapter 4 mentions the main software tools used with AVR-ISP-MK2
- Chapter 5 is an explanation of the interfaces, the leds, the jumpers position
- Chapter 6 contains the revision history, useful links and support information

## CHAPTER 2 SETTING UP THE AVR-ISP-MK2 BOARD

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### 2. Introduction to the chapter

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This section helps you set up the AVR-ISP-MK2 development board for the first time. Please consider first the electrostatic warning to avoid damaging the board, then discover the hardware and software required to operate the board.

The procedure to power up the board is given, and a description of the default board behavior is detailed.

#### 2.1 Electrostatic warning

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The AVR-ISP-MK2 comes in a plastic cover but make sure boards and devices interfacing with the programmer are properly grounded.

#### 2.3 Requirements

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In order to set up the AVR-ISP-MK2 optimally, you might need to update your set of hardware and/or software tools. The major needed components are listed below.

Hardware tools:

- USB-A to USB-B cable
- Atmel board or chip that can be programmed by AVR-ISP-MK2. The list of supported devices can be found in the official Atmel web-site: <http://www.atmel.com/tools/AVRISPMKII.aspx?tab=devices>
- Personal computer with USB port

Software tools:

- AVR-STUDIO 4, 5 or ATMEL-STUDIO 6 with AVR-GCC compiler
- AVR-DUDE

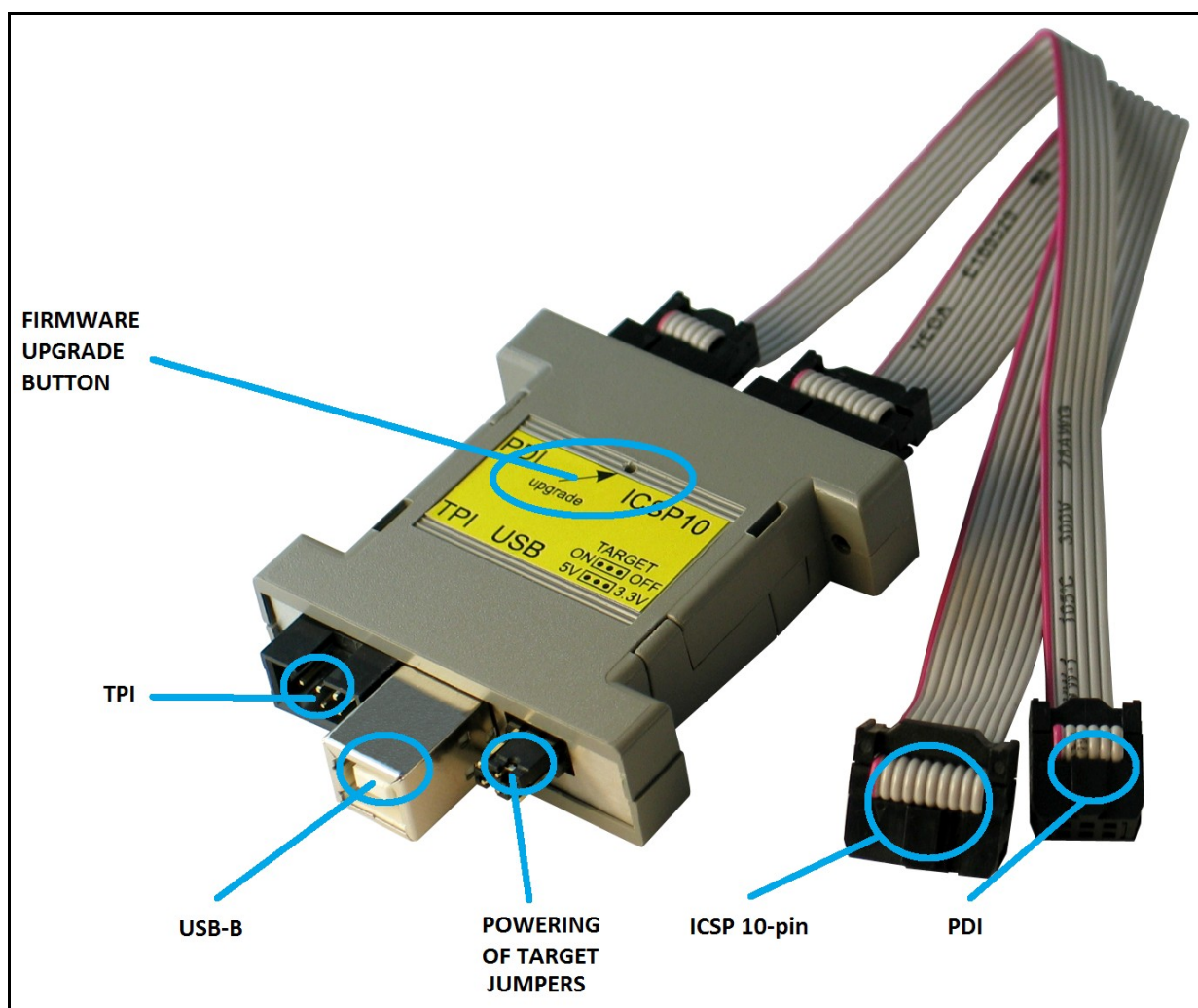
Depending on the target you might need <https://www.olimex.com/dev/avr-icsp.html> since AVR-ISP-MK2 doesn't provide 6-pin ICSP connector. Note it is bought separately.

## CHAPTER 3 AVR-ISP-MK2 BOARD DESCRIPTION

### 3. Introduction to the chapter

Here you get acquainted with the main parts of the board. Note the names used on the board differ from the names used to describe them. For the actual names check the AVR-ISP-MK2 itself.

#### 3.1 Layout (top view)





## **CHAPTER 4 RECOMMENDED SOFTWARE TOOLS**

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### **4. Introduction to the chapter**

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Here you will find short info on the most popular choices for software that can be used with the AVR programmer.

#### **4.1 AVR-STUDIO in Windows**

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The most popular choice amongst AVR fans. The IDE has everything you need for software development with AVR under Windows. You can download it from the official Atmel web-site.

Note that separately you will have to download the AVRGCC compiler and install it.

#### **4.2 AVR-DUDE in Linux**

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Another popular choice among the AVR fans.

More info on the project's web page - <http://www.nongnu.org/avrdude/>

## CHAPTER 5 INTERFACES AND HARDWARE

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### 5. Introduction to the chapter

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In this chapter are presented the interfaces found on the programmed that can be found on the board. Jumpers functions are described.

### 5.1 Programming interfaces

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AVR-ISP-MK2 has three programming interfaces aiming at different processors

#### 5.1.1 10-pin ICSP

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The ICSP (in-circuit serial programming) interface is suitable for programming tinyAVR and megaAVR chips.

Depending on the target you might need <https://www.olimex.com/dev/avr-icsp.html> since AVR-ISP-MK2 doesn't provide 6-pin ICSP connector. Note it is bought separately.

#### 5.1.2 6-pin PDI

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The 6-pin PDI is used for programming AVR XMEGA.

#### 5.1.3 6-pin TPI

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The interface used for programming tinyAVR.

### 5.2 Upgrade firmware button

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There is a small hole between the PDI interface and the ICSP10 interface which nests a button below. The button is used to reset the memory. The memory can then be programmed with new firmware. If you wish to update your firmware check if there is newer version in the web and follow the algorithm:

- 1) Connect the programmer to the USB and with a sharp object (needle or pin) press the upgrade pin - it is in a small hole at the back of the board (this will start the bootloader and will turn off the LED, also probably will show a new unrecognized device in device manager for which we will install driver in step 3)
- 2) Download and install the latest version of "Atmel Flip" software (it can be downloaded from the Atmel's web-site)
- 3) Open its install folder and update the software of the unrecognized device (usually under "Other devices" tab) with the drivers from folder named "usb"; the device should now be recognized as AT90USB162 under "libusb-win32" tab
- 4) Start "Atmel FLIP" and click "Select a target device" -> choose AT90USB162
- 5) Click "Select a Communication Medium" and then USB medium
- 6) From "File -> load HEX file" choose this HEX ([CLICK FOR DOWNLOAD](#)) and click "RUN" in the "Operations Flow" section
- 7) Disconnect the AVR-ISP-MK2 from the USB and connect it again

## **5.3 Jumpers description**

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Please note that the two jumpers on the board are PTH (plated-through hole) type.

### **5.3.1 TARGET jumper**

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TARGET jumper controls the powering of the target board. If it is in position ON (check the diagram on the back of the plastic cover) it will provide either 3.3V or 5V to the target board (depending on the position of the POWER jumper)

The default position is OFF.

### **5.3.2 POWER jumper**

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If you have set the TARGET jumper to position ON POWER jumper controls whether 3.3V or 5V are provided to the target board.

The default position is 5V.

## **5.4 LEDs explained**

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There are two 3mm LEDs – ORANGE and a double colored GREEN/RED.

Green – when GREEN LED is on – USB connection is active

Green – GREEN LED on and RED blink - USB connection active and programming activity (erasing, flashing, programming) – unless TARGET is on

Orange – when ORANGE LED is off - TARGET jumper is in position OFF

Orange – ORANGE LED on - TARGET jumper is in position on, BLINK means programming activity (erasing, flashing, programming)

## CHAPTER 6 REVISION HISTORY AND SUPPORT

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### 6. Introduction to the chapter

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In this chapter you will find the current and the previous version of the document you are reading. Also the web-page for your device is listed. Be sure to check it after a purchase for the latest available updates and examples.

#### 6.1 Document revision

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Revision	Changes	Modified Page #
A, 11.07.12	Initial Creation	All
B, 23.07.12	Included LUFA license text	3

## 6.2 Useful web links and purchase codes

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The web page you can visit for more info on your device is <https://www.olimex.com/dev/avr-isp-mk2.html>.

You can get the latest updates on the software at: <http://www.fourwalledcubicle.com/LUFA.php> .

ORDER CODES:

**AVR-ISP-MK2** – assembled and tested AVR-ISP compatible programmer

The latest price list can be found at <http://olimex.com/dev/pricelist.html>.

How to order?

You can order to us directly or by any of our distributors.

Check <http://www.olimex.com/> and <http://olimex.com/dev/order.html> for more info.

## 6.3 Product support

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For product support, hardware information and error reports mail to: [support@olimex.com](mailto:support@olimex.com). Note that we are primarily a hardware company and our software support is limited.

Please consider reading the paragraph below about the warranty of Olimex products.

### Warranty and returns:

Our boards have lifetime warranty against manufacturing defects and components.

During development work it is not unlikely that you can burn your programmer or development board. This is normal, we also do development work and we have damaged A LOT of programmers and boards during our daily job so we know how it works. If our board/programmer has worked fine then stopped, please check if you didn't apply over voltage by mistake, or shorted something in your target board where the programmer was connected etc. Sometimes boards might get damaged by ESD shock voltage or if you spill coffee on them during your work when they are powered.

Please note that warranty do not cover problems caused by improper use, shorts, over-voltages, ESD shock etc.

**If the board has warranty label it should be not broken. Broken labels void the warranty, same applies for boards modified by the customer, for instance soldering additional components or removing components - such boards will be not be a subject of our warranty.**

If you are positive that the problem is due to manufacturing defect or component you can return the board back to us for inspection.

When we receive the board we will check and if the problem is caused due to our fault and we will repair/replace the faulty hardware free of charge, otherwise we can quote price of the repair.

Note that all shippings back and forth have to be covered by the customer. Before you ship anything back you need to ask for RMA. When you ship back please attach to it your shipping address, phone, e-mail, RMA# and brief description of the problem. All boards should be sent back in antistatic package and well packed to prevent damages during the transport.

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