

AVRDUDE

A program for downloading/uploading AVR microcontroller flash, EEPROM and more
for AVRDUDE, Version 8.0, 30 August 2024

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Use <https://github.com/avrdudes/avrdude/issues> to report bugs and ask questions.
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Table of Contents

1	Introduction	1
1.1	History and Credits	4
2	Command Line Options	6
2.1	Option Descriptions	6
2.2	Programmers Accepting Exitspec Parameters	15
2.3	Programmers Accepting Extended Parameters	16
2.4	Example Command Line Invocations	27
3	Terminal Mode Operation	35
3.1	Terminal Mode Commands	35
3.2	Terminal Mode Examples	45
4	Configuration Files	52
4.1	AVRDUDE Defaults	52
4.2	Programmer Definitions	53
4.3	Serial Adapter Definitions	54
4.4	Part Definitions	55
4.4.1	Parent Part	57
4.4.2	Instruction Format	57
4.5	Other Notes	58
5	Programmer-Specific Information	60
5.1	Atmel STK600	60
5.2	DFU Bootloader Using FLIP Version 1	63
5.3	SerialUPDI Programmer	63
5.4	Programmer LED Management	64
Appendix A Platform Dependent Information		66
A.1	Unix	66
A.1.1	Unix Installation	66
A.1.2	Unix Configuration Files	66
A.1.2.1	FreeBSD Configuration Files	66
A.1.2.2	Linux Configuration Files	66
A.1.3	Unix Port Names	66
A.1.4	Unix USB Permissions	66
A.1.4.1	FreeBSD USB Permissions	67
A.1.4.2	Linux USB Permissions	67
A.1.5	Unix Documentation	68
A.2	Windows	68
A.2.1	Installation	68

A.2.2 Windows Configuration Files	68
A.2.2.1 Windows Configuration File Names	69
A.2.2.2 Windows Configuration File Location	69
A.2.3 Windows Port Names	69
A.2.3.1 Windows Serial Ports	69
A.2.3.2 Windows Parallel Ports	69
Appendix B Troubleshooting	70
Appendix C List of Programmers	75
Appendix D List of Parts	76
Appendix E List of Memories	77
E.1 Classic parts	77
E.2 ATxmega	77
E.3 Modern AVR Parts	78
Concept Index	80

1 Introduction

AVRDUDE - AVR Downloader Uploader - is a program for downloading and uploading the on-chip memories of Atmel's AVR microcontrollers. It can program the Flash, EEPROM, and where supported by the programmer, lock bits, fuses that hold the microcontroller's configuration and other memories that the part might have.

AVRDUDE can be used via the command line to read or write chip memories (eeprom, flash, fuses, lock bits) and read memories such as signature or calibration bytes; the same can be achieved via an interactive terminal mode. Using AVRDUDE from the command line works well for programming the entire memory of the chip from the contents of a file, while interactive mode is useful for exploring memory contents, modifying individual bytes of eeprom, programming fuse/lock bits, etc.

Programming a microcontroller either requires a physical programmer that sits between the target chip and the PC running AVRDUDE, or a bootloader program on the target chip that is then directly connected to the PC to be served by AVRDUDE. Currently, AVRDUDE knows about 0 parts and 0 programmers, though not every programmer can deal with every part. One noteworthy programmer is `dryrun`, which allows one to explore the AVRDUDE command-line and terminal without needing to have, or connect, a real physical programmer. Similarly, `dryboot` allows exploring how to communicate with a bootloader without connecting an AVR part.

AVRDUDE supports the following basic programmer types: Atmel's STK500, Atmel's AVRISP and AVRISP mkII devices, Atmel's STK600, Atmel's JTAG ICE (the original one, mkII, and 3), `apnote avr910`, `apnote avr109` (including the AVR Butterfly), serial bit-bang adapters, and the PPI (parallel port interface). PPI represents a class of simple programmers where the programming lines are directly connected to the PC parallel port. Several pin configurations exist for several variations of the PPI programmers, and AVRDUDE can be configured to work with them by either specifying the appropriate programmer on the command line or by creating a new entry in its configuration file. All that's usually required for a new entry is to tell AVRDUDE which pins to use for each programming function.

A number of equally simple bit-bang programming adapters that connect to a serial port are supported as well, among them the popular Ponyprog serial adapter, and the DASA and DASA3 adapters that used to be supported by `uisp(1)`. Note that these adapters are meant to be attached to a physical serial port. Connecting to a serial port emulated on top of USB is likely to not work at all, or to work abysmally slow.

If you happen to have a Linux system with at least 4 hardware GPIOs available (like almost all embedded Linux boards) you can do without any additional hardware - just connect them to the SDO, SDI, RESET and SCK pins of the AVR's SPI interface and use the `linuxgpio` programmer type. Older boards might use the labels MOSI for SDO and MISO for SDI. It bitbangs the lines using the Linux `sysfs` GPIO interface. Of course, care should be taken about voltage level compatibility. Also, although not strictly required, it is strongly advisable to protect the GPIO pins from overcurrent situations in some way. The simplest would be to just put some resistors in series or better yet use a 3-state buffer driver like the 74HC244. Have a look at <https://kolev.info/blog/2013/01/06/avrdude-linuxgpio/> for a more detailed tutorial about using this programmer type.

Under a Linux installation with direct access to the SPI bus and GPIO pins, such as would be found on a Raspberry Pi, the "linuxspi" programmer type can be used to

directly connect to and program a chip using the built in interfaces on the computer. The requirements to use this type are that an SPI interface is exposed along with one GPIO pin. The GPIO serves as the reset output since the Linux SPI drivers do not hold chip select down when a transfer is not occurring and thus it cannot be used as the reset pin. A readily available level translator should be used between the SPI bus/reset GPIO and the chip to avoid potentially damaging the computer's SPI controller in the event that the chip is running at 5V and the SPI runs at 3.3V. The GPIO chosen for reset can be configured in the avrdude configuration file using the `reset` entry under the `linuxspi` programmer, or directly in the port specification. An external pull-up resistor should be connected between the AVR's reset pin and Vcc. If Vcc is not the same as the SPI voltage, this should be done on the AVR side of the level translator to protect the hardware from damage.

On a Raspberry Pi, header J8 provides access to the SPI and GPIO lines.

Typically, pins 19, 21, and 23 are SPI SDO, SDI, and SCK, while pins 24 and 26 would serve as CE outputs. So, close to these pins is pin 22 as GPIO25 which can be used as /RESET, and pin 25 can be used as GND.

A typical programming cable would then look like:

J8 pin	ISP pin	Name
21	1	SDI
-	2	Vcc - leave open
23	3	SCK
19	4	SDO
22	5	/RESET
25	6	GND

(Mind the 3.3 V voltage level of the Raspberry Pi!)

The `-P portname` option defaults to `/dev/spidev0.0:/dev/gpiochip0` for this programmer.

The STK500, JTAG ICE, avr910, and avr109/butterfly use the serial port to communicate with the PC. The STK600, JTAG ICE mkII/3, AVRISP mkII, USBasp, avrftdi (and derivatives), and USBtinyISP programmers communicate through the USB, using `libusb` as a platform abstraction layer. The avrftdi adds support for the FT2232C/D, FT2232H, and FT4232H devices. These all use the MPSSE mode, which has a specific pin mapping. Bit 0 (the lsb of the byte in the config file) is SCK. Bit 1 is SDO, and Bit 2 is SDI. Bit 3 usually reset. The 2232C/D parts are only supported on interface A, but the H parts can be either A or B (specified by the `usbdev` config parameter). The STK500, STK600, JTAG ICE, and avr910 contain on-board logic to control the programming of the target device. The avr109 bootloader implements a protocol similar to avr910, but is actually implemented in the boot area of the target's flash, as opposed to being an external device. The fundamental difference between the two types lies in the protocol used to control the programmer. The avr910 protocol is very simplistic and can easily be used as the basis for a simple, home made programmer since the firmware is available online. On the other hand, the STK500 protocol is more robust and complicated and the firmware is not openly available. The JTAG ICE also uses a serial communication protocol which is similar to the STK500 firmware version 2 one. However, as the JTAG ICE is intended to allow on-chip debugging as well as memory programming, the protocol is more sophisticated. (The JTAG ICE mkII protocol can also be run on top of USB.) Only the memory programming func-

tionality of the JTAG ICE is supported by AVRDUDE. For the JTAG ICE mkII/3, JTAG, debugWIRE and ISP mode are supported, provided it has a firmware revision of at least 4.14 (decimal). See below for the limitations of debugWIRE. For ATxmega devices, the JTAG ICE mkII/3 is supported in PDI mode (Xmega parts), provided it has a revision 1 hardware and firmware version of at least 5.37 (decimal).

The Atmel-ICE (ARM/AVR) is supported (JTAG, PDI, debugWIRE, ISP, UPDI).

Atmel's XplainedPro boards, using EDBG protocol (CMSIS-DAP compliant), are supported by the "jtag3" programmer type.

Atmel's XplainedMini boards, using mEDBG protocol, are also supported by the "jtag3" programmer type.

The AVR Dragon is supported in all modes (ISP, JTAG, PDI, HVSP, PP, debugWIRE). When used in JTAG and debugWIRE mode, the AVR Dragon behaves similar to a JTAG ICE mkII, so all device-specific comments for that device will apply as well. When used in ISP and PDI mode, the AVR Dragon behaves similar to an AVRISP mkII (or JTAG ICE mkII in ISP mode), so all device-specific comments will apply there. In particular, the Dragon starts out with a rather fast ISP clock frequency, so the `-B bitclock` option might be required to achieve a stable ISP communication. For ATxmega devices, the AVR Dragon is supported in PDI mode, provided it has a firmware version of at least 6.11 (decimal).

Wiring boards (e.g. Arduino Mega 2560 Rev3) are supported, utilizing STK500 V2.x protocol, but a simple DTR/RTS toggle to set the boards into programming mode. The programmer type is "wiring". Note that the `-D` option will likely be required in this case, because the bootloader will rewrite the program memory, but no true chip erase can be performed.

Serial bootloaders that run a skeleton of the STK500 1.x protocol are supported via their own programmer type specification "arduino". This programmer works for the Arduino Uno Rev3 or any AVR that runs the Optiboot bootloader. The number of connection retry attempts can be specified as an extended parameter. See the section on *extended parameters* below for details.

Urprotocol is a leaner version of the STK500 1.x protocol that is designed to be backwards compatible with STK500 v1.x; it allows bootloaders to be much smaller, e.g., as implemented in the urboot project <https://github.com/stefanrueger/urboot>. The programmer type "urclock" caters for these urboot bootloaders. Owing to its backward compatibility, bootloaders that can be served by the arduino programmer can normally also be served by the urclock programmer. This may require specifying the size of (to AVRDUDE) *unknown* bootloaders in bytes using the `-x bootsize=<n>` option, which is necessary for the urclock programmer to enable it to protect the bootloader from being overwritten. If an unknown bootloader has EEPROM read/write capability then the option `-x eepromrw` informs avrdude `-c urclock` of that capability.

The BusPirate is a versatile tool that can also be used as an AVR programmer. A single BusPirate can be connected to up to 3 independent AVRs. See the section on *extended parameters* below for details.

The USBasp ISP, USBtinyISP and CH341A adapters are also supported, provided AVRDUDE has been compiled with libusb support. They former two feature simple firmware-only USB implementations, running on an ATmega8 (or ATmega88), or ATtiny2313, respectively. CH341A programmers connect directly to the AVR target. Their SPI bit clock

is approximately 1.7 MHz and cannot be changed. As a consequence, the AVR target must have a CPU frequency of 6.8 MHz or more: factory-set AVR parts, which typically run on an internal oscillator between 1 MHz and 1.6 MHz, cannot be programmed using `-c ch341a`.

The Atmel DFU bootloader is supported in both, FLIP protocol version 1 (AT90USB* and ATmega*U* devices), as well as version 2 (Xmega devices). See below for some hints about FLIP version 1 protocol behaviour.

The MPLAB(R) PICKit 4 and MPLAB(R) SNAP are supported in JTAG, TPI, ISP, PDI and UPDI mode. The Curiosity Nano board is supported in UPDI mode. It is dubbed “PICKit on Board”, thus the name `pkobn_updi`. The MPLAB(R) PICKit 5 is currently only supported in UPDI mode.

SerialUPDI programmer implementation is based on Microchip’s *pymcuprog* (<https://github.com/microchip-pic-avr-tools/pymcuprog>) utility, but it also contains some performance improvements included in Spence Konde’s *DxCore* Arduino core (<https://github.com/SpenceKonde/DxCore>). In a nutshell, this programmer consists of simple USB-to-UART adapter, diode and couple of resistors. It uses serial connection to provide UPDI interface. See Section 5.3 [SerialUPDI Programmer], page 63, for more details and known issues.

The `jtag2updi` programmer is supported, and can program AVR’s with a UPDI interface. `Jtag2updi` is just a firmware that can be loaded onto an AVR, which enables it to interface with avrdude using the `jtagice mkii` protocol via a serial link (<https://github.com/ElTangas/jtag2updi>).

The Micronucleus bootloader is supported for both protocol version V1 and V2. As the bootloader does not support reading from flash memory, use the `-V` option to prevent AVRDUDE from verifying the flash memory. See the section on *extended parameters* below for Micronucleus specific options.

The Teensy bootloader is supported for all AVR boards. As the bootloader does not support reading from flash memory, use the `-V` option to prevent AVRDUDE from verifying the flash memory. See the section on *extended parameters* below for Teensy specific options.

Appendix C [List of Programmers], page 75, holds a full listing of known programmers.

1.1 History and Credits

AVRDUDE was written by Brian S. Dean under the name of AVRPROG to run on the FreeBSD Operating System. Brian renamed the software to be called AVRDUDE when interest grew in a Windows port of the software so that the name did not conflict with AVRPROG.EXE which is the name of Atmel’s Windows programming software.

For many years, the AVRDUDE source resided in public repositories on savannah.nongnu.org, where it continued to be enhanced and ported to other systems. In addition to FreeBSD, AVRDUDE now runs on Linux, macOS and Windows. The developers behind the porting effort primarily were Ted Roth, Eric Weddington, and Jörg Wunsch.

In 2022, the project moved to Github (<https://github.com/avrdudes/avrdude/>).

And in the spirit of many open source projects, this manual also draws on the work of others. The initial revision was composed of parts of the original Unix manual page

written by Jörg Wunsch, the original web site documentation by Brian Dean, and from the comments describing the fields in the AVRDUDE configuration file by Brian Dean. The texi formatting was modeled after that of the Simulavr documentation by Ted Roth.

2 Command Line Options

2.1 Option Descriptions

AVRDUDE is a command line tool, used as follows:

```
avrdude -p partno options ...
```

Command line options are used to control AVRDUDE's behaviour. The following options are recognized:

-p *partno*

This option tells AVRDUDE what part (MCU) is connected to the programmer. The *partno* parameter is the part's id listed in the configuration file. To see a list of currently supported MCUs use ? as partno, which will, for each part, print its id; its official part name; alternative names, if any; and the list of available programming interfaces. In connection with **-v**, this will also print a table of variant part names with the package code and some absolute maximum ratings. The part id, their official part name, the listed alternative names or any of the full variant part names can be used to specify a part with the **-p** option. If a part is unknown to AVRDUDE, it means that there is no config file entry for that part, but it can be added to the configuration file if you have the Atmel datasheet so that you can enter the programming specifications. If **-p ?** is specified with a specific programmer, see **-c** below, then only those parts are output that the programmer expects to be able to handle, together with the programming interface(s) that can be used in that combination. In reality there can be deviations from this list, particularly if programming is directly via a bootloader. See Appendix D [List of Parts], page 76, for a full and detailed listing of supported parts.

-p *wildcard/flags*

Run developer options for MCUs that are matched by *wildcard*. Whilst their main use is for developers some *flags* can be of utility for users, e.g., **avrdude -p m328p/S** outputs AVRDUDE's understanding of ATmega328P MCU properties; for more information run **avrdude -p x/h**.

-b *baudrate*

Override the RS-232 connection baud rate specified in the respective programmer's **baudrate** entry of the configuration file or defined by the **default_baudrate** entry in your `~/.config/avrdude/avrdude.rc` or `~/.avrduderc` configuration file if no **baudrate** entry was provided for this programmer.

-B *bitclock*

Specify the bit clock period for the JTAG, PDI, TPI, UPDI, or ISP interface. The value is a floating-point number in microseconds. Alternatively, the value might be suffixed with Hz, kHz or MHz in order to specify the bit clock frequency rather than a period. Some programmers default their bit clock value to a 1 microsecond bit clock period, suitable for target MCUs running at 4 MHz clock and above. Slower MCUs need a correspondingly higher bit clock period. Some programmers reset their bit clock value to the default value when the programming software signs off, whilst others store the

last used bit clock value. It is recommended to always specify the bit clock if read/write speed is important. You can use the 'default_bitclock' keyword in your `~/.config/avrdude/avrdude.rc` or `~/.avrduderc` configuration file to assign a default value to keep from having to specify this option on every invocation.

Note that some official Microchip programmers store the bitclock setting and will continue to use it until a different value is provided. This applies to 2nd generation programmers (AVRISPmkII, AVR Dragon, JTAG ICE mkII, STK600) and 3rd generation programmers (JTAGICE3, Atmel ICE, Power Debugger). 4th generation programmers (PICKit 4, MPLAB(R) SNAP) will store the last user-specified bitclock until the programmer is disconnected from the computer.

-c *programmer-id*

Specify the programmer to be used. AVRDUDE knows about quite a few programmers. The *programmer-id* parameter is the programmer's id listed in the configuration file. Specify `-c ?` to list all programmers in the configuration file. If you have a programmer that is unknown to AVRDUDE but related to a known programmer there is some chance that it can be added to the configuration file without any code changes to AVRDUDE: copy a similar entry and change those features that differ to match that of the unknown programmer. If `-c ?` is specified with a specific part, see `-p` above, then only those programmers are output that expect to be able to handle this part, together with the programming interface(s) that can be used in that combination. In reality there can be deviations from this list, particularly if programming is directly via a bootloader. See Appendix C [List of Programmers], page 75, for a full and detailed listing of known programmers.

-c *wildcard/flags*

Run developer options for programmers that are matched by *wildcard*. Whilst their main use is for developers some *flags* can be of utility for users, e.g., `avrdude -c usbtiny/S` shows AVRDUDE's understanding of usbtiny's properties; for more information run `avrdude -c x/h`.

-C *config-file*

Use the specified config file for configuration data. This file contains all programmer and part definitions that AVRDUDE knows about. If not specified, AVRDUDE looks for the configuration file in the following two locations:

1. <directory from which application loaded>/../etc/avrdude.conf
2. <directory from which application loaded>/avrdude.conf

If not found there, the lookup procedure becomes platform dependent. On FreeBSD and Linux, AVRDUDE looks at `/usr/local/etc/avrdude.conf`. See Appendix A for the method of searching on Windows.

If *config-file* is written as *+filename* then this file is read after the system wide and user configuration files. This can be used to add entries to the configuration without patching your system wide configuration file. It can be used several times, the files are read in same order as given on the command line.

- N Do not load the personal configuration file that is usually located at `~/.config/avrdude/avrdude.rc`, `~/.avrduderc` or in the same directory as the avrdude executable.

- A Disable the automatic removal of trailing-0xFF sequences in file input that is to be programmed to flash and in AVR reads from flash memory. Normally, trailing 0xFFs can be discarded, as flash programming requires the memory be erased to 0xFF beforehand. -A should be used when the programmer hardware, or bootloader software for that matter, does not carry out chip erase and instead handles the memory erase on a page level. The popular Arduino bootloader exhibits this behaviour; for this reason -A is engaged by default when specifying -c arduino.

- D Disable auto-erase for flash. When the -U option for writing to any flash memory is specified, avrdude will perform a chip erase before starting any of the programming operations, since it generally is a mistake to program the flash without performing an erase first. This option disables that. Auto-erase is not used for ATxmega parts nor for the UPDI (AVR8X family) parts as these can use page erase before writing each page so no explicit chip erase is required. Note, however, that any flash page not affected by the current operation will retain its previous contents. Setting -D implies -A.

- e Causes a chip erase to be executed. This will reset the contents of the flash ROM and EEPROM to the value 0xff, and clear all lock bits. Except for ATxmega and UPDI (AVR8X family) devices, all of which can use page erase, it is basically a prerequisite command before the flash ROM can be reprogrammed again. The only exception would be if the new contents would exclusively cause bits to be programmed from the value 1 to 0. This option carries out the chip erase at the beginning, before any of the -U, -T or -t options are processed. If a chip erase is required in at a certain position within the sequence of -U, -T or -t options it is recommended to use -T erase instead which is processed in the given command line order.

 In absence of an explicit -e or -D option avrdude tries to augur from the command line whether or not the chip should be auto-erased at the beginning. If avrdude detects a -U command that writes to flash then auto-erase will be carried out before any other programming unless a -T erase command has been detected beforehand and unless flash is read before writing to it. For the purpose of this analysis any terminal command is considered to possibly read flash. Note that for reprogramming EEPROM cells, no explicit prior chip erase is required since the MCU provides an auto-erase cycle in that case before programming the cell.

- E *exitspec*[,...]
 Pass *exitspec* to the programmer. The interpretation of the *exitspec* parameter depends on the programmer itself. See below for a list of programmers accepting *exitspec* parameter options or issue `avrdude -E help ...` to see the options for the programmer.

Multiple *exitspec* options can be separated with commas.

- F** Normally, AVRDUDE tries to verify that the device signature read from the part is reasonable before continuing. Since it can happen from time to time that a device has a broken (erased or overwritten) device signature but is otherwise operating normally, this options is provided to override the check. Also, for programmers like the Atmel STK500 and STK600 which can adjust parameters local to the programming tool (independent of an actual connection to a target controller), this option can be used together with **-t** to continue in terminal mode. Moreover, the option allows to continue despite failed initialization of connection between a programmer and a target.
- i *delay*** For bitbang-type programmers, delay for approximately *delay* microseconds between each bit state change. If the host system is very fast, or the target runs off a slow clock (like a 32 kHz crystal, or the 128 kHz internal RC oscillator), this can become necessary to satisfy the requirement that the ISP clock frequency must not be higher than 1/4 of the CPU clock frequency. This is implemented as a spin-loop delay to allow even for very short delays. On Unix-style operating systems, the spin loop is initially calibrated against a system timer, so the number of microseconds might be rather realistic, assuming a constant system load while AVRDUDE is running. On Win32 operating systems, a preconfigured number of cycles per microsecond is assumed that might be off a bit for very fast or very slow machines.
- l *logfile*** Use *logfile* rather than *stderr* for diagnostics output. Note that initial diagnostic messages (during option parsing) are still written to *stderr* anyway.
- n** No-write: disables writing data to the MCU whilst processing **-U** (useful for debugging AVRDUDE). The terminal mode continues to write to the device.
- O** Perform a RC oscillator run-time calibration according to Atmel application note AVR053. This is only supported on the STK500v2, AVRISP mkII, and JTAG ICE mkII hardware. Note that the result will be stored in the EEPROM cell at address 0.
- P *port*** Use *port* to identify the connection through which the programmer is attached. This can be a parallel, serial, spi or linuxgpio connection. The programmer normally specifies the connection type; in absence of a **-P** specification, system-dependent default values `default_parallel`, `default_serial`, `default_spi`, or `default_linuxgpio` from the configuration file are used. If you need to use a different port, use this option to specify the alternate port name.
- If avrdude has been configured with libserialport support, a serial port can be specified using a predefined serial adapter type in *avrdude.conf* or *.avrduderc*, e.g., `ch340` or `ft232r`. If more than one serial adapter of the same type is connected, they can be distinguished by appending a serial number, e.g., `ft232r:12345678`. Note that the USB to serial chip has to have a serial number for this to work. Avrdude can check for leading and trailing serial number matches as well. In the above example, `ft232r:1234` would also result in a match, and so would `ft232r:...5678`. If the USB to serial chip is not known to

avrdude, it can be specified using the hexadecimal USB vendor ID, hexadecimal product ID and an optional serial number, following the serial number matching rules described above, e.g., `usb:0x2341:0x0043` or `usb:2341:0043:12345678`. To see a list of currently plugged-in serial ports use `-P ?s`. In order to see a list of all possible serial adapters known to avrdude use `-P ?sa`.

For the JTAG ICE mkII, if AVRDUDE has been built with libusb support, *port* may alternatively be specified as `usb[:serialno]`. In that case, the JTAG ICE mkII will be looked up on USB. If *serialno* is also specified, it will be matched against the serial number read from any JTAG ICE mkII found on USB. The match is done after stripping any existing colons from the given serial number, and right-to-left, so only the least significant bytes from the serial number need to be given. For a trick how to find out the serial numbers of all JTAG ICEs attached to USB, see Section 2.4 [Example Command Line Invocations], page 27.

As the AVRISP mkII device can only be talked to over USB, the very same method of specifying the port is required there.

For the USB programmer "AVR-Doper" running in HID mode, the port must be specified as *avrdoper*. Libhidapi support is required on Unix and Mac OS but not on Windows. For more information about AVR-Doper see <https://www.obdev.at/products/vusb/avrdoper.html>.

For the USBtinyISP, which is a simplistic device not implementing serial numbers, multiple devices can be distinguished by their location in the USB hierarchy. For USBasp, multiple devices can be distinguished by either USB connection or serial number. See the respective Appendix B [Troubleshooting], page 70, entry for examples.

For the XBee programmer the target MCU is to be programmed wirelessly over a ZigBee mesh using the XBeeBoot bootloader. The ZigBee 64-bit address for the target MCU's own XBee device must be supplied as a 16-character hexadecimal value as a port prefix, followed by the @ character, and the serial device to connect to a second directly contactable XBee device associated with the same mesh (with a default baud rate of 9600). This may look similar to: `0013a20000000001dev/tty.serial`.

For diagnostic purposes, if the target MCU with an XBeeBoot bootloader is connected directly to the serial port, the 64-bit address field can be omitted. In this mode the default baud rate will be 19200.

For programmers that attach to a serial port using some kind of higher level protocol (as opposed to bit-bang style programmers), *port* can be specified as `net:host:port`. In this case, instead of trying to open a local device, a TCP network connection to (TCP) *port* on *host* is established. Square brackets may be placed around *host* to improve readability for numeric IPv6 addresses (e.g. `net:[2001:db8::42]:1337`). The remote endpoint is assumed to be a terminal or console server that connects the network stream to a local serial port where the actual programmer has been attached to. The port is assumed to be properly configured, for example using a transparent 8-bit data connection without parity at 115200 Baud for a STK500.

Note: The ability to handle IPv6 hostnames and addresses is limited to Posix systems (by now).

- r** Opens the serial port at 1200 baud and immediately closes it, waits 400 ms for each **-r** on the command line and then establishes communication with the programmer. This is commonly known as a "1200bps touch", and is used to trigger programming mode for certain boards like Arduino Leonardo, Arduino Micro/Pro Micro and the Arduino Nano Every. Longer waits, and therefore multiple **-r** options, are sometimes needed for slower, less powerful hosts.
- q** Disable (or quell) output of the progress bar while reading or writing to the device. Specify it a second time for even quieter operation.
- s, -u** These options used to control the obsolete "safemode" feature which is no longer present. They are silently ignored for backwards compatibility.
- T *cmd*** Run terminal line *cmd* when it is its turn in relation to other **-t** interactive terminals, **-T** terminal commands and **-U** memory operations. Except for the simplest of terminal commands the argument *cmd* will most likely need to be set in quotes, see your OS shell manual for details. See below for a detailed description of all terminal commands.
- t** Tells AVRDUDE to run an interactive terminal when it is its turn in relation to other **-t** interactive terminals, **-T** terminal commands and **-U** memory operations.
- U *memory:op:filename[:format]***
 Perform a memory operation when it is its turn in relation to other **-t** interactive terminals, **-T** terminal commands and **-U** memory operations. The *memory* field specifies the memory type to operate on. From version 8.0 the memory field can also be a comma-separated list of memories, eg, **flash,EEPROM**; also, Intel Hex or Motorola S-Record files generated by AVRDUDE can store multiple memories. The special memory **ALL** expands to all memories that a part has while **all** expands to all memories with exception of sub-memories. **etc** is the same as **all**; this can be used to change the order in which memories are written to or read from file, eg, **signature,etc** is a list of all memories such that the **signature** memory comes first. It is possible to remove a memory from the list so far by preceding a minus or backslash, eg, **all,-calibration**. Use the **-T part** option on the command line or the **part** command in the interactive terminal to display all the memories supported by a particular device.
 Typically, a device's memory configuration at least contains the memory types **flash**, **EEPROM**, **signature** and **lock**, which is sometimes known as **lockbits**. The signature memory contains the three device signature bytes, which should be, but not always are, unique for the part. The **lock** memory of one or four bytes typically details whether or not external reading/writing of the flash memory, or parts of it, is allowed. After restricting access via the lock memory, often the only way to unlock memory is via a chip erase. Parts will also typically have fuse bytes, which are read/write memories for configuration of the device and calibration memories that typically contain read-only factory calibration values.

The flash memory, being physically implemented as NOR-memory, is special in the sense that it is normally only possible to program bits to change from 1 to 0. Before reprogramming takes place normally flash memory has to be erased. Older parts would only offer a chip erase to do so, which also erases EEPROM unless a fuse configuration preserves its contents. If AVRDUDE detects a `-U` option that writes to a flash memory it might automatically trigger a chip erase for these older parts. See the description of auto-erase under the `-e` option above. ATxmegas or UPDI parts (AVR8X family) offer a page erase, and AVRDUDE takes advantage of that by erasing pages before programming them unless `-e` (chip erase) or `-D` (do not erase before writing) was requested. It should be noted that in absence of the `-e` chip erase option any ATxmega or UPDI flash pages not affected by the programming will retain their previous content.

See Appendix E [List of Memories], page 77, for a complete list of memories that AVR devices can have.

The *op* field specifies what operation to perform:

r	read device memories and write to the specified file
w	read data from the specified file and write to the device memories in the list; read-only memories in a memory list are skipped, as are fuses and lock bits when the programmer is a bootloader; writing to single read-only memories fails only if the contents differs between the file and memory
v	read data from both the device and the specified file and perform a verify

The *filename* field indicates the name of the file to read or write. The *format* field is optional and contains the format of the file to read or write. Possible values are:

i	Intel Hex
I	Intel Hex with comments on reading from, and tolerance of checksum errors, writing to the AVR
s	Motorola S-Record
r	raw binary; little-endian byte order, in the case of the flash data
e	ELF (Executable and Linkable Format), the final output file from the linker; currently only accepted as an input file
m	immediate mode; actual byte values are specified on the command line, separated by commas or spaces in place of the <i>filename</i> field of the <code>-U</code> option. This is useful for programming fuse bytes without having to create a single-byte file or enter terminal mode.
a	auto detect; valid for input only, and only if the input is not provided at stdin.
d	decimal; this and the following formats generate one line of output for the respective memory section, forming a comma-separated

list of the values. This can be particularly useful for subsequent processing, like for fuse bit settings.

- h** hexadecimal; each value will get the string *0x* prepended.
- o** octal; each value will get a *0* prepended unless it is less than 8 in which case it gets no prefix.
- b** binary; each value will get the string *0b* prepended.

When used as input, the **m**, **d**, **h**, **o** and **b** formats will use the same code for reading lists of numbers separated by white space and/or commas. The read routine handles decimal, hexadecimal, octal or binary numbers on a number-by-number basis, and the list of numbers can therefore be of mixed type. In fact the syntax, is the same as for data used by the terminal write command, i.e., the file's input data can also be 2-byte short integers, 4-byte long integers or 8-byte long long integers, 4-byte floating point numbers, 8-byte double precision numbers, C-type strings with a terminating nul or C-like characters such as '\t'. Numbers are written as little endian to memory. When using **0x** hexadecimal or **0b** binary input leading zeros are used to determine the size of the integer, e.g., **0x002a** will occupy two bytes and write a **0x2a** to memory followed by **0x00**, while **0x01234** will occupy 4 bytes. See the description of the terminal write command for more details.

In absence of an explicit file format, the default is to use auto detection for input files, raw binary format for output files from a single memory read and Intel Hex with comments when an output file is generated from a list of memories. Note that while AVRDUDE will generate a single output file from a memory list for all formats with the exception of elf (**:e**) it only recognises Intel hex (**:I** or **:i**), Motorola S-Record (**:s**) or elf files (**:e**, generated by the compiler) as valid multi-memory files when reading a file for verifying or writing memories. Note also that if a *filename* contains a colon as penultimate character the *format* field is no longer optional since the last character would otherwise be misinterpreted as *format*.

When reading any kind of flash memory area (including the various sub-areas in Xmega devices), the resulting output file will be truncated to not contain trailing 0xFF bytes which indicate unprogrammed (erased) memory. Thus, if the entire memory is unprogrammed, this will result in an output file that has no contents at all. This behaviour can be overridden with the **-A** option.

As an abbreviation, the form **-U filename** is equivalent to specifying **-U flash:w:filename:a** or **-U application:w:filename:a** for ATxmegas. This will only work if *filename* does not have a pair of colons in it that sandwich a single character as otherwise the first part might be interpreted as memory, and the single character as memory operation.

- v** Enable verbose output. More **-v** options increase verbosity level.
- V** Disable automatic verify check when writing data to the AVR with **-U**.

-x *extended_param*

Pass *extended_param* to the chosen programmer implementation as an extended parameter. The interpretation of the extended parameter depends on the pro-

grammer itself. See below for a list of programmers accepting extended parameters or issue `avrdude -x help ...` to see the extended options of the chosen programmer.

2.2 Programmers Accepting Exitspec Parameters

Currently, only the `flip2`, `linuxspi` and old school parallel port programmers such as `stk200` and `dapa` support `-E` exitspec parameter options. These let the user decide in which state the programmer pins after ended programming session. AVRDUDE only allows one `-E` option. However, multiple exitspec parameters can be specified as one comma-separated list.

`flip2`

`linuxspi`

Parallel port programmers

<code>help</code>	Show help menu and exit.
<code>reset</code>	The <code>‘/RESET’</code> signal will be left activated at program exit, that is it will be held low, in order to keep the MCU in reset state afterwards. Note in particular that the programming algorithm for the AT90S1200 device mandates that the <code>‘/RESET’</code> signal is active before powering up the MCU, so in case an external power supply is used for this MCU type, a previous invocation of AVRDUDE with this option specified is one of the possible ways to guarantee this condition. <code>flip2</code> will not exit bootloader mode at program exit if <code>reset</code> is used.
<code>noreset</code>	The <code>‘/RESET’</code> line will be deactivated at program exit, thus allowing the MCU target program to run while the programming hardware remains connected. <code>flip2</code> will exit bootloader mode at program exit and start the application if <code>noreset</code> is used, and this is the default behaviour for this bootloader.

Parallel port programmers

<code>vcc</code>	This option will leave those parallel port pins active (i. e. high) that can be used to supply <code>‘Vcc’</code> power to the MCU.
<code>novcc</code>	This option will pull the <code>‘Vcc’</code> pins of the parallel port down at program exit.
<code>d_high</code>	This option will leave the 8 data pins on the parallel port active (i.e. high).
<code>d_low</code>	This option will leave the 8 data pins on the parallel port inactive (i.e. low).

2.3 Programmers Accepting Extended Parameters

Extended parameters are programmer-specific options; they all start with `-x`. Generally, each programmer will allow `-x help`, which will show a help menu of known extended parameters for this programmer, if any, and exit. The extended parameters below are all shown without the necessary `-x` option lead-in. AVRDUDE allows any number of `-x` extended parameters to be specified on the command line.

`dryrun`
`dryboot`

Both `dryrun` and `dryboot` programmers emulate programming and accept the following parameters:

`init` Initialise memories with human-readable patterns. Flash memory will be randomly configured with respect to bootloader, data and code length. Patterns can best be seen with fixed-width font and the `:I` format by inspecting the generated hex file or by using, eg, `-U flash:r:-:I`. Patterns in flash memory are executable and represent benign AVR code, ie, no I/O memory access. Choose a fixed seed for reproducible results.

`init=<n>` Shortcut for `-x init -x seed=<n>` (see below)

`random` Initialise memories with random code and values. Flash memory will be randomly configured with respect to bootloader, data and code length. Random code in flash will be benign, that is, not accessing I/O memories, SRAM or flash. Choose a fixed seed for reproducible results.

`random=<n>` Shortcut for `-x random -x seed=<n>`

`seed=<n>` Seed random number generator with *n*; the default is `time(NULL)`. Setting this option with a fixed positive *n* will make the random choices reproducible, ie, they will stay the same between different avrdude runs.

JTAG ICE mkII/3
 Atmel-ICE
 PICKit 4
 MPLAB(R) SNAP
 Power Debugger
 AVR Dragon

When using the JTAG ICE mkII, JTAGICE3, Atmel-ICE, PICKit 4, MPLAB(R) SNAP, Power Debugger or AVR Dragon in JTAG mode, the following extended parameter is accepted:

`jtagchain=UB,UA,BB,BA`
 Setup the JTAG scan chain for *UB* units before, *UA* units after, *BB* bits before, and *BA* bits after the target AVR, respectively. Each AVR unit within the chain shifts by 4 bits. Other JTAG units might require a different bit shift count.

hvupdi *Power Debugger and Pickit 4 only*
 High-voltage UPDI programming is used to enable a UPDI pin that has previously been set to RESET or GPIO mode. Use **-x hvupdi** to enable high-voltage UPDI initialization for supported targets.

vtarg=VALUE, vtarg
Power Debugger only
 The voltage generator can be enabled by setting a target voltage. The current set-voltage can be read by **-x vtarg** alone.

PICKit 4

MPLAB(R) SNAP

The PICKit 4 and MPLAB(R) SNAP programmers accept the following extended parameters:

mode=avr,pic
 Switch programmer to AVR or PIC mode, then exit: the PICKit 4 and MPLAB(R) SNAP programmer can only be utilised by Avrdude when in AVR mode. Use **-x mode=avr** for switching to AVR mode, or **-x mode=pic** for switching to PIC mode.

PICKit 5

PICKit 4 (PIC Mode)

The PICKit 5 and PICKit 4 (PIC Mode) programmer can accept following extended parameters

vtarg=VALUE
 Specify a voltage between 1.8 and 5.5 V that the programmer should supply to the target. If there is already a valid voltage applied to the VTG Pin, this setting will be ignored. When AVRDUDE detects an external voltage outside of this range, it will terminate the operation. You can disable this by setting the voltage to 0 V.

hvupdi High-voltage UPDI programming is used to enable a UPDI pin that has previously been set to RESET or GPIO mode. Use **-x hvupdi** to enable high-voltage UPDI initialization for supported targets. Depending on the target, the HV pulse will be applied either on the RST pin, or the UPDI pin.

Xplained Mini

The Xplained Mini/Nano programmer (ISP or UPDI, not TPI) type accepts the following extended parameters:

suffer=VALUE, suffer
 The SUFFER register allows the user to modify the behavior of the on-board mEDBG. The current state can be read by **-x suffer** alone.

Bit 7 ARDUINO:

Adds control of extra LEDs when set to 0

Bit 6..3: Reserved (must be set to 1)

Bit 2 EOF:

Agressive power-down, sleep after 5 seconds if no USB enumeration when set to 0

Bit 1 LOWP:

forc running the mEDBG at 1 MHz when bit set to 0

Bit 0 FUSE:

Fuses are safe-masked when bit sent to 1. Fuses are unprotected when set to 0

`vtarg_switch=VALUE, vtarg_switch`

The on-board target voltage switch can be turned on or off by writing a 1 or a 0. The current state can be read by `-x vtarg_switch` alone. Note that the target power switch will always be on after a power cycle. Also note that the smaller Xplained Nano boards does not have a target power switch.

Curiosity Nano

The Curiosity Nano board accepts the following extended parameter:

`vtarg=VALUE, vtarg`

The generated on-board target voltage can be changed by specifying a new voltage. The current set-voltage can be read by `-x vtarg` alone.

STK500

STK600

The STK500 and STK600 boards accept the following extended parameters:

`vtarg=VALUE, vtarg`

The generated on-board target voltage can be changed by specifying a new voltage. The current set-voltage can be read by `-x vtarg` alone.

`fosc=VALUE[MHz|M|kHz|k|Hz|H], fosc`

Set the programmable oscillator frequency in MHz, kHz or Hz. The current frequency can be read by `-x fosc` alone.

`varef=VALUE, varef`

The generated on-board analog reference voltage can be changed by specifying a new reference voltage. The current reference voltage can be read by `-x varef` alone.

`varef[0,1]=VALUE, varef[0,1]`

STK600 only

The generated on-board analog reference voltage for channel 0 or channel 1 can be changed by specifying a new reference voltage. The current reference voltage can be read by `-x varef0` or `-x varef1` alone.

`attempts[=<1..99>]`

STK500V1 only

Specify how many connection retry attempts to perform before exiting. Defaults to 10 if not specified.

`xtal=VALUE[MHz|M|kHz|k|Hz|H]`

Defines the XTAL frequency of the programmer if it differs from 7.3728 MHz of the original STK500. Used by avrdude for the correct calculation of fosc and sck.

AVR109

The AVR109 programmer type accepts the following extended parameter:

`autoreset`

Toggle RTS/DTR lines on port open to issue a hardware reset.

AVR910

The Atmel low-cost AVR910 programmer type accepts the following extended parameter:

`devcode=VALUE`

Override the device code selection by using *VALUE* as the device code. The programmer is not queried for the list of supported device codes, and the specified *VALUE* is not verified but used directly within the T command sent to the programmer. *VALUE* can be specified using the conventional number notation of the C programming language.

`no_blockmode`

Disables the default checking for block transfer capability. Use `no_blockmode` only if your AVR910 programmer creates errors during initial sequence.

Arduino

The Arduino programmer type accepts the following extended parameter:

`attempts[=<1..99>]`

Specify how many connection retry attempts to perform before exiting. Defaults to 10 if not specified.

`noautoreset`

Do not toggle RTS/DTR lines on port open to prevent a hardware reset.

Urclock

The urclock programmer type accepts the following extended parameters:

`showall` Show all info for the connected part, then exit. The `-x show...` options below can be used to assemble a bespoke response consisting of a subset (or only one item) of all available relevant information about the connected part and bootloader.

showid Show a unique Urclock ID stored in either flash or EEPROM of the MCU, then exit.

id=<E|F>.<addr>.<len>

Historically, the Urclock ID was a six-byte unique little-endian number stored in Urclock boards at EEPROM address 257. The location of this number can be set by the **-x id=<E|F>.<addr>.<len>** extended parameter. E stands for EEPROM and F stands for flash. A negative address *addr* counts from the end of EEPROM and flash, respectively. The length *len* of the Urclock ID can be between 1 and 8 bytes.

showdate Show the last-modified date of the input file for the flash application, then exit. If the input file was *stdin*, the date will be that of the programming. Date and filename are part of the metadata that the urclock programmer stores by default in high flash just under the bootloader; see also **-x nometadata**.

showfilename

Show the input filename (or title) of the last flash writing session, then exit.

title=<string>

When set, *<string>* will be used in lieu of the input filename. The maximum string length for the title/filename field is 254 bytes including terminating nul.

showapp Show the size of the programmed application, then exit.

showstore

Show the size of the unused flash between the application and metadata, then exit.

showmeta Show the size of the metadata just below the bootloader, then exit.

showboot Show the size of the bootloader, then exit.

showversion

Show bootloader version and capabilities, then exit.

showvector

Show the vector number and name of the interrupt table vector used by the bootloader for starting the application, then exit. For hardware-supported bootloaders this will be vector 0 (Reset), and for vector bootloaders this will be any other vector number of the interrupt vector table or the slot just behind the vector table with the name **VBL_ADDITIONAL_VECTOR**.

showpart Show the part for which the bootloader was compiled, then exit.

bootsize=<size>

Manual override for bootloader size. Urboot bootloaders put the number of used bootloader pages into a table at the top of the bootloader section, i.e., typically top of flash, so the urclock programmer

can look up the bootloader size itself. In backward-compatibility mode, when programming via other bootloaders, this option can be used to tell the programmer the size, and therefore the location, of the bootloader.

vectornum=<n>

Manual override for vector number. Urboot bootloaders put the vector number used by a vector bootloader into a table at the top of flash, so this option is normally not needed for urboot bootloaders. However, it is useful in backward-compatibility mode (or when the urboot bootloader does not offer flash read). Specifying a vector number in these circumstances implies a vector bootloader whilst the default assumption would be a hardware-supported bootloader.

eeepromrw Manual override for asserting EEPROM read/write capability. Not normally needed for urboot bootloaders, but useful for in backward-compatibility mode if the bootloader offers EEPROM read/write.

emulate_ce

If an urboot bootloader does not offer a chip erase command it will tell the urclock programmer so during handshake. In this case the urclock programmer emulates a chip erase, if warranted by user command line options, by filling the remainder of unused flash below the bootloader with 0xff. If this option is specified, the urclock programmer will assume that the bootloader cannot erase the chip itself. The option is useful for backwards-compatible bootloaders that do not implement chip erase.

restore Write unchanged flash input files to the AVR and trim below the bootloader if needed. This is most useful when one has a backup of the full flash and wants to play that back onto the device. No metadata are written in this case and no vector patching happens either if it is a vector bootloader. However, for vector bootloaders, even under the option **-x restore** an input file will not be written to the AVR for which the reset vector does not point to the vector bootloader. This is to avoid loading an input file onto the device that would render the vector bootloader becoming unreachable after reset.

initstore

On writing to flash fill the store space between the flash application and the metadata section with 0xff.

nofilename

On writing to flash do not store the application input filename (nor a title).

nodate On writing to flash do not store the application input filename (nor a title) and no date either.

nostore On writing to flash do not store metadata except the metadata code byte `0xff` saying there are no metadata. In particular, no data store frame is programmed.

nometadata

Do not support any metadata. The full flash besides the boot-loader is available for the application. If the application is smaller than the available space then a metadata code byte `0xff` is stored nevertheless to indicate there are no further metadata available. In absence of `-x nometadata`, the default for the urclock programmer is to write as much metadata (filename, data and store information) as the size of the application and the other extended options allow. The subtle difference between `-x nometadata` and `-x nostore` is that the latter always explicitly stores in flash that no further metadata are available, so that a such prepared flash can always be queried with `avrdude -x showall`. In contrast to this, it cannot be guaranteed that a `-x showall` query on flash prepared with `-x nometadata` yields useful results.

noautoreset

Do not toggle RTS/DTR lines on port open to prevent a hardware reset.

delay=<n>

Add a `<n>` ms delay after reset. This can be useful if a board takes a particularly long time to exit from external reset. `<n>` can be negative, in which case the default 120 ms delay after issuing reset will be shortened accordingly.

strict Urclock has a faster, but slightly different strategy than `-c arduino` to synchronise with the bootloader; some `stk500v1` bootloaders cannot cope with this, and they need the `-x strict` option.

BusPirate

The BusPirate programmer type accepts the following extended parameters:

reset=cs,aux,aux2

The default setup assumes the BusPirate's CS output pin connected to the RESET pin on AVR side. It is however possible to have multiple AVRs connected to the same BP with SDI, SDO and SCK lines common for all of them. In such a case one AVR should have its RESET connected to BusPirate's *CS* pin, second AVR's RESET connected to BusPirate's *AUX* pin and if your BusPirate has an *AUX2* pin (only available on BusPirate version v1a with firmware 3.0 or newer) use that to activate RESET on the third AVR.

It may be a good idea to decouple the BusPirate and the AVR's SPI buses from each other using a 3-state bus buffer. For example 74HC125 or 74HC244 are some good candidates with the latches driven by the appropriate reset pin (cs, aux or aux2). Otherwise the SPI traffic in one active circuit may interfere with programming the AVR in the other design.

`spifreq=0..7`

- 0 30 kHz (default)
- 1 125 kHz
- 2 250 kHz
- 3 1 MHz
- 4 2 MHz
- 5 2.6 MHz
- 6 4 MHz
- 7 8 MHz

`rawfreq=0..3`

Sets the SPI speed and uses the Bus Pirate’s binary “raw-wire” mode instead of the default binary SPI mode:

- 0 5 kHz
- 1 50 kHz
- 2 100 kHz
(Firmware v4.2+ only)
- 3 400 kHz (v4.2+)

The only advantage of the “raw-wire” mode is that different SPI frequencies are available. Paged writing is not implemented in this mode.

`pullups` Enable the Bus Pirate’s built-in pull-up resistors. These resistors are useful when working with different voltage levels. VPU pin of the Bus Pirate must be connected to an external voltage. For example: connect VPU pin to the +5V pin or an external power supply.

`hiz` Enable the Bus Pirate’s HiZ mode on SPI, allowing it to work as an open-collector and interface with external pull-up circuits. If the external target circuit does not have pull-ups, the Bus Pirate will not be able to send data.

`ascii` Attempt to use ASCII mode even when the firmware supports BinMode (binary mode). BinMode is supported in firmware 2.7 and newer, older FW’s either don’t have BinMode or their BinMode is buggy. ASCII mode is slower and makes the above `reset=`, `spifreq=` and `rawfreq=` parameters unavailable. Be aware that ASCII mode is not guaranteed to work with newer firmware versions, and is retained only to maintain compatibility with older firmware versions.

`nopagedwrite`

Firmware versions 5.10 and newer support a binary mode SPI command that enables whole pages to be written to AVR flash memory at once, resulting in a significant write speed increase. If use of this mode is not desirable for some reason, this option disables it.

nopagedread

Newer firmware versions support in binary mode SPI command some AVR Extended Commands. Using the “Bulk Memory Read from Flash” results in a significant read speed increase. If use of this mode is not desirable for some reason, this option disables it.

cpufreq=125..4000

This sets the *AUX* pin to output a frequency of *n* kHz. Connecting the *AUX* pin to the XTAL1 pin of your MCU, you can provide it a clock, for example when it needs an external clock because of wrong fuses settings. Make sure the CPU frequency is at least four times the SPI frequency.

serial_recv_timeout=1...

This sets the serial receive timeout to the given value. The timeout happens every time avrdude waits for the BusPirate prompt. Especially in ascii mode this happens very often, so setting a smaller value can speed up programming a lot. The default value is 100 ms. Using 10 ms might work in most cases.

Micronucleus bootloader

The Micronucleus programmer type accepts the following extended parameter:

wait=timeout

If the device is not connected, wait for the device to be plugged in. The optional *timeout* specifies the connection time-out in seconds. If no time-out is specified, AVRDUDE will wait indefinitely until the device is plugged in.

Teensy bootloader

The Teensy programmer type accepts the following extended parameter:

wait=timeout

If the device is not connected, wait for the device to be plugged in. The optional *timeout* specifies the connection time-out in seconds. If no time-out is specified, AVRDUDE will wait indefinitely until the device is plugged in.

Wiring

The Wiring programmer type accepts the following extended parameters:

snooze=<n>

After performing the port open phase, AVRDUDE will wait/snooze for *snooze* milliseconds before continuing to the protocol sync phase. No toggling of DTR/RTS is performed if *snooze* > 0.

delay=<n>

Add a <n> milliseconds delay after reset. This can be useful if a board takes a particularly long time to exit from external reset. <n> can be negative, in which case the default 100 ms delay after issuing reset will be shortened accordingly.

PICkit2

Connection to the PICkit2 programmer:

```
(AVR) (PICkit2)
RST  VPP/MCLR (1)
VDD  VDD Target (2)
      -- possibly
      optional if AVR
      self powered
GND  GND (3)
SDI  PGD (4)
SCLK PDC (5)
OSI  AUX (6)
```

The PICkit2 programmer type accepts the following extended parameters:

```
clockrate=rate
    Sets the SPI clocking rate in Hz (default is 100kHz). Alternately
    the -B or -i options can be used to set the period.

timeout=usb-transaction-timeout
    Sets the timeout for USB reads and writes in milliseconds (default
    is 1500 ms).
```

USBasp

The USBasp programmer type accepts the following extended parameter:

```
section_config
    Programmer will erase configuration section with option '-e' (chip
    erase), rather than entire chip. Only applicable to TPI devices
    (ATtiny 4/5/9/10/20/40).
```

xbee

The xbee programmer type accepts the following extended parameter:

```
xbeeresetpin=1..7
    Select the XBee pin DIO<1..7> that is connected to the MCU's
    /RESET line. The programmer needs to know which DIO pin to use
    to reset into the bootloader. The default (3) is the DIO3 pin (XBee
    pin 17), but some commercial products use a different XBee pin.

    The remaining two necessary XBee-to-MCU connections are not
    selectable - the XBee DOUT pin (pin 2) must be connected to the
    MCU's RXD line, and the XBee DIN pin (pin 3) must be connected
    to the MCU's TXD line.
```

**jtag2updi
serialupdi**

The jtag2updi and serialupdi programmer types accept the following extended parameters:

```
rtsdtr=low,high
    Forces RTS/DTR lines to assume low or high state during the whole
    programming session. Some programmers might use this signal to
```

indicate UPDI programming state, but this is strictly hardware specific.

When not provided, driver/OS default value will be used.

linuxspi

The linuxspi programmer type accepts the following extended parameter:

disable_no_cs

Ensures the programmer does not use the SPI_NO_CS bit for the SPI driver. This parameter is useful for kernels that do not support the CS line being managed outside the application.

serprog

The serprog programmer type accepts the following extended parameter:

cs Sets the chip select (CS) to use on supported programmers. Programmers supporting the 0x16 serprog command can have more than the default CS (0). This option allows to choose these additional CSes (1, 2, ...) for programming the AVR.

2.4 Example Command Line Invocations

AVRDUDE error messages, warnings and progress reports are generally written to stderr which can, in bash, be turned off by `2>/dev/null` or by using increasingly more `-q` options to suppress them. Terminal output of commands or that of the `-U` command with an output file named `-` are written to stdout. In some examples empty lines are shown for clarity that are not printed by AVRDUDE or the shell.

Write the file `diag.hex` to the ATmega128 chip using the STK500 programmer connected to the default serial port:

```
$ avrdude -p m128 -c stk500 -e -U flash:w:diag.hex

Reading 19278 bytes for flash from input file diag.hex
Writing 19278 bytes to flash
Writing | ##### | 100% 7.60 s
Reading | ##### | 100% 6.83 s
19278 bytes of flash verified

Avrdude done. Thank you.
```

Same but in **quell-progress-reporting (silent) mode** `-qq`:

```
$ avrdude -qq -p m128 -c stk500 -e -U flash:w:diag.hex
```

Using `&&` to confirm that the silent AVRDUDE command went OK:

```
$ avrdude -qq -p m128 -c stk500 -e -U flash:w:diag.hex && echo OK
OK
```

Save flash memory in raw binary format to the file named `c:/diag flash.bin`:

```
$ avrdude -p m128 -c stk500 -U flash:r:"c:/diag flash.bin":r

Reading flash memory ...
Reading | ##### | 100% 6.90 s
Writing 19278 bytes to output file diag flash.bin

Avrdude done. Thank you.
```

Read the fuses and print their values in different formats (hexadecimal, binary and octal):

```
$ avrdude -cusbasp -patmega128 -qq -Ulfuse:r:-:h -Uhfuse:r:-:b -Uefuse:r:-:o

0xbf
0b11000110
0377
```

Using the default programmer, write the file `diag.hex` to flash, the file `eeeprom.hex` to EEPROM, and set the extended, high, and low fuse bytes to 0xff, 0x89, and 0x2e respectively:

```
$ avrdude -p m128 -U flash:w:diag.hex \
          -U eeprom:w:eeeprom.hex \
          -U efuse:w:0xff:m \
          -U hfuse:w:0x89:m \
          -U lfuse:w:0x2e:m

Processing -U flash:w:diag.hex:i
Reading 19278 bytes for flash from input file diag.hex
Writing 19278 bytes to flash
Writing | ##### | 100% 7.60 s
Reading | ##### | 100% 6.81 s
19278 bytes of flash verified

Processing -U eeprom:w:eeeprom.hex:i
Reading 3328 bytes for eeprom from input file eeeprom.hex
Writing 3328 bytes to eeprom
Writing | ##### | 100% 1.20 s
Reading | ##### | 100% 0.70 s
3328 bytes of eeprom verified

Processing -U efuse:w:0xff:m
Reading 1 byte for efuse from input file 0xff
Writing 1 byte (0xFF) to efuse, 1 byte written, 1 verified

Processing -U hfuse:w:0x89:m
Reading 1 byte for hfuse from input file 0x89
Writing 1 byte (0x89) to hfuse, 1 byte written, 1 verified

Processing -U lfuse:w:0x2e:m
Reading 1 byte for lfuse from input file 0x2e
Writing 1 byte (0x2E) to lfuse, 1 byte written, 1 verified

Avrdude done. Thank you.
```

Write data from stdin (standard input) to EEPROM; no error output means all went fine:

```
$ echo 'The quick brown fox' | avrdude -c usbasp -p attiny13 -qq -U eeprom:w::-:r
```

Execute multiple terminal mode commands separated by semicolons:

```
$ echo 'write eeprom 0 "Bonjour"; write ee 0x18 0x12345678; dump eeprom 0 0x20' | \
  avrdude -qqcdryrun -patmega328p -t

0000 42 6f 6e 6a 6f 75 72 00 ff ff ff ff ff ff ff |Bonjour.....|
0010 ff ff ff ff ff ff ff ff 78 56 34 12 ff ff ff |.....xV4.....|
```


Read EEPROM and write content to stdout (standard output):

```
$ avrdude -qq -cusbsp -pattiny13 -Ueeprom:r:-:i

:20000000E2809954686520717569636B2062726F776E20666F78E280990AFFFFFFFFFFFD3
:20002000FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF0
:00000001FF
```

Same but redirect stderr (standard error output) to /dev/null instead of using -qq:

```
$ avrdude -cusbsp -pattiny13 -Ueeprom:r:-:i 2>/dev/null

:20000000E2809954686520717569636B2062726F776E20666F78E280990AFFFFFFFFFFFD3
:20002000FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF0
:00000001FF
```

Using the Avrdude output to print strings present in flash memory:

```
$ avrdude -pattiny13 -qq -U flash:r:-:r | strings

Main menu
Distance: %d cm
Exit
```

List the serial numbers of all JTAG ICEs attached to USB; this is done by specifying an invalid serial number, and increasing the verbosity level:

```
$ avrdude -c jtag2 -p m128 -P usb:xxx -v

Avrdude version 7.3-20240815 (e230d889)
Copyright see https://github.com/avrdudes/avrdude/blob/main/AUTHORS

System wide configuration file is /usr/local/etc/avrdude.conf
User configuration file is /home/srueger/.avrduderc

Using port          : usb:xxx
Using programmer     : jtag2fast
Programmer baud rate : 115200
Usbdev_open(): Found JTAG ICE, serno: 00A000001C6B
Usbdev_open(): Found JTAG ICE, serno: 00A000001C3A
Usbdev_open(): Found JTAG ICE, serno: 00A000001C30
Error: did not find any (matching) USB device usb:xxx (03eb:2103)
Error: unable to open port usb:xxx for programmer jtag2fast

Avrdude done.  Thank you.
```

Connect to the JTAG ICE mkII with a **serial number ending in 1C37** via USB, enter **interactive terminal mode**, list all **commands for the connected part** and quit:

```
$ avrdude -c jtag2 -p m649 -P usb:1c:37 -t

avrdude> help
Valid commands:
  dump      : display a memory section as hex dump
  read      : alias for dump
  disasm    : disassemble a memory section
  write     : write data to memory; flash and EEPROM are cached
  save      : save memory segments to file
  backup    : backup memories to file
  restore   : restore memories from file
  verify    : compare memories with file
  flush     : synchronise flash and EEPROM cache with the device
  abort     : abort flash and EEPROM writes, ie, reset the r/w cache
  erase     : perform a chip or memory erase
  config    : change or show configuration properties of the part
  factory   : reset part to factory state
  regfile   : I/O register addresses and contents
  include   : include contents of named file as if it was typed
  sig       : display device signature bytes
  part      : display the current part information
  send      : send a raw command to the programmer
  verbose   : display or set -v verbosity level
  quell     : display or set -q quell level for progress bars
  help      : show help message
  ?         : same as help
  quit      : synchronise flash/EEPROM cache with device and quit
  q         : abbreviation for quit

For more details about a terminal command cmd type cmd -?

Other:
  !<line> : run the shell <line> in a subshell, eg, !ls *.hex
  # ...   : ignore rest of line (eg, used as comments in scripts)

Note that not all programmer derivatives support all commands. Flash and
EEPROM type memories are normally read and written using a cache via paged
read and write access; the cache is synchronised on quit or flush commands.
The part command displays valid memories for use with dump and write.

avrdude> quit

Avrdude done.  Thank you.
```

Factory fuse setting of a device:

```
$ avrdude -patmega328p/St | grep initval

.ptmm ATmega328P lfuse initval 0x62
.ptmm ATmega328P hfuse initval 0xd9
.ptmm ATmega328P efuse initval 0xff
.ptmm ATmega328P lock initval 0xff
```

List of all parts known to AVRDUDE:

```
$ avrdude -p*/d | cut -f2 -d""

ATtiny11
ATtiny12
ATtiny13
ATtiny13A
ATtiny15
AT89S51
[...]
AVR64EA48
LGT8F88P
LGT8F168P
LGT8F328P
```

List of all modern AVR parts (with UPDI interface) known to AVRDUDE:

```
$ avrdude -p*/Ud | cut -f2 -d""

ATtiny202
ATtiny204
ATtiny402
[...]
AVR64EA28
AVR64EA32
AVR64EA48
```

List of all currently plugged-in serial devices known to the libserialport library:

```
$ avrdude -P ?s
Possible candidate serial ports are:
-P /dev/ttyUSB0 or -P ft232r:A600K203
-P /dev/ttyUSB1 or -P ft232r:MCU8
-P /dev/ttyUSB3, -P ch340 or -P ch340-115k
Note that above ports might not be connected to a target board or an AVR programmer.
Also note there may be other direct serial ports not listed above.
```

List of all serial adapters known to AVRDUDE, i.e., defined in avrdude.conf:

```
$ avrdude -P ?sa

Valid serial adapters are:
ch340   = [usbvid 0x1a86, usbpid 0x7523]
ch341a  = [usbvid 0x1a86, usbpid 0x5512]
ch342   = [usbvid 0x1a86, usbpid 0x55d2]
ch343   = [usbvid 0x1a86, usbpid 0x55d3]
ch344   = [usbvid 0x1a86, usbpid 0x55d5]
ch347   = [usbvid 0x1a86, usbpid 0x55da 0x55db 0x55dd 0x55de]
ch9102  = [usbvid 0x1a86, usbpid 0x55d4]
ch9103  = [usbvid 0x1a86, usbpid 0x55d7]
cp210x  = [usbvid 0x10c4, usbpid 0xea60 0xea70 0xea71]
ft232hl = [usbvid 0x0403, usbpid 0x6010]
ft231x  = [usbvid 0x0403, usbpid 0x6015]
ft234x  = [usbvid 0x0403, usbpid 0x6015]
ft230x  = [usbvid 0x0403, usbpid 0x6015]
ft232h  = [usbvid 0x0403, usbpid 0x6014]
ft232r  = [usbvid 0x0403, usbpid 0x6001]
ft4232h = [usbvid 0x0403, usbpid 0x6011]
pl2303  = [usbvid 0x067b, usbpid 0x2303 0x2304 0x23a3 0x23b3 0x23c3 0x23d3 0x23e3]
```

Output a list of non-bootloader programmers that can be used for a part. Note that `2>&1` folds stderr into stdout in a bash shell:

```
$ avrdude -c"?" -pavr32ea32 2>&1 | grep -v bootloader

Valid programmers for part AVR32EA32 are:
atmelice_updi    = Atmel-ICE (ARM/AVR) via UPDI
dryrun          = Emulates programming without a programmer via UPDI
jtag2updi       = JTAGv2 to UPDI bridge via UPDI
nanoevery       = JTAGv2 to UPDI bridge via UPDI
jtag3updi       = Atmel AVR JTAGICE3 via UPDI
pickit4_updi    = MPLAB(R) PICKit 4 via UPDI
pickit5_updi    = MPLAB(R) PICKit 5, PICKit 4 and SNAP (PIC mode) via UPDI
pkobn_updi      = Curiosity nano (nEDBG) via UPDI
powerdebugger_updi = Atmel PowerDebugger (ARM/AVR) via UPDI
serialupdi      = SerialUPDI via UPDI
snap_updi       = MPLAB(R) SNAP via UPDI
xplainedmini_updi = Atmel AVR XplainedMini via UPDI
xplainedpro_updi = Atmel AVR XplainedPro via UPDI
```

Print filename of last stored sketch with its date stamp (only with urclock programmer):

```
$avrdude -qq -curclock -P/dev/ttyUSB0 -pattiny13 -x showdate -x showfilename

2023-05-19 11.13 blink.hex
```

AVRDUDE in a bash script creating terminal scripts that reset a part to factory settings:

```
$ cat make-init-scripts

#!/bin/bash
mkdir /tmp/factory
for part in $(avrdude -p*/d | grep = | cut -f2 -d""); do
    echo $part
    avrdude -p$part/St | grep initval | cut -f3,5 | grep -ve-1 \
    | sed "s/.*/write &/" >/tmp/factory/$part.ini
done
```

Run above script and use one of the created terminal scripts:

```
$ ./make-init-scripts

$ cat /tmp/factory/ATmega328P.ini
write lfuse 0x62
write hfuse 0xd9
write efuse 0xff
write lock 0xff

$ avrdude -qq -cusbasp -pATmega328P -t < /tmp/factory/ATmega328P.ini
```

Create a bash function `avrdude-elf` that takes an elf file as input, with support for optional Avrdude flags at the end, and **writes to all memories specified in the elf file**. In this example, the elf file did not contain any EEPROM data:

```
# Show all writable memories present for the ATtiny13
$ echo $(avrdude -pattiny13/ot | grep write | cut -f3 | uniq)

eeprom flash lfuse hfuse lock

# Function that writes to all memories present in the elf file
avrdude-elf() {
    avrdude -cusbasp -pattiny13 -U{eeprom,flash,{l,h}fuse,lock}:w:"$1":e "${@:2}"
}

# Run function where -B8 and -V is appended to the Avrdude command
$ avrdude-elf blink.elf -B8 -V

Set SCK frequency to 93750 Hz

Processing -U eeprom:w:blink.elf:e
Reading 64 bytes for eeprom from input file blink.elf
Writing 64 bytes to eeprom
Writing | ##### | 100% 0.08 s
64 bytes of eeprom written

Processing -U flash:w:blink.elf:e
Reading 1024 bytes for flash from input file blink.elf
Writing 1024 bytes to flash
Writing | ##### | 100% 0.12 s
1024 bytes of flash written

Processing -U lfuse:w:blink.elf:e
Reading 1 byte for lfuse from input file blink.elf
Writing 1 byte (0x6A) to lfuse, 1 byte written

Processing -U hfuse:w:blink.elf:e
Reading 1 byte for hfuse from input file blink.elf
Writing 1 byte (0xFF) to hfuse, 1 byte written

Processing -U lock:w:blink.elf:e
Reading 1 byte for lock from input file blink.elf
Writing 1 byte (0xFF) to lock, 1 byte written

Avrdude done. Thank you.
```

3 Terminal Mode Operation

AVRDUDE has an interactive mode called *terminal mode* that is enabled by the `-t` option. This mode allows one to enter interactive commands to display and modify the various device memories, perform a chip erase, display the device signature bytes and part parameters, and to send raw programming commands. Commands and parameters may be abbreviated to their shortest unambiguous form. Terminal mode also supports a command history so that previously entered commands can be recalled and edited.

3.1 Terminal Mode Commands

In this mode, AVRDUDE only initializes communication with the MCU, and then awaits user commands on standard input. Commands and parameters may be abbreviated to the shortest unambiguous form. Terminal mode provides a command history using `readline(3)`, so previously entered command lines can be recalled and edited.

The *addr* and *len* parameters of the `dump`, `read`, `disasm`, `write`, `save` and `erase` commands can be negative with the same syntax as substring computations in perl or python. The table below details their meaning with respect to an example memory of size `sz=0x800` (2048 bytes).

addr	len	Memory interval	Comment
0/positive	positive	[addr, addr+len-1]	Note: len = end-start + 1
0/positive	negative	[addr, sz+len]	End is len bytes below memory size sz
negative	positive	[sz+addr, ...]	Start is addr bytes below memory size
negative	negative	[sz+addr, sz+len]	Combining above two cases
any	zero	empty set	No action
0x700	12	[0x700, 0x70b]	Conventional use
1024	-257	[0x400, 0x6ff]	Size of memory is 2048 or 0x800
-512	512	[0x600, 0x7ff]	Last 512 bytes
-256	-1	[0x700, 0x7ff]	Last 256 bytes
0	49	[0, 48]	First 49 bytes
0	-49	[0, 1999]	All but the last 48 = len+1 bytes
0	-1	[0, 0x7ff]	All memory without knowing its size

The following commands are implemented for all programmers:

dump *memory addr len*

Read from the specified memory interval (see above), and display in the usual hexadecimal and ASCII form.

dump *memory addr*

Read from memory *addr* as many bytes as the most recent dump memory *addr len* command with this very memory had specified (default 256 bytes), and display them.

dump *memory*

Continue dumping from the memory and location where the most recent dump command left off; if no previous dump command has addressed a memory an error message will be shown.

dump

Continue dumping from the memory and location where the most recent dump command left off; if no previous dump command has addressed a memory an error message will be shown.

dump *memory addr ...*

Start reading from *addr*, all the way to the last memory address (deprecated: use **dump *memory addr -1***).

dump *memory ...*

Read all bytes from the specified memory, and display them (deprecated: use **dump *memory 0 -1***).

read

Can be used as an alias for dump.

disasm [*options*] *dump-arguments*

Like dump, the disasm command displays a part of the specified memory, albeit by interpreting the memory contents as AVR opcodes and showing it as assembler source code. Unlike dump, the disasm command has options; these control how disasm displays its result (see below). Other than that, the syntax of specifying the memory and its to be processed interval is virtually the same as that of dump: the default disasm length is 32 bytes, though, and sometimes the length can be slightly shorter or longer than requested, so that the memory section for disasm aligns with opcodes. Disasm options, once set, stay in force until switched off, typically by changing the case of the option. This way, a simple disasm without further options can be used to step through memory keeping the appearance. Disasm knows the following options:

- g** Generate avr-gcc source: this sets **-sOFQ** and outputs a .text preamble and a main symbol unless the disassembly emits one itself; **-G** (default) switches off **-g** and stops outputting a preamble
- A** Do not show addresses; **-a** (the default) shows addresses
- O** Do not show opcode bytes; **-o** (the default) show opcode bytes
- C** Do not show comments; **-c** (the default) show comments
- f** Show affected flags in SREG, eg, **---SVNZC** for the **sbiw** opcode; **-F** (the default) do not show SREG flags

- q Show the number of machine cycles that an opcode takes; -Q (the default) do not show the cycles
- n Put the opcode full name into comment (eg, subtract immediate from word); -N (the default) do not show the full opcode names
- e Put a technical explanation of the opcode into the comment, eg, Rd+1:Rd <-- Rd+1:Rd - K for the `sbiw` opcode; -E (the default) do not show technical explanations
- S Use AVR instruction set style: this means that register pairs are shown as, eg, in r31:30 instead of r30; -s (the default) use `avr-gcc` code style
- L Do not preprocess labels; -l (the default) preprocess jump/call labels
- d Decode all opcodes including those that are undocumented; -D (the default) decode only opcodes that are valid for the part
- z Zap the list of jumps and calls before disassembly
- t=*file* Delete symbols from a previously read tagfile, if any, and read the tagfile *file* for assigning addresses to symbol names.

The tagfile is an ASCII file where each line describes a symbol for code label addresses (L), variable addresses in flash (P) and variables addresses in memory or I/O space (M). Hashmarks start a tagfile comment that extends to the end of the line and is ignored by `disasm`. Here is a defining example of how a tagfile looks like

```
0x7f54 L      putch      Outputs a char # L are code labels
0x7ffe P W 1   version16 A word integer # P are PGM data
0x7f80 P A 4   headings  Column headers # Auto-aligned strings
0x0100 M B 2048 sram      2 kB SRAM      # Memory address
```

Code labels L can be, eg, function names in program space or goto labels. They use up to four columns separated by white space: the address, the letter L, the symbolic name of the label and an optional comment column for the symbol, which is copied by `disasm` into the disassembly comment column, should this label be referenced or used by the code. Variable symbols have a P or M in the second column; they can be bytes or words as determined by the letter B or W in the third column and either single variables or arrays as specified by the multiplicity count in the forth column. P symbols, but not M symbols, can also be the base location of nul-terminated strings as encoded by A or S in the third column. Out of necessity, the space occupied by A/S strings varies. The difference between A and S symbols is that the array of A strings might have an additional nul character to auto-align the space occupied by them to an even address. The fifth column is the symbolic name for the P or M address that can be used by `disasm` to output relevant addresses symbolically. P areas described in the tagfile also tell `disasm` that the corresponding area is not code and should not be disassembled as such; instead the directives are used for

disassembly of that area. As with L labels, P and M variables may have an optional final comment column pertaining to the symbol that may be output in the disassembly column as and when the corresponding variables are used.

Tagfiles are useful for disassembly to make the output of `disasm` more readable. They can be built manually and incrementally as one's understanding of the code grows. Alternatively, the bash shell script `elf2tag` can automatically generate a tag file from the `.elf` file that produced the flash contents:

```
$ elf2tag application.elf >application.tag
```

`elf2tag` uses the `avr-objdump -d` disassembly to create L labels and `avr-nm` to generate M symbols.

`write memory addr data[,] {data[,]}`

Manually program the respective memory cells, starting at address *addr*, using the data items provided. The terminal implements reading from and writing to flash, EEPROM, bootrow and usersig type memories normally through a cache and paged access functions. All other memories are directly written to without use of a cache. Some older parts without paged access, depending on the programmer, might also have flash and EEPROM directly accessed without cache.

Items *data* can have the following formats:

Type	Example	Size (bytes)
String	"Hello, world\n"	varying
File	C:/My\projects/blink.hex	varying
File with format	blink.hex:i	varying
Character	'A'	1
Binary integer	0b101010	1, 2, 4, or 8
Octal integer	012345	1, 2, 4, or 8
Decimal integer	12345	1, 2, 4, or 8
Hexadecimal integer	0x12345	1, 2, 4, or 8
Decimal float	3.1415926	4
Hexadecimal float	0xA.8p2	4
Decimal double	3.141592653589793D	8

Hexadecimal	0xA.8p2D	8
double		

data can be binary, octal, decimal or hexadecimal integers, floating point numbers or C-style strings and characters. If nothing matches, *data* will be interpreted as a name of a file containing data, which will be read and inserted at this point. In order to force the interpretation of a data item as file, e.g., when the file name would be understood as a number otherwise, the file name can be given a *:f* format specifier. In absence of a format suffix, the terminal will try to auto-detect the file format.

For integers, an optional case-insensitive suffix specifies the data size as in the table below:

LL	8 bytes / 64 bits
L	4 bytes / 32 bits
H or S	2 bytes / 16 bits
HH	1 byte / 8 bits

Suffix D indicates a 64-bit double, F a 32-bit float, whilst a floating point number without suffix defaults to 32-bit float. Hexadecimal floating point notation is supported. An ambiguous trailing suffix, e.g., 0x1.8D, is read as no-suffix float where D is part of the mantissa; use a zero exponent 0x1.8p0D to clarify.

An optional U suffix makes integers unsigned. Ordinary 0x hexadecimal and 0b binary integers are always treated as unsigned. +0x, -0x, +0b and -0b numbers with an explicit sign are treated as signed unless they have a U suffix. Unsigned integers cannot be larger than $2^{64}-1$. If *n* is an unsigned integer then -*n* is also a valid unsigned integer as in C. Signed integers must fall into the $[-2^{63}, 2^{63}-1]$ range or a correspondingly smaller range when a suffix specifies a smaller type.

Ordinary 0x hexadecimal and 0b binary integers with *n* hex digits (counting leading zeros) use the smallest size of one, two, four and eight bytes that can accommodate any *n*-digit hexadecimal/binary integer. If an integer suffix specifies a size explicitly the corresponding number of least significant bytes are written, and a warning shown if the number does not fit into the desired representation. Otherwise, unsigned integers occupy the smallest of one, two, four or eight bytes needed. Signed numbers are allowed to fit into the smallest signed or smallest unsigned representation: For example, 255 is stored as one byte as 255U would fit in one byte, though as a signed number it would not fit into a one-byte interval $[-128, 127]$. The number -1 is stored in one byte whilst -1U needs eight bytes as it is the same as 0xFFFFFFFFFFFFFFFFU.

One trailing comma at the end of data items is ignored to facilitate copy and paste of lists.

write *memory addr data*

The start address *addr* may be omitted if the size of the memory being written to is one byte.

write memory *addr len data[,]* {*data[,]*} ...

The ellipsis ... form writes the data to the entire memory interval addressed by *addr len* and, if necessary, pads the remaining space by repeating the last data item. The fill write command does not write beyond the specified memory area even if more data than needed were given.

save memory {*addr len*} *file[:format]*

Save one or more memory segments to a file in a format specified by the *:format* letter. The default is *:r* for raw binary. Each memory segment is described by an address and length pair. In absence of any memory segments the entire memory is saved to the file. Only Motorola S-Record (*:s*) and Intel Hex (*:i* or *:I*) formats store address information with the saved data. Avrdude cannot currently save ELF file formats. All the other file formats lose the address information and concatenate the chosen memory segments into the output file. If the file name is - then avrdude writes to stdout.

backup memlist *file[:format]*

Backup one or more memories to the specified file using the selected format. The default format for a single-memory backup is *:r* (raw binary); for multi-memory backups it is *:I* (Intel Hex with comments). *Memlist* can be a comma separated list of memories just as in the *-U* command line argument. **backup** flushes the cache before reading memories.

restore memlist *file[:format]*

Restore one or more memories from the specified file. It is the user's responsibility to erase memories as needed beforehand: some paged memories look like NOR-memory when using certain programmers, meaning programming cannot set bits to 1 (eg, flash under most programmers). These memories need to be erased beforehand using the erase command (see below). The format only needs to be specified if it cannot be automatically detected, eg, when the file is - for standard input. *Memlist* can be a comma separated list of memories just as in the *-U* command line argument. **restore** flushes the cache before writing memories and resets the cache after writing memories. Note that restoring read-only memories verifies file contents with the corresponding microprocessor's memories.

verify memlist *file[:format]*

Compare one or more memories with the specified file. *Memlist* can be a comma separated list of memories just as in the *-U* command line argument. **verify** flushes the cache before verifying memories.

erase Perform a chip erase and discard all pending writes to flash, EEPROM and bootrow. Note that EEPROM will be preserved if the EESAVE fuse bit is active, ie, had a corresponding value at the last reset prior to the operation.

erase memory

Erase the entire specified memory.

erase memory *addr len*

Erase a section of the specified memory.

flush Synchronise with the device all pending writes to flash, EEPROM, bootrow and usersig. With some programmer and part combinations, flash (and sometimes EEPROM, too) looks like a NOR memory, i.e., a write can only clear bits, never set them. For NOR memories a page erase or, if not available, a chip erase needs to be issued before writing arbitrary data. Usersig is unaffected by a chip erase. When a memory looks like a NOR memory, either page erase is deployed (e.g., with parts that have PDI/UPDI interfaces), or if that is not available, both EEPROM and flash caches are fully read in, a chip erase command is issued and both EEPROM and flash are written back to the device. Hence, it can take minutes to ensure that a single previously cleared bit is set and, therefore, this routine should be called sparingly.

abort Normally, caches are only ever actually written to the device when using **flush**, at the end of the terminal session after typing **quit**, or after EOF on input is encountered. The **abort** command resets the cache discarding all previous writes to the flash, EEPROM, bootrow and usersig cache.

config [*opts*]

Show all configuration properties of the part; these are usually bitfields in fuses or lock bits bytes that can take on values, which typically have a mnemonic name. Each part has their own set of configurable items. The option **-f** groups the configuration properties by the fuses and lock bits byte they are housed in, and shows the current value of these memories as well. Config **-a** outputs an initialisation script with all properties and all possible respective assignments. The currently assigned mnemonic values are the ones that are not commented out. The option **-v** increases the verbosity of the output of the config command.

config [*opts*] *property* [*opts*]

Show the current value of the named configuration property. Wildcards or initial strings are permitted (but not both), in which case the current values of all matching properties are displayed.

config [*opts*] *property*= [*opts*]

Show all possible values of the named configuration property (notice the trailing =). The one that is currently set is the only one not commented out. As before, wildcards or initial strings are permitted.

config [*opts*] *property*=*value* [*opts*]

Modify the named configuration property to the given value. The corresponding fuse or lock bits will be changed immediately but the change will normally only take effect the next time the part is reset, at which point the fuses and lock bits are utilised. Value can either be a valid integer or one of the symbolic mnemonics, if known. Wildcards or initial strings are permitted for either the property or the assigned mnemonic value, but an assignment only happens if both the property and the name can be uniquely resolved.

It is quite possible, as is with direct writing to the underlying fuses and lock bits, to brick a part, i.e., make it unresponsive to further programming with the chosen programmer: here be dragons.

factory reset

Resets the connected part to factory state as far as possible (bootloaders, for example, cannot write fuses and may not have a means to erase EEPROM). This command may change the clock frequency `F_CPU` of the part after the next MCU reset when the changed fuse values come into effect. As such, this may require that future avrdude calls use a different bit clock rate up to `F_CPU/4` for the programmer next time. Note that the command **factory** can be abbreviated but the required argument **reset** needs to be spelled out in full.

regfile [opts]

regfile with no further argument displays the register file of a part, i.e., all register names and their contents in `io` memory, if possible: note that external programming cannot read the registers of classic parts (ISP or TPI interfaces).

Option **-a** displays the register I/O addresses in addition; **-m** displays the register memory addresses used for `lds/sts` opcodes instead of the I/O addresses. Option **-s** also shows the size of the register in bytes whilst **-v** shows a slightly expanded register explanation alongside each register.

regfile [opts] reg [opts]

regfile together with a register name *reg* shows all those registers that are matched by *reg*. Wildcards or partial strings are permitted but not both. Register names have the form *module.name* or *module.instance.name*. If the provided *reg* is a full, existing register name, e.g., `porta.out` then that is the only register that is displayed even though that might be a partial name of another register, eg, `porta.outdir`. If the provided *reg* is the same as *instance.name* or *name* then partial matching is no longer utilised and all module registers with that exact *instance.name* or *name* are shown. Partial matching can be forced through use of wildcards, e.g., using `porta.out*`

regfile [opts] reg=value [opts]

This sets a single register addressed by *reg* to the given *value*. Only external programming of modern parts (those with UPDI interface) can read from and write to register `io` memory, but as that memory is volatile, the contents will be lost after reset.

include [opts] file

Include contents of the named file *file* as if it was typed. This is useful for batch scripts, e.g., recurring initialisation code for fuses. The include option **-e** prints the lines of the file as comments before processing them; on a non-zero verbosity level the line numbers are printed, too.

signature

Display the device signature bytes.

part [opts]

Display the current part information, including supported programming modes, memory and variants tables. Use **-m** to only print the memory table, and **-v** to only print the variants table.

- verbose** [*level*]
Change (when *level* is provided), or display the verbosity level. The initial verbosity level is controlled by the number of **-v** options given on the command line.
- quell** [*level*]
Change (when *level* is provided), or display the quell level. 1 is used to suppress progress reports. 2 or higher yields progressively quieter operations. The initial quell level is controlled by the number of **-q** options given on the command line.
- ?**
Give a short on-line summary of the available commands.
- help**
Give a short on-line summary of the available commands.
- quit**
Leave terminal mode and thus AVRDUDE.
- q**
Can be used as an alias for **quit**.
- !line**
Run the shell *line* in a subshell, e.g., **!ls *.hex**. Subshell commands take the rest of the line as their command. For security reasons, they must be enabled explicitly by putting **allow_subshells = yes;** into your `${HOME}/.config/avrdude/avrdude.rc` or `${HOME}/.avrduderc` file.
- # comment** Place comments onto the terminal line (useful for scripts).
- In addition, the following commands are supported on some programmers:
- pgerase** *memory addr*
Erase one page of the memory specified.
- send** *b1 b2 b3 b4*
Send raw instruction codes to the AVR device. If you need access to a feature of an AVR part that is not directly supported by AVRDUDE, this command allows you to use it, even though AVRDUDE does not implement the command. When using direct SPI mode, up to 3 bytes can be omitted.
- spi**
Enter direct SPI mode. The *pgmled* pin acts as chip select. *Only supported on parallel bitbang programmers, and partially by USBtiny.* Chip Select must be externally held low for direct SPI when using USBtinyISP, and send must be a multiple of four bytes.
- pgm**
Return to programming mode (from direct SPI mode).
- vtarg** *voltage*
Set the target's supply voltage to *voltage* Volts.
- varef** [*channel*] *voltage*
Set the adjustable voltage source to *voltage* Volts. This voltage is normally used to drive the target's *Aref* input on the STK500 and STK600. The STK600 offers two reference voltages, which can be selected by the optional parameter *channel* (either 0 or 1).
- fosc** *freq*[*M|k*]
Set the programming oscillator to *freq* Hz. An optional trailing letter **M** multiplies by 1E6, a trailing letter **k** by 1E3.

fosc off Turn the programming oscillator off.

sck *period*

Set the SCK clock period to *period* microseconds. Note that some official Microchip programmers store the bitclock setting and will continue to use it until a different value is provided. See **-B bitclock** for more information.

parms Display programmer specific parameters.

3.2 Terminal Mode Examples

Enter terminal, display part parameters, modify EEPROM, perform a chip erase and quit:

```
$ avrdude -qq -c usbasp -p atmega328p -t

avrdude> part
ATmega328P with programming modes ISP, HVPP, debugWIRE, SPM

Memory          Size  Pg size
-----
eeprom          1024    4
flash          32768   128
efuse             1     1
hfuse             1     1
lfuse             1     1
lock             1     1
signature        3     1
calibration       1     1
io               224    1
sram            2048    1

Variants          Package  F max  T range  V range
-----
ATmega328P        N/A      20 MHz [-40 C,  N/A] [1.8 V, 5.5 V]
ATmega328P-15MZ   MLF32    20 MHz [-40 C,  85 C] [1.8 V, 5.5 V]
ATmega328P-AN     TQFP32   20 MHz [-40 C, 105 C] [1.8 V, 5.5 V]
ATmega328P-ANR    TQFP32   20 MHz [-40 C, 105 C] [1.8 V, 5.5 V]
ATmega328P-AU     TQFP32   20 MHz [-40 C,  85 C] [1.8 V, 5.5 V]
ATmega328P-AUR    TQFP32   20 MHz [-40 C,  85 C] [1.8 V, 5.5 V]
ATmega328P-MMH    MLF28    20 MHz [-40 C,  85 C] [1.8 V, 5.5 V]
ATmega328P-MMHR   MLF28    20 MHz [-40 C,  85 C] [1.8 V, 5.5 V]
ATmega328P-MN     QFN32    20 MHz [-40 C, 105 C] [1.8 V, 5.5 V]
ATmega328P-MNR    MLF32    20 MHz [-40 C, 105 C] [1.8 V, 5.5 V]
ATmega328P-MU     MLF32    20 MHz [-40 C,  85 C] [1.8 V, 5.5 V]
ATmega328P-MUR    MLF32    20 MHz [-40 C,  85 C] [1.8 V, 5.5 V]
ATmega328P-PN     PDIP28   20 MHz [-40 C, 105 C] [1.8 V, 5.5 V]
ATmega328P-PU     PDIP28   20 MHz [-40 C,  85 C] [1.8 V, 5.5 V]

avrdude> dump eeprom 0 16
0000  ff ff ff ff ff ff ff ff  ff ff ff ff ff ff ff ff  |.....|

avrdude> write eeprom 0 1 2 3 4 0xcafe "Avrdude"

avrdude> dump eeprom 0 16
0000  01 02 03 04 fe ca 41 76  72 64 75 64 65 00 ff ff  |.....Avrdude...|

avrdude> flush

avrdude> erase
erasing chip ...

avrdude> dump eeprom 0 16
0000  ff ff ff ff ff ff ff ff  ff ff ff ff ff ff ff ff  |.....|

avrdude> quit
```

Program the fuse bits of an ATmega328P with a fuse calculator

- Enable full-swing high speed external crystal with long startup time
- Remove default clock division by 8
- Make reset jump to boot loader
- Set the size of the bootloader to 512 bytes (256 words)
- Enable brown-out detection at 2.7 V

First display the factory defaults, then consult an external fuse calculator, select the ATmega328P part, find above settings, note the ensuing new values for the three fuses and reprogram:

```
$ avrdude -c usbasp -p atmega328p -t

avrdude> dump efuse
Reading | ##### | 100% 0.00 s
0000 ff |. |

avrdude> dump hfuse
Reading | ##### | 100% 0.00 s
0000 d9 |. |

avrdude> dump lfuse
Reading | ##### | 100% 0.00 s
0000 62 |b |

avrdude> #
avrdude> # Consult external fuse calculator
avrdude> #
avrdude> #

avrdude> write efuse 0xfd
Writing | ##### | 100% 0.01 s

avrdude> write hfuse 0xde
Writing | ##### | 100% 0.01 s

avrdude> write lfuse 0xf7
Writing | ##### | 100% 0.01 s

avrdude> quit

Avrdude done. Thank you.
```

Program the fuse bits of an ATmega328P with the config command

```
$ avrdude -qq -c usbasp -p atmega328p -t

avrdude> # Show all configurations
avrdude> config
config sut_cksel=intrcosc_8mhz_6ck_14ck_65ms # 34
config ckout=co_disabled # 1
config ckdiv8=by_8 # 0
config bootrst=application # 1
config bootasz=bs_2048w # 0
config eesave=ee_erased # 1
config wdtton=wdt_programmable # 1
config spien=isp_enabled # 0
config dwen=dw_off # 1
config rstdisbl=external_reset # 1
config bodlevel=bod_disabled # 7
config lb=no_lock # 3
config blb0=no_lock_in_app # 3
config blb1=no_lock_in_boot # 3

avrdude> # Show possible values for full-swing external crystal
avrdude> config sut_cksel=extfs
avrdude warning: (config) ambiguous; known sut_cksel extfs symbols are:
- sut_cksel=extfsxtal_258ck_14ck_4ms1 # 6
- sut_cksel=extfsxtal_1kck_14ck_65ms # 7
- sut_cksel=extfsxtal_258ck_14ck_65ms # 22
- sut_cksel=extfsxtal_16kck_14ck_0ms # 23
- sut_cksel=extfsxtal_1kck_14ck_0ms # 38
- sut_cksel=extfsxtal_16kck_14ck_4ms1 # 39
- sut_cksel=extfsxtal_1kck_14ck_4ms1 # 54
- sut_cksel=extfsxtal_16kck_14ck_65ms # 55

avrdude> # Set the one with appropriate startup times
avrdude> c su=55

avrdude> # Unprogram clock division by 8, make reset jump to boot loader
avrdude> c ckdiv8=1
avrdude> c bootrst=boot
avrdude> c bootasz=bs_256w

avrdude> # Query which bod levels exist; set brown-out at 2.7 V
avrdude> c bodlevel=
# conf bodlevel=bod_4v3 # 4
# conf bodlevel=bod_2v7 # 5
# conf bodlevel=bod_1v8 # 6
config bodlevel=bod_disabled # 7 (factory)
avrdude> c bod=*2v7

avrdude> quit
```

Show and change registers

```
$ avrdude -c xplainedmini_updi -p ATtiny817 \
-T "reg ctrlc" -T "reg usart0.baud=0x1234" -T "reg -asv usart0"

Processing -T reg ctrlc
0x00 portmux.ctrlc
0x00 adc0.ctrlc
0x03 usart0.ctrlc
0x00 tca0.ctrlc
0x00 tcd0.ctrlc

Processing -T reg usart0.baud=0x1234

Processing -T reg -asv usart0
I/O 0x800: (1) 0x00 usart0.rxdatal # Receive data low byte
I/O 0x801: (1) 0x00 usart0.rxdath # Receive data high byte
I/O 0x802: (1) 0x00 usart0.txdata1 # Transmit data low byte
I/O 0x803: (1) 0x00 usart0.txdatah # Transmit data high byte
I/O 0x804: (1) 0x20 usart0.status # Status register
I/O 0x805: (1) 0x00 usart0.ctrla # Control register A
I/O 0x806: (1) 0x00 usart0.ctrlb # Control register B
I/O 0x807: (1) 0x03 usart0.ctrlc # Control register C
I/O 0x808: (2) 0x1234 usart0.baud # Baud rate register (16 bits)
I/O 0x80b: (1) 0x00 usart0.dbgctrl # Debug control register
I/O 0x80c: (1) 0x00 usart0.evctrl # Event control register
I/O 0x80d: (1) 0x00 usart0.txplctrl # IRCOM transmitter pulse length control register
I/O 0x80e: (1) 0x00 usart0.rxplctrl # IRCOM receiver pulse length control register

Avrdude done. Thank you.
```

Show register file of a classic part

```
$ avrdude -qq -p ATtiny11 -c dryrun -T "regfile -av"

I/O 0x08: ac.acsr # Analog comparator control and status register
I/O 0x16: portb.pinb # Port B input register
I/O 0x17: portb.ddrb # Port B data direction register
I/O 0x18: portb.portb # Port B data register
I/O 0x21: wdt.wdtcr # Watchdog timer control register
I/O 0x32: tc0.tcnt0 # Timer/counter 0
I/O 0x33: tc0.tccr0 # T/C 0 control register
I/O 0x34: cpu.mcusr # MCU status register
I/O 0x35: cpu.mcucr # MCU control register
I/O 0x38: tc0.tifr # T/C interrupt flag register
I/O 0x39: tc0.timsk # T/C interrupt mask register
I/O 0x3a: exint.gifr # General interrupt flag register
I/O 0x3b: exint.gimsk # General interrupt mask register
I/O 0x3f: cpu.sreg # Status register
```

The following example demonstrates **negative address and length bytes**, and the **fill form of the write command using an ellipsis ...** where the last data item provided is used to fill up the indicated memory range.

```
$ avrdude -c usbasp -p atmega328p -t

avrdude> dump flash -64 -33
Reading | ##### | 100% 0.02 s
7fc0 ff ff ff ff ff ff ff ff ff ff ff ff ff ff ff |.....|
7fd0 ff ff ff ff ff ff ff ff ff ff ff ff ff ff ff |.....|

avrdude> dump flash -32 -1
Reading | ##### | 100% 0.00 s
7fe0 ff ff ff ff ff ff ff ff ff ff ff ff ff ff ff |.....|
7ff0 ff ff ff ff ff ff ff ff ff ff ff ff ff ff ff |.....|

avrdude> write flash -64 1234567890 'A' 'V' 'R' 2.718282 0xaa 0xbb 0xcc "Hello World!"
Caching | ##### | 100% 0.00 s

avrdude> write flash -32 -1 0x01 0b00000010 0b11 0x04 0x05 ...
Caching | ##### | 100% 0.00 s

avrdude> read flash -64 -33
Reading | ##### | 100% 0.00 s
7fc0 d2 02 96 49 41 56 52 55 f8 2d 40 aa bb cc 48 65 |...IAVRU.-@...He|
7fd0 6c 6c 6f 20 57 6f 72 6c 64 21 00 ff ff ff ff ff |llo World!.....|

avrdude> read flash -32 -1
Reading | ##### | 100% 0.00 s
7fe0 01 02 03 04 05 05 05 05 05 05 05 05 05 05 05 |.....|
7ff0 05 05 05 05 05 05 05 05 05 05 05 05 05 05 05 |.....|

avrdude> flush
Synching cache to device ...
Writing | ##### | 100% 0.05 s

avrdude> quit

Avrdude done. Thank you.
```

Disassemble the flash contents of an ATtiny13A, write the output to file `blink.S`, compile to `blink.elf` and verify that the flash contents of the ATtiny13A is the same as the one given by the compiled `blink.elf`. Then `cat` the disassembled `blink.S` to stdout.

```
$ avrdude -qq -p t13a -c avrisp2 -T "disasm -g flash 0 -1" >blink.S
$ avr-gcc -mmcu=attiny13a -nostdlib -Wl,--section-start=.text=0x0000 blink.S -o bl.elf
$ avrdude -qq -p t13a -c avrisp2 -U flash:v:bl.elf && echo OK
OK

$ cat blink.S

        .equ      io.pinb, 0x16
        .equ      io.ddrb, 0x17

        .text
main:
L000:  rjmp      Label1          ; L016
L002:  rjmp      Label0          ; L014
L004:  rjmp      Label0          ; L014
L006:  rjmp      Label0          ; L014
L008:  rjmp      Label0          ; L014
L00a:  rjmp      Label0          ; L014
L00c:  rjmp      Label0          ; L014
L00e:  rjmp      Label0          ; L014
L010:  rjmp      Label0          ; L014
L012:  rjmp      .+0             ; L014

; Rjmp from L002, L004, L006, L008, L00a, L00c, L00e, L010
Label0:
L014:  reti

Label1:
L016:  sbi       io.ddrb, 2      ; Rjmp from L000
                                ; Bit 2 = 0x04

Label2:
L018:  ldi       r29, 0x1e       ; Rjmp from L024
                                ; 30

Label3:
L01a:  sbiw      r30, 0x01       ; Brne from L01c, L020
                                ; 1
L01c:  brne      Label3         ; L01a
L01e:  dec       r29
L020:  brne      Label3         ; L01a
L022:  sbi       io.pinb, 2     ; Bit 2 = 0x04
L024:  rjmp      Label2         ; L018

L026:  .fill     493, 2, 0xffff
```

Mixing terminal commands and -U memory operations: the example below burns a boot-loader, uses a terminal line to write application data to flash, loads the application, configures the brownout detection level to 2.7 V and, finally, stores the full flash as new hex file. Note the use of different quotation marks in **bash** to pass the terminal command lines as single entity to AVRDUDE.

```
$ avrdude -qc dryrun -p m328p \  
-U urboot_m328p_1s_autobaud_uart0_pr_ee_ce.hex \  
-T 'write flash 0x7D00 0xc0cac01a 0xcafe "secret Coca Cola recipe"' \  
-U flash:w:cola-vending-machine.hex \  
-T "config -v bod=*2v7" \  
-U flash:r:app+data.hex:I  
  
Processing -U flash:w:urboot_m328p_1s_autobaud_uart0_pr_ee_ce.hex:i  
Reading 368 bytes for flash from input file urboot_m328p_1s_autobaud_uart0_pr_ee_ce.hex  
Writing 368 bytes to flash, 368 bytes written, 368 verified  
  
Processing -T write flash 0x7D00 0xc0cac01a 0xcafe "secret Coca Cola recipe"  
Synching cache to device ... done  
  
Processing -U flash:w:cola-vending-machine.hex:i  
Reading 736 bytes for flash from input file cola-vending-machine.hex  
Writing 736 bytes to flash, 736 bytes written, 736 verified  
  
Processing -T config -v bod=*2v7  
config bodlevel=bod_2v7 # 5  
  
Processing -U flash:r:app+data.hex:I  
Reading flash memory ...  
Writing 32768 bytes to output file app+data.hex  
  
Avrdude done. Thank you.
```

4 Configuration Files

AVRDUDE reads a configuration file upon startup which describes all of the parts and programmers that it knows about. The advantage of this is that if you have a chip that is not currently supported by AVRDUDE, you can add it to the configuration file without waiting for a new release of AVRDUDE. Likewise, if you have a parallel port programmer that is not supported, chances are that you can copy an existing programmer definition and, with only a few changes, make your programmer work.

AVRDUDE first looks for a system wide configuration file in a platform dependent location. On Unix, this is usually `/usr/local/etc/avrdude.conf` See Section A.1 [Unix], page 66, whilst on Windows it is usually in the same location as the executable file. The full name of this file can be specified using the `-C` command line option. After parsing the system wide configuration file, AVRDUDE looks for a per-user configuration file to augment or override the system wide defaults. On Unix, the per-user file is `${XDG_CONFIG_HOME}/avrdude/avrdude.rc`, whereas if `${XDG_CONFIG_HOME}` is either not set or empty, `${HOME}/.config/` is used instead. If that does not exist `.avrduderc` within the user's home directory is used. On Windows, this file is the `avrdude.rc` file located in the same directory as the executable.

4.1 AVRDUDE Defaults

```
avrdude_conf_version = "build-time-version";
    Automatically set during the build process.

default_parallel = "default-parallel-device";
    Assign the default parallel port device. Can be overridden using the -P option.

default_serial = "default-serial-device";
    Assign the default serial port device. Can be overridden using the -P option.

default_linuxgpio = "default-linuxgpio-device";
    Assign the default gpiochip for linuxgpio's libgpiod mode, e.g. "gpiochip0".
    Ignored for linuxgpio's sysfs mode. Can be overridden using the -P option.

default_programmer = "default-programmer-id";
    Assign the default programmer id. Can be overridden using the -c option.

default_baudrate = "default-baudrate";
    Assign the default baudrate value that will be used if the programmer doesn't
    provide its specific baudrate entry. Can be overridden using the -b option.

default_bitclock = "default-bitclock";
    Assign the default bitclock value. Can be overridden using the -B option.

allow_subshells = no;
    Whether or not AVRDUDE's interactive terminal is allowed to use subshell
    ! commands. This defaults to no for security reasons, e.g., in the rare case
    avrdude -t is set up with attached hardware to provide a web service, remote
    ssh or a login on a PC instead of a shell, say, for demo or training purposes. In
    almost all other cases this can be overridden in the per-user avrdude.rc or
    .avrduderc configuration file with yes.
```


4.2 Programmer Definitions

The format of the programmer definition is as follows:

```

programmer
  parent <id>                                # optional parent
  id      = <id1> [, <id2> ... ];            # <idN> are quoted strings
  desc    = <description>;                   # quoted string
  type    = <type>;                          # programmer type, quoted string
                                              # list known types with -c ?type

  prog_modes = PM_<i/f> { | PM_<i/f> }        # interfaces, e.g., PM_SPM|PM_PDI (1)
  is_serialadapter = <yes|no>                # programmer is also a serialadapter
  extra_features = HAS_<fea> { | HAS_<fea> } # extra features, e.g., HAS_SUFFER (2)
  connection_type = parallel | serial | usb | spi
  baudrate = <num>;                          # baudrate for avr910-programmer
  vcc      = <pin1> [, <pin2> ... ];          # pin number(s) (3)
  buff     = <pin1> [, <pin2> ... ];          # pin number(s)
  reset    = <pin>;                          # pin number
  sck      = <pin>;                          # pin number
  sdolpico = <pin>;                          # pin number
  sdi|poci = <pin>;                          # pin number
  tck      = <pin>;                          # pin number
  tdi      = <pin>;                          # pin number
  tdo      = <pin>;                          # pin number
  tms      = <pin>;                          # pin number
  errled   = <pin>;                          # pin number
  rdyled   = <pin>;                          # pin number
  pgmled   = <pin>;                          # pin number
  vfyled   = <pin>;                          # pin number
  usbvid   = <hexnum>;                       # USB vendor ID
  usbpid   = <hexnum> [, <hexnum> ...];      # USB product ID (4)
  usbdev   = <interface>;                   # USB interface or other device info
  usbvendor = <vendorname>;                 # USB Vendor Name
  usbproduct = <productname>;               # USB Product Name
  usbsn    = <serialno>;                     # USB Serial Number
  hvupdi_support = <num> [, <num>, ... ];    # UPDI HV Variants Support
;

```

If a parent is specified, all settings of it (except its ids) are used for the new programmer. These values can be changed by new setting them for the new programmer.

Notes

1. Known programming modes are

- PM_SPM: Bootloaders, self-programming with SPM opcodes or NVM Controllers
- PM_TPI: Tiny Programming Interface (t4, t5, t9, t10, t20, t40, t102, t104)
- PM_ISP: SPI programming for In-System Programming (almost all classic parts)
- PM_PDI: Program and Debug Interface (xmega parts)
- PM_UPDI: Unified Program and Debug Interface
- PM_HVSP: High Voltage Serial Programming (some classic parts)
- PM_HVPP: High Voltage Parallel Programming (most non-HVSP classic parts)
- PM_debugWIRE: Simpler alternative to JTAG (a subset of HVPP/HVSP parts)
- PM_JTAG: Joint Test Action Group standard (some classic parts)
- PM_JTAGmkI: Subset of PM_JTAG, older parts, Atmel ICE mkI
- PM_XMEGAJTAG: JTAG, some XMEGA parts

- **PM_AVR32JTAG**: JTAG for 32-bit AVR
 - **PM_aWire**: AVR32 parts
2. The following extra programmer features are known
 - **HAS_SUFFER**: Only present on Xplained Mini/Nano programmers; the Super User Fantastic Feature Enable Register allows the user to modify the behavior of the mEDBG programmer/debugger chip, see the Xplained Mini/Nano documentation for more information
 - **HAS_VTARG_SWITCH**: Programmer has a programmable target power switch
 - **HAS_VTARG_READ**: Programmer can read the target voltage
 - **HAS_VTARG_ADJ**: Programmer has an adjustable target power source that can be controlled with Avrdude
 - **HAS_FOSC_ADJ**: Programmer has a programable frequency generator that can clock an AVR directly through its XTAL1 pin
 - **HAS_VAREF_ADJ**: Programmer has an adjustable analog reference voltage that can be controlled with Avrdude
 3. To invert the polarity of a pin, use a tilde `~<num>`; to invert the polarity of all pins in a list use `~(<num1> [, <num2> ...])`
 4. Not all programmer types can handle a list of USB PIDs

The following programmer types are currently implemented:

4.3 Serial Adapter Definitions

The format of a serial adapter definition is as follows:

```
serialadapter
  parent <id>                                # optional serialadapter or programmer parent
  id      = <id1> [, <id2> ... ];           # <idN> are quoted strings
  desc    = <description>;                  # quoted string
  baudrate = <num>;                         # optional default baudrate, eg, in .avrduderc
  usbvid   = <hexnum>;                      # USB vendor ID
  usbpid   = <hexnum> [, <hexnum> ...];     # list of USB product IDs
  usbsn    = <serialno>;                    # USB Serial Number in per-user .avrduderc
;
```

Technically, a **serialadapter** is implemented as **programmer** that has only USB parameters defined. It can be used for a `-P <serialadapter>[:<serial number>]` port specification instead of the created serial port. Per-user serialadapter definitions in `~/.avrduderc` or `avrdude.rc` files can add a serial number to assign a particular board a specific id and default communication baud rate:

```
serialadapter parent "ft232r"
  id      = "bike-shed-door";
  usbsn   = "0123456789";
  baudrate = 250000;
;
```

This is particularly useful for programming through a bootloader as it allows specifying the port as `-P bike-shed-door` rather than having to figure out which serial port name the operating system has assigned to the plugged in bike-shed-door board at runtime. Note

that each programmer that defines `usbpid` and sets `is_serialadapter = yes` can also be utilised as a serialadapter.

4.4 Part Definitions

```

part
    desc            = <description>;          # quoted string, the long part name, eg, "ATmega328p"
    id              = <id>;                    # quoted string, normally an abbreviated part name
    variants        = <str1> [, <str2> ...];    # quoted strings, each starts so "<alt-name>: ..."
    family_id       = <id>;                    # quoted string, e.g., "megaAVR" or "tinyAVR"
    prog_modes       = PM_<i/f> {| PM_<i/f>};    # interfaces, e.g., PM_SPM|PM_ISP|PM_HVPP|PM_debugWIRE
    mcuid           = <num>;                    # unique id in 0..2039 for 8-bit AVR
    archnum          = <num>;                    # avr-gcc architecture number for the part
    n_interrupts     = <num>;                    # number of interrupts, used for vector bootloaders
    n_page_erase     = <num>;                    # if set, number of pages erased during SPM erase
    n_boot_sections  = <num>;                    # Number of boot sections
    boot_section_size = <num>;                    # Size of (smallest) boot section, if any
    hvupdi_variant   = <num>;                    # numeric -1 (n/a) or 0..2
    stk500_devcode   = <num>;                    # numeric
    avr910_devcode   = <num>;                    # numeric
    is_at90s1200     = <yes/no>;                # AT90S1200 part
    signature        = <num> <num> <num>;      # signature bytes
    usbpid           = <num>;                    # DFU USB PID
    chip_erase_delay = <num>;                    # microseconds
    reset            = dedicated | io;
    retry_pulse      = reset | sck;
    # STK500 parameters (parallel programming I/O lines)
    pagel            = <num>;                    # page load pin name in hex, e.g., 0xD7
    bs2              = <num>;                    # byte select 2 pin name in hex, e.g., 0xA0
    serial           = <yes/no>;                # can use serial programming
    parallel         = <yes/no/pseudo>;          # can use parallel programming
    # STK500v2 parameters, to be taken from Atmel's ATDF files
    timeout          = <num>;
    stabdelay        = <num>;
    cmdexedelay      = <num>;
    synchloops       = <num>;
    bytedelay        = <num>;
    pollvalue        = <num>;
    pollindex        = <num>;
    predelay         = <num>;
    postdelay        = <num>;
    pollmethod       = <num>;
    hvspcmdexedelay  = <num>;
    # STK500v2 HV programming parameters, from ATDFs
    pp_controlstack  = <num>, <num>, ...;        # PP only
    hvsp_controlstack = <num>, <num>, ...;        # HVSP only
    flash_instr      = <num>, <num>, <num>;
    eeprom_instr     = <num>, <num>, ...;
    hventerstabdelay = <num>;
    progmodedelay    = <num>;                    # PP only
    latchcycles      = <num>;
    togglevtg        = <num>;
    poweroffdelay    = <num>;
    resetdelayms     = <num>;
    resetdelayus     = <num>;
    hvleavestabdelay = <num>;
    resetdelay       = <num>;
    synchcycles      = <num>;                    # HVSP only

```

```

chiperasepulsewidth = <num>;           # PP only
chiperasepolltimeout = <num>;
chiperasetime       = <num>;           # HVSP only
programfusepulsewidth = <num>;         # PP only
programfusepolltimeout = <num>;
programlockpulsewidth = <num>;         # PP only
programlockpolltimeout = <num>;
# debugWIRE and/or JTAG ICE mkII parameters, also from ATDF files
allowfullpagebitstream = <yes/no>;
enablepageprogramming = <yes/no>;
idr                = <num>;           # IO addr of IDR (OCD) reg
rampz              = <num>;           # IO addr of RAMPZ reg
spmcr              = <num>;           # mem addr of SPMC[S]R reg
eecr               = <num>;           # mem addr of EECR reg
eind               = <num>;           # mem addr of EIND reg
mcu_base           = <num>;           # MCU control block in ATxmega devices
nvm_base           = <num>;           # NVM controller in ATxmega devices
ocd_base           = <num>;           # OCD module in AVR8X/UPDI devices
syscfg_base        = <num>;           # Chip revision ID in AVR8X/UPDI devices
ocdrev             = <num>;           # JTAGICE3 parameter from ATDF files
pgm_enable         = <instruction format>;
chip_erase         = <instruction format>;
# parameters for bootloaders
autobaud_sync      = <num>;           # autobaud detection byte, default 0x30
factory_fcpu       = <num>;           # F_CPU in Hz on reset and factory-set fuses

memory <memstr>
    paged           = <yes/no>;        # yes/no (flash of classic parts only)
    offset          = <num>;           # memory offset
    size            = <num>;           # bytes
    page_size       = <num>;           # bytes
    num_pages       = <num>;           # numeric
    initval         = <num>;           # factory setting of fuses and lockbits
    bitmask         = <num>;           # bits used (only in fuses and lockbits)
    n_word_writes   = <num>;           # TPI only: if set, number of words to write
    min_write_delay = <num>;           # micro-seconds
    max_write_delay = <num>;           # micro-seconds
    readback        = <num> <num>;    # pair of byte values
    readback_p1     = <num>;           # byte value (first component)
    readback_p2     = <num>;           # byte value (second component)
    pwroff_after_write = <yes/no>;    # yes/no
    mode            = <num>;           # STK500 v2 file parameter from ATDF files
    delay           = <num>;           # "
    blocksize       = <num>;           # "
    readsize        = <num>;           # "
    read            = <instruction format>;
    write           = <instruction format>;
    read_lo         = <instruction format>;
    read_hi         = <instruction format>;
    write_lo        = <instruction format>;
    write_hi        = <instruction format>;
    loadpage_lo     = <instruction format>;
    loadpage_hi     = <instruction format>;
    writepage       = <instruction format>;
;
;

```

If any of the above parameters are not specified, the default value of 0 is used for numerics (except for `mcuid`, `hvspdi_variant`, `ocdrev`, `initval` and `bitmask`, all of which default to

-1, and for `autobaud_sync` which defaults to 0x30) or the empty string "" for string values. If a required parameter is left empty, AVRDUDE will complain. Almost all occurrences of numbers (with the exception of pin numbers and where they are separated by space, e.g., in signature and readback) can also be given as simple expressions involving arithmetic and bitwise operators.

4.4.1 Parent Part

Parts can also inherit parameters from previously defined parts using the following syntax. In this case specified integer and string values override parameter values from the parent part. New memory definitions are added to the definitions inherited from the parent. If, however, a new memory definition refers to an existing one of the same name for that part then, from v7.1, the existing memory definition is extended, and components overwritten with new values. Assigning NULL removes an inherited SPI instruction format, memory definition, control stack, eeprom or flash instruction, e.g., as in `memory "efuse" = NULL;`. The `variants` parameter is never inherited as it almost always would be a mistake to do so: `variants` defines a string list detailing variant names of the part followed by an optional colon, the package code and some absolute maximum ratings.

Example format for part inheritance:

```
part parent <id>                                # String identifying parent
    id                = <id>;                    # Id string for new part
    <any set of other parameters from the list above>
;
```

4.4.2 Instruction Format

Instruction formats are specified as a comma separated list of string values containing information (bit specifiers) about each of the 32 bits of the instruction. Bit specifiers may be one of the following formats:

- 1 The bit is always set on input as well as output
- 0 The bit is always clear on input as well as output
- x The bit is ignored on input and output
- a The bit is an address bit, the bit-number matches this bit specifier's position within the current instruction byte
- aN The bit is the Nth address bit, bit-number = N, i.e., a12 is address bit 12 on input, a0 is address bit 0.
- i The bit is an input data bit; as with a bits an input data bit can optionally be followed by a bit number, here between 0 and 7, if the bit needs to be moved to a different position in the SPI write command byte than it appears in memory.
- o The bit is an output data bit; as with i bits an output data bit can optionally be followed by a bit number; this is useful in case the part's SPI read command places a particular bit into a different position than the write command put it, e.g., ATtiny22L or AT90S8535 lock bits.

Each instruction must be composed of 32 bit specifiers. The instruction specification closely follows the instruction data provided in Atmel's data sheets for their parts. For

example, the EEPROM read and write instruction for an AT90S2313 AVR part could be encoded as:

```
read  = "1  0  1  0   0  0  0  0   x x x x  x x x x",
        "x a6 a5 a4  a3 a2 a1 a0   o o o o  o o o o";

write = "1  1  0  0   0  0  0  0   x x x x  x x x x",
        "x a6 a5 a4  a3 a2 a1 a0   i i i i  i i i i";
```

As the address bit numbers in the SPI opcodes are highly systematic, they don't really need to be specified. A compact version of the format specification neither uses bit-numbers for address lines nor spaces. If such a string is longer than 7 characters, then the characters 0, 1, x, a, i and o will be recognised as the corresponding bit, whilst any of the characters ., -, _ or / can act as arbitrary visual separators, which are ignored. Examples:

```
loadpage_lo = "0100.0000--000x.xxxx--xxaa.aaaa--iiii.iiii";

loadpage_lo = "0100.0000", "000x.xxxx", "xxaa.aaaa", "iiii.iiii";
```

4.5 Other Notes

- The `stk500_devcode` parameter is the device code used by the STK500 and is obtained from the software section (`avr061.zip`) of Atmel's AVR061 application note available from http://www.atmel.com/dyn/resources/prod_documents/doc2525.pdf.
- Not all memories will implement all instructions.
- AVR Fuse bits and Lock bits are implemented as a type of memory.
- Example memories are: `flash`, `eeprom`, `fuse`, `lfuse` (low fuse), `hfuse` (high fuse), `efuse` (extended fuse), `signature`, `calibration`, `lock`.
- The memory specified on the AVRDUDE command line must match one of the memories defined for the specified chip.
- The `pwroff_after_write` flag causes AVRDUDE to attempt to power the device off and back on after an unsuccessful write to the affected memory area if VCC programmer pins are defined. If VCC pins are not defined for the programmer, a message indicating that the device needs a power-cycle is printed out. This flag was added to work around a problem with the at90s4433/2333's; see the at90s4433 errata at:
<https://www.microchip.com/content/dam/mchp/documents/OTH/ProductDocuments/DataSheets/doc1042.pdf>
- The boot loader from application note AVR109 (and thus also the AVR Butterfly) does not support writing of fuse bits. Writing lock bits is supported, but is restricted to the boot lock bits (BLBxx). These are restrictions imposed by the underlying SPM instruction that is used to program the device from inside the boot loader. Note that programming the boot lock bits can result in a "shoot-into-your-foot" scenario as the only way to unprogram these bits is a chip erase, which will also erase the boot loader code.

The boot loader implements the "chip erase" function by erasing the flash pages of the application section.

Reading fuse and lock bits is fully supported.

5 Programmer-Specific Information

5.1 Atmel STK600

The following devices are supported by the respective STK600 routing and socket card:

Routing card	Socket card	Devices
STK600-RC008T-2	STK600-ATTINY10	ATtiny4 ATtiny5 ATtiny9 ATtiny10
	STK600-DIP	ATtiny11 ATtiny12 ATtiny13 ATtiny13A ATtiny25 ATtiny45 ATtiny85
STK600-RC008T-7	STK600-DIP	ATtiny15
STK600-RC014T-42	STK600-SOIC	ATtiny20
STK600-RC020T-1	STK600-DIP	ATtiny2313 ATtiny2313A ATtiny4313
	STK600-TinyX3U	ATtiny43U
STK600-RC014T-12	STK600-DIP	ATtiny24 ATtiny44 ATtiny84 ATtiny24A ATtiny44A
		ATtiny26 ATtiny261 ATtiny261A AT- tiny461 ATtiny861 ATtiny861A
STK600-RC020T-8	STK600-DIP	ATtiny261 ATtiny261A ATtiny461 AT- tiny461A ATtiny861 ATtiny861A
STK600-RC020T-43	STK600-SOIC	ATtiny261 ATtiny261A ATtiny461 AT- tiny461A ATtiny861 ATtiny861A
STK600-RC020T-23	STK600-SOIC	ATtiny87 ATtiny167
STK600-RC028T-3	STK600-DIP	ATtiny28
STK600-RC028M-6	STK600-DIP	ATtiny48 ATtiny88 ATmega8 ATmega8A ATmega48 ATmega88 ATmega168 AT- mega48P ATmega48PA ATmega88P AT- mega88PA ATmega168P ATmega168PA ATmega328P
	QT600-ATTINY88- QT8	ATtiny88
STK600-RC040M-4	STK600-DIP	ATmega8515 ATmega162
STK600-RC044M-30	STK600-TQFP44	ATmega8515 ATmega162
STK600-RC040M-5	STK600-DIP	ATmega8535 ATmega16 ATmega16A AT- mega32 ATmega32A ATmega164P AT- mega164PA ATmega324P ATmega324PA ATmega644 ATmega644P ATmega644PA ATmega1284P
		ATmega8535 ATmega16 ATmega16A AT- mega32 ATmega32A ATmega164P AT- mega164PA ATmega324P ATmega324PA ATmega644 ATmega644P ATmega644PA ATmega1284P
STK600-RC044M-31	STK600-TQFP44	ATmega8535 ATmega16 ATmega16A AT- mega32 ATmega32A ATmega164P AT- mega164PA ATmega324P ATmega324PA ATmega644 ATmega644P ATmega644PA ATmega1284P
STK600-RC032M-29	QT600-ATMEGA324- QM64	ATmega324PA
	STK600-TQFP32	ATmega8 ATmega8A ATmega48 ATmega88 ATmega168 ATmega48P ATmega48PA ATmega88P ATmega88PA ATmega168P ATmega168PA ATmega328P

STK600-RC064M-9	STK600-TQFP64	ATmega64 ATmega64A ATmega128 ATmega128A ATmega1281 ATmega2561 AT90CAN32 AT90CAN64 AT90CAN128
STK600-RC064M-10	STK600-TQFP64	ATmega165 ATmega165P ATmega169 AT- mega169P ATmega169PA ATmega325 AT- mega325P ATmega329 ATmega329P AT- mega645 ATmega649 ATmega649P
STK600-RC100M-11	STK600-TQFP100 STK600- ATMEGA2560	ATmega640 ATmega1280 ATmega2560 ATmega2560
STK600-RC100M-18	STK600-TQFP100	ATmega3250 ATmega3250P ATmega3290 ATmega3290P ATmega6450 ATmega6490
STK600-RC032U-20	STK600-TQFP32	AT90USB82 AT90USB162 ATmega8U2 ATmega16U2 ATmega32U2
STK600-RC044U-25	STK600-TQFP44	ATmega16U4 ATmega32U4
STK600-RC064U-17	STK600-TQFP64	ATmega32U6 AT90USB646 AT90USB1286 AT90USB647 AT90USB1287
STK600-RCPWM-22	STK600-TQFP32	ATmega32C1 ATmega64C1 ATmega16M1 ATmega32M1 ATmega64M1
STK600-RCPWM-19	STK600-SOIC	AT90PWM2 AT90PWM3 AT90PWM2B AT90PWM3B AT90PWM216 AT90PWM316
STK600-RCPWM-26	STK600-SOIC	AT90PWM81
STK600-RC044M-24	STK600-TSSOP44 STK600-HVE2 STK600- ATMEGA128RFA1	ATmega16HVB ATmega32HVB ATmega64HVE ATmega128RFA1
STK600-RC100X-13	STK600-TQFP100 STK600- ATXMEGA1281A1 QT600- ATXMEGA128A1- QT16	ATxmega64A1 ATxmega128A1 ATxmega128A1_revD ATxmega128A1U ATxmega128A1 ATxmega128A1
STK600-RC064X-14	STK600-TQFP64	ATxmega64A3 ATxmega128A3 ATxmega256A3 ATxmega64D3 ATxmega128D3 ATxmega192D3 ATxmega256D3
STK600-RC064X-14	STK600-MLF64	ATxmega256A3B
STK600-RC044X-15	STK600-TQFP44 STK600-ATXMEGAT0 STK600-uC3-144	ATxmega32A4 ATxmega16A4 ATxmega16D4 ATxmega32D4 ATxmega32T0 AT32UC3A0512 AT32UC3A0256 AT32UC3A0128

STK600-RCUC3A144-33	STK600-TQFP144	AT32UC3A0512 AT32UC3A0128	AT32UC3A0256
STK600-RCuC3A100-28	STK600-TQFP100	AT32UC3A1512 AT32UC3A1128	AT32UC3A1256
STK600-RCuC3B0-21	STK600-TQFP64-2	AT32UC3B0256 AT32UC3B0512 AT32UC3B064	AT32UC3B0512RevC AT32UC3B0128 AT32UC3D1128
STK600-RCuC3B48-27	STK600-TQFP48	AT32UC3B1256	AT32UC3B164
STK600-RCUC3A144-32	STK600-TQFP144	AT32UC3A3512 AT32UC3A3128 AT32UC3A3256S AT32UC3A364S	AT32UC3A3256 AT32UC3A364 AT32UC3A3128S
STK600-RCUC3C0-36	STK600-TQFP144	AT32UC3C0512 AT32UC3C0128	AT32UC3C0256 AT32UC3C064
STK600-RCUC3C1-38	STK600-TQFP100	AT32UC3C1512 AT32UC3C1128	AT32UC3C1256 AT32UC3C164
STK600-RCUC3C2-40	STK600-TQFP64-2	AT32UC3C2512 AT32UC3C2128	AT32UC3C2256 AT32UC3C264
STK600-RCUC3C0-37	STK600-TQFP144	AT32UC3C0512 AT32UC3C0128	AT32UC3C0256 AT32UC3C064
STK600-RCUC3C1-39	STK600-TQFP100	AT32UC3C1512 AT32UC3C1128	AT32UC3C1256 AT32UC3C164
STK600-RCUC3C2-41	STK600-TQFP64-2	AT32UC3C2512 AT32UC3C2128	AT32UC3C2256 AT32UC3C264
STK600-RCUC3L0-34	STK600-TQFP48	AT32UC3L064 AT32UC3L016	AT32UC3L032
	QT600-AT32UC3L-QM64	AT32UC3L064	

Ensure the correct socket and routing card are mounted *before* powering on the STK600. While the STK600 firmware ensures the socket and routing card mounted match each other (using a table stored internally in nonvolatile memory), it cannot handle the case where a wrong routing card is used, e. g. the routing card STK600-RC040M-5 (which is meant for 40-pin DIP AVR that have an ADC, with the power supply pins in the center of the package) was used but an ATmega8515 inserted (which uses the “industry standard” pinout with Vcc and GND at opposite corners).

Note that for devices that use the routing card STK600-RC008T-2, in order to use ISP mode, the jumper for AREF0 must be removed as it would otherwise block one of the ISP signals. High-voltage serial programming can be used even with that jumper installed.

The ISP system of the STK600 contains a detection against shortcuts and other wiring errors. AVRDUDE initiates a connection check before trying to enter ISP programming mode, and display the result if the target is not found ready to be ISP programmed.

High-voltage programming requires the target voltage to be set to at least 4.5 V in order to work. This can be done using *Terminal Mode*, see Chapter 3 [Terminal Mode Operation], page 35.

5.2 DFU Bootloader Using FLIP Version 1

Bootloaders using the FLIP protocol version 1 experience some very specific behaviour.

These bootloaders have no option to access memory areas other than Flash and EEPROM.

When the bootloader is started, it enters a *security mode* where the only acceptable access is to query the device configuration parameters (which are used for the signature on AVR devices). The only way to leave this mode is a *chip erase*. As a chip erase is normally implied by the `-U` option when reprogramming the flash, this peculiarity might not be very obvious immediately.

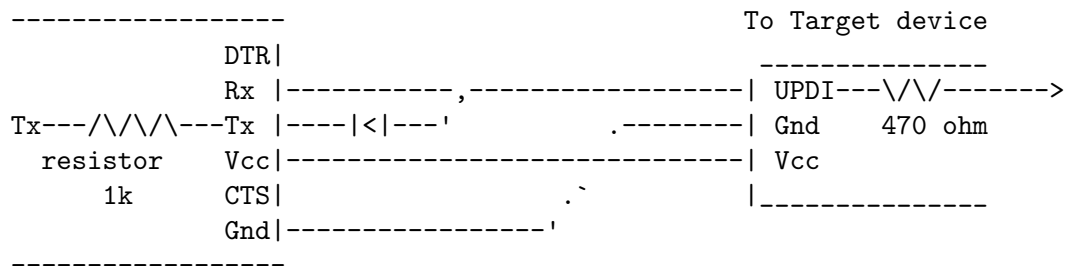
Sometimes, a bootloader with security mode already disabled seems to no longer respond with sensible configuration data, but only 0xFF for all queries. As these queries are used to obtain the equivalent of a signature, AVRDUDE can only continue in that situation by forcing the signature check to be overridden with the `-F` option.

A *chip erase* might leave the EEPROM unerased, at least on some versions of the bootloader.

5.3 SerialUPDI Programmer

SerialUPDI programmer can be used for programming UPDI-only devices using very simple serial connection. You can read more about the details here <https://github.com/SpenceKonde/AVR-Guidance/blob/master/UPDI/jtag2updi.md>

SerialUPDI programmer has been tested using FT232RL USB->UART interface with the following connection layout (copied from Spence Kohde's page linked above):



There are several limitations in current SerialUPDI/AVRDUDE integration, listed below.

Currently available devices support only UPDI NVM programming model 0, 2 3 and 5, but there is also experimental implementation of model 4 - it has been tested only on a single device, so issues with other devices are expected. Full NVM v4 mode support will be provided once the hardware is widely available.

One of the core AVRDUDE features is verification of the connection by reading device signature prior to any operation, but this operation is not possible on UPDI locked devices. Therefore, to be able to connect to such a device, you have to provide `-F` to override this check.

Please note: using `-F` during write operation to locked device will force chip erase. Use carefully.

Another issue you might notice is slow performance of EEPROM writing using SerialUPDI for AVR Dx devices. This can be addressed by changing *avrdude.conf* section for this device - changing EEPROM page size to 0x20 (instead of default 1), like so:

```
#-----
# AVR128DB28
#-----

part parent      ".avrdx"
    id           = "avr128db28";
    desc         = "AVR128DB28";
    signature    = 0x1E 0x97 0x0E;

    memory "flash"
        size      = 0x20000;
        offset    = 0x800000;
        page_size = 0x200;
        readsize  = 0x100;
    ;

    memory "eeprom"
        size      = 0x200;
        offset    = 0x1400;
        page_size = 0x20;
        readsize  = 0x100;
    ;
;
```

The point of USERROW is to provide ability to write configuration details to already locked device and currently SerialUPDI interface supports this feature. Please note: on locked devices it's not possible to read back USERROW contents when written, so the automatic verification will most likely fail and to prevent error messages, use **-V**.

In case you run into issues with the SerialUPDI interface, please make sure to run the intended command with debug output enabled (**-v -v -v**) and provide this verbose output with your bug report. You can also try to perform the same action using *pymcuprog* (<https://github.com/microchip-pic-avr-tools/pymcuprog>) utility with **-v debug** and provide its output too. You will notice that both outputs are pretty similar, and this was implemented like that on purpose - it was supposed to make analysis of UPDI protocol quirks easier.

5.4 Programmer LED Management

Some hardware programmers have LEDs, and the firmware controls them fully without AVRDUDE having a way to influence their LED states. Other programmers have LEDs and expect the host downloader/uploader to handle them, for example bit-banging programmers, ftdi-based programmers or linuxgpio programmers. For those programmers AVRDUDE provides support of four LEDs (RDY, ERR, PGM and VFY) which can be set via corresponding subroutines in the code for the respective **-c** programmer.

The RDY LED is set once the programmer is initialised and switched off when AVRDUDE exits. During reading, writing or erasing the target the PGM LED flashes with around 2.5 Hz, whilst the VFY LED comes on during -U verification of the written contents. Errors are indicated with the ERR LED.

Assuming AVRDUDE got to the point where LEDs are accessible and the RDY LED was switched on then, on exit, AVRDUDE will leave the LEDs in the following states:

PGM	VFY	ERR	Semantics
off	off	off	OK: all tasks done without errors
off	off	on	Some error not related to read, write or erase
on	off	on	Read, write or erase error
off	on	on	Verification error but no read, write or erase error
on	on	on	Verification error and read, write or erase error

Other combinations should not show after exit.

Appendix A Platform Dependent Information

A.1 Unix

A.1.1 Unix Installation

Refer to <https://github.com/avrdudes/avrdude/wiki> for the latest installation tips.

A.1.2 Unix Configuration Files

When AVRDUDE is built using the default `--prefix` configure option, the default configuration file for a Unix system is located at `/usr/local/etc/avrdude.conf`. This can be overridden by using the `-C` command line option. Additionally, the user's home directory is searched for a file named `.avrduderc`, and if found, is used to augment the system default configuration file.

A.1.2.1 FreeBSD Configuration Files

When AVRDUDE is installed using the FreeBSD ports system, the system configuration file is always `/usr/local/etc/avrdude.conf`.

A.1.2.2 Linux Configuration Files

When AVRDUDE is installed using from an rpm package, the system configuration file will be always be `/etc/avrdude.conf`.

A.1.3 Unix Port Names

The parallel and serial port device file names are system specific. macOS has no default serial port names, but available ports can be found under `/dev/cu.*`. Please take note AVRDUDE does not support parallel port programming under macOS.

The following table lists the default names for a given system.

System	Default Parallel Port	Default Serial Port
FreeBSD	<code>/dev/ppi0</code>	<code>/dev/cuad0</code>
Linux	<code>/dev/parport0</code>	<code>/dev/ttyS0</code>
Solaris	<code>/dev/printers/0</code>	<code>/dev/term/a</code>

On FreeBSD systems, AVRDUDE uses the `ppi(4)` interface for accessing the parallel port and the `sio(4)` driver for serial port access.

On Linux systems, AVRDUDE uses the `ppdev` interface for accessing the parallel port and the `tty` driver for serial port access.

On Solaris systems, AVRDUDE uses the `ecpp(7D)` driver for accessing the parallel port and the `asy(7D)` driver for serial port access.

A.1.4 Unix USB Permissions

In most cases the kernel driver initializes a plug-and-play device to be owned by user `root` and group `root` with only `r/w` permission for the user `root` rendering the device inaccessible to regular users. Whilst users can run AVRDUDE sessions as `root` this is definitely *not good practice*. Giving USB plug-and-play devices the correct permissions is much better. USB

AVR programmers are normally identified by a two-byte hexadecimal vendor ID and a two-byte hexadecimal product id. Both are typically used to identify the device that needs new permissions.

A.1.4.1 FreeBSD USB Permissions

In FreeBSD a so-called `devd` config files in `/usr/local/etc/devd` serve to modify permissions of plugged-in USB devices. Here is an example how Atmel's JTAGICE3 programmer (product ID 0x2110 or 0x2140) by Atmel (vendor ID 0x03eb) can be given appropriate permissions using a file `jtagice3.conf`:

```
notify 100 {
    match "system" "USB";
    match "subsystem" "DEVICE";
    match "type" "ATTACH";
    match "vendor" "0x03eb";
    match "product" "(0x2110|0x2140)";
    action "chmod 660 /dev/$cdev";
    action "chgrp yourgroup /dev/$cdev";
};
```

`yourgroup` would be a group that the user(s) should be member of who wish to have access to the programmer.

A.1.4.2 Linux USB Permissions

Linux has a special userspace `/dev` device manager called `udev` that deals with, amongst other things, plug-and-play USB devices. It is recommended to specify so-called `udev` rules to define access permissions for these devices instead. These rules typically reside in a file with the name `nn-descriptive-name.rules` in the directory `/etc/udev/rules.d`. Here, `nn` is a two-digit number that determines the lexical order in which the `udev` rule files are processed. Rules processed later can overwrite earlier rules, but it not recommended to put user-generated rules higher than 60, as some of the actions they require are processed by higher-level system rules.

Here a typical `udev` rule for allowing an ordinary user access to the plugged-in AVRISP mkII programmer (product ID 0x2104) by Atmel (vendor ID 0x03eb):

```
SUBSYSTEM=="usb", ATTRS{idVendor}=="03eb", ATTRS{idProduct}=="2104", \
MODE="0660", TAG+="uaccess"
```

This furnishes the corresponding device node with `0660` access permissions: this means `r/w` for the user `root` and any user belonging to the group of the device, which the device driver might assign to a different group than the default `root`. The key of the rule is the attached `TAG` named `uaccess`, which has the effect that the login daemon applies a dynamic user access control list to the device node making the device usable for the currently logged-in user. When used in anger, `udev` rules must appear on one line; above example was broken into two lines so it fits into the example box.

AVRDUDE's developer option `-c programmer/u` will show above suggested `udev` rule for the named programmer. Wildcards are allowed:

```
$ avrdude -c jtag\*/u

1. Examine the suggested udev rules below; to install run:

avrdude -c "jtag*/u" | tail -n +11 | sudo tee /etc/udev/rules.d/55-avrdude-jtagX.rules
sudo chmod 0644 /etc/udev/rules.d/55-avrdude-jtagX.rules

2. Unplug any AVRDUDE USB programmers and plug them in again
3. Enjoy user access to the USB programmer(s)

Note: To install all udev rules known to AVRDUDE follow: avrdude -c "*/u" | more

# Generated from avrdude -c "jtag*/u"

ACTION!="add|change", GOTO="avrdude_end"

# jtag2dw, jtag2fast, jtag2, jtag2isp, jtag2pdi, jtag2slow, jtagmkII, jtag2avr32
SUBSYSTEM=="usb", ATTRS{idVendor}=="03eb", ATTRS{idProduct}=="2103", \
    MODE="0660", TAG+="uaccess"

# jtag3, jtag3dw, jtag3isp, jtag3pdi, jtag3updi
SUBSYSTEM=="usb", ATTRS{idVendor}=="03eb", ATTRS{idProduct}=="2110", \
    MODE="0660", TAG+="uaccess"
KERNEL=="hidraw*", SUBSYSTEM=="hidraw", ATTRS{idVendor}=="03eb", \
    ATTRS{idProduct}=="2110", MODE="0660", TAG+="uaccess"
SUBSYSTEM=="usb", ATTRS{idVendor}=="03eb", ATTRS{idProduct}=="2140", \
    MODE="0660", TAG+="uaccess"
KERNEL=="hidraw*", SUBSYSTEM=="hidraw", ATTRS{idVendor}=="03eb", \
    ATTRS{idProduct}=="2140", MODE="0660", TAG+="uaccess"

# jtagkey
SUBSYSTEM=="usb", ATTRS{idVendor}=="0403", ATTRS{idProduct}=="cff8", \
    MODE="0660", TAG+="uaccess"
```

Again, each rule must be written as one line: breaking up rules into two lines was only done to fit AVRDUDE's output to the boxed display. USB devices in HID mode require a second rule dealing with the `hidraw` subsystem as seen above.

A.1.5 Unix Documentation

AVRDUDE installs a manual page as well as info, HTML and PDF documentation. The manual page is installed in `/usr/local/man/man1` area, while the HTML and PDF documentation is installed in `/usr/local/share/doc/avrdude` directory. The info manual is installed in `/usr/local/info/avrdude.info`.

Note that these locations can be altered by various configure options such as `--prefix`.

A.2 Windows

A.2.1 Installation

Refer to <https://github.com/avrdudes/avrdude/wiki> for the latest installation tips.

A.2.2 Windows Configuration Files

A.2.2.1 Windows Configuration File Names

AVRDUDE on Windows looks for a system configuration file name of `avrdude.conf` and looks for a user override configuration file of `avrdude.rc` in the same directory where `avrdude.exe` is located.

A.2.2.2 Windows Configuration File Location

AVRDUDE on Windows has a different way of searching for the system and user configuration files. Below is the search method for locating the configuration files:

1. Only for the system configuration file: `<directory from which application loaded>/../etc/avrdude.conf`
2. The directory from which the application loaded.
3. The current directory.
4. The Windows system directory. On Windows NT, the name of this directory is `SYSTEM32`.
5. The Windows directory.
6. The directories that are listed in the `PATH` environment variable.

A.2.3 Windows Port Names

A.2.3.1 Windows Serial Ports

When you select a serial port (i.e. when using an STK500) use the Windows serial port device names such as: `com1`, `com2`, etc.

A.2.3.2 Windows Parallel Ports

AVRDUDE does not support parallel port programming in Windows. If you need to run AVRDUDE using programmer on a parallel port, you might want to try one of the BSDs or Linux.

Appendix B Troubleshooting

Please report any bugs encountered via <https://github.com/avrdudes/avrdude/issues>.

AVRDUDE's wiki <https://github.com/avrdudes/avrdude/wiki> is a great place to learn about installing AVRDUDE on various platforms and, generally, to learn a few tricks of the trade. In particular, the FAQ (<https://github.com/avrdudes/avrdude/wiki/FAQ>) and the known limitations (<https://github.com/avrdudes/avrdude/wiki/Known-limitations-of-avrdude>) of avrdude are worth reading.

Here a few examples for things that can go wrong and what to do:

- Problem: I'm using a serial programmer under Windows and get the following error:
`avrdude: serial_open(): can't set attributes for device "com1",`
 Solution: This problem seems to appear with certain versions of Cygwin. Specifying `"/dev/com1"` instead of `"com1"` should help.
- Problem: I'm using Linux and my AVR910 programmer is really slow.
 Solution (short): `setserial port low_latency`
 Solution (long): There are two problems here. First, the system may wait some time before it passes data from the serial port to the program. Under Linux the following command works around this (you may need root privileges for this).
`setserial port low_latency`
 Secondly, the serial interface chip may delay the interrupt for some time. This behaviour can be changed by setting the FIFO-threshold to one. Under Linux this can only be done by changing the kernel source in `drivers/char/serial.c`. Search the file for `UART_FCR_TRIGGER_8` and replace it with `UART_FCR_TRIGGER_1`. Note that overall performance might suffer if there is high throughput on serial lines. Also note that you are modifying the kernel at your own risk.
- Problem: I'm not using Linux and my AVR910 programmer is really slow.
 Solutions: The reasons for this are the same as above. If you know how to work around this on your OS, please let us know.
- Problem: Page-mode programming the EEPROM (using the `-U` option) does not erase EEPROM cells before writing, and thus cannot necessarily overwrite previous values that are different to `0xff`.
 Solution: None. This is an inherent feature of the way JTAG EEPROM programming works, and is documented that way in the Atmel AVR datasheets. In order to successfully program the EEPROM that way, a prior chip erase (with the EESAVE fuse unprogrammed) is required. This also applies to the STK500 and STK600 in high-voltage programming mode.
 Programming the EEPROM in the terminal, however, will recognise that the programmer struggles to write to EEPROM and read the flash, EEPROM and, if present, bootrow contents, perform a chip erase and then write the memories back. This happens when flushing the cache or leaving the terminal and, out of necessity, take some time.
- Problem: How do I turn off the *DWEN* fuse?
 Solution: If the *DWEN* (debugWIRE enable) fuse is activated, the `/RESET` pin is not functional anymore, so normal ISP communication cannot be established. There are

two options to deactivate that fuse again: high-voltage programming, or getting the JTAG ICE mkII talk debugWIRE, and prepare the target AVR to accept normal ISP communication again.

The first option requires a programmer that is capable of high-voltage programming (either serial or parallel, depending on the AVR device), for example the STK500. In high-voltage programming mode, the */RESET* pin is activated initially using a 12 V pulse (thus the name *high voltage*), so the target AVR can subsequently be reprogrammed, and the *DWEN* fuse can be cleared. Typically, this operation cannot be performed while the AVR is located in the target circuit though.

The second option requires a JTAG ICE mkII that can talk the debugWIRE protocol. The ICE needs to be connected to the target using the JTAG-to-ISP adapter, so the JTAG ICE mkII can be used as a debugWIRE initiator as well as an ISP programmer. AVRDUDE will then be activated using the *jtag2isp* programmer type. The initial ISP communication attempt will fail, but AVRDUDE then tries to initiate a debugWIRE reset. When successful, this will leave the target AVR in a state where it can accept standard ISP communication. The ICE is then signed off (which will make it signing off from the USB as well), so AVRDUDE has to be called again afterwards. This time, standard ISP communication can work, so the *DWEN* fuse can be cleared.

The pin mapping for the JTAG-to-ISP adapter is:

JTAG pin	ISP pin
1	3
2	6
3	1
4	2
6	5
9	4

- Problem: Multiple USBasp or USBtinyISP programmers connected simultaneously are not found.

Solution: The USBtinyISP code supports distinguishing multiple programmers based on their bus:device connection tuple that describes their place in the USB hierarchy on a specific host. This tuple can be added to the *-P usb* option, similar to adding a serial number on other USB-based programmers.

The actual naming convention for the bus and device names is operating-system dependent; AVRDUDE will print out what it found on the bus when running it with (at least) one *-v* option. By specifying a string that cannot match any existing device (for example, *-P usb:xxx*), the scan will list all possible candidate devices found on the bus.

Examples:

```
avrdude -c usbtiny -p atmega8 -P usb:003:025 (Linux)
avrdude -c usbtiny -p atmega8 -P usb:/dev/usb:/dev/ugen1.3 (FreeBSD 8+)
avrdude -c usbtiny -p atmega8 \
-P usb:bus-0:\\.\libusb0-0001--0x1781-0x0c9f (Windows)
```

For USBasp, the same format for *-P usb* can be used to match usb bus/device. Alternatively, device serial number can be specified as follows (for serial number '1234').

```
avrdude -c USBasp -p atmega8 -P usb:1234
```

- Problem: I cannot do . . . when the target is in debugWIRE mode.

Solution: debugWIRE mode imposes several limitations.

The debugWIRE protocol is Atmel's proprietary one-wire (plus ground) protocol to allow an in-circuit emulation of the smaller AVR devices, using the */RESET* line. DebugWIRE mode is initiated by activating the *DWEN* fuse, and then power-cycling the target. While this mode is mainly intended for debugging/emulation, it also offers limited programming capabilities. Effectively, the only memory areas that can be read or programmed in this mode are flash and EEPROM. It is also possible to read out the signature. All other memory areas cannot be accessed. There is no *chip erase* functionality in debugWIRE mode; instead, while reprogramming the flash, each flash page is erased right before updating it. This is done transparently by the JTAG ICE mkII (or AVR Dragon). The only way back from debugWIRE mode is to initiate a special sequence of commands to the JTAG ICE mkII (or AVR Dragon), so the debugWIRE mode will be temporarily disabled, and the target can be accessed using normal ISP programming. This sequence is automatically initiated by using the JTAG ICE mkII or AVR Dragon in ISP mode, when they detect that ISP mode cannot be entered.

- Problem: I want to use my JTAG ICE mkII to program an Xmega device through PDI. The documentation tells me to use the *XMEGA PDI adapter for JTAGICE mkII* that is supposed to ship with the kit, yet I don't have it.

Solution: Use the following pin mapping:

JTAGICE mkII probe	Target pins	Squid cab- le colors	PDI header
1 (TCK)		Black	
2 (GND)	GND	White	6
3 (TDO)		Grey	
4 (VTref)	VTref	Purple	2
5 (TMS)		Blue	
6 (nSRST)	PDI_CLK	Green	5
7 (N.C.)		Yellow	
8 (nTRST)		Orange	
9 (TDI)	PDI_DATA	Red	1
10 (GND)		Brown	

- Problem: I want to use my AVR Dragon to program an Xmega device through PDI.

Solution: Use the 6 pin ISP header on the Dragon and the following pin mapping:

Dragon ISP Header	Target pins
1 (SDI)	PDI_DATA
2 (VCC)	VCC
3 (SCK)	
4 (SDO)	
5 (RESET)	PDI_CLK / RST
6 (GND)	GND

- Problem: I want to use my AVRISP mkII to program an ATtiny4/5/9/10 device through TPI. How to connect the pins?

Solution: Use the following pin mapping:

AVRISP connector	Target pins	ATtiny pin #
1 (SDI)	TPIDATA	1
2 (VTref)	Vcc	5
3 (SCK)	TPICLK	3
4 (SDO)		
5 (RESET)	/RESET	6
6 (GND)	GND	2

- Problem: I want to program an ATtiny4/5/9/10 device using a serial/parallel bitbang programmer. How to connect the pins?

Solution: Since TPI has only 1 pin for bi-directional data transfer, both *SDI* and *SDO* pins should be connected to the *TPIDATA* pin on the ATtiny device. However, a 1K resistor should be placed between the *SDO* and *TPIDATA*. The *SDI* pin connects to *TPIDATA* directly. The *SCK* pin is connected to *TPICLK*.

In addition, the *Vcc*, */RESET* and *GND* pins should be connected to their respective ports on the ATtiny device.

- Problem: How can I use a FTDI FT232R USB-to-Serial device for bitbang programming?

Solution: When connecting the FT232 directly to the pins of the target Atmel device, the polarity of the pins defined in the **programmer** definition should be inverted by prefixing a tilde. For example, the *dasa* programmer would look like this when connected via a FT232R device (notice the tildes in front of pins 7, 4, 3 and 8):

```
programmer
    id      = "dasa_ftdi";
    desc    = "serial port banging, reset=rts sck=dtr sdo=txd sdi=cts";
    type    = serbb;
    reset   = ~7;
    sck     = ~4;
    sdo     = ~3;
    sdi     = ~8;
;
```

Note that this uses the FT232 device as a normal serial port, not using the FTDI drivers in the special bitbang mode.

- Problem: My ATtiny4/5/9/10 reads out fine, but any attempt to program it (through TPI) fails. Instead, the memory retains the old contents.

Solution: Mind the limited programming supply voltage range of these devices.

In-circuit programming through TPI is only guaranteed by the datasheet at $V_{cc} = 5$ V.

- Problem: My ATxmega...A1/A2/A3 cannot be programmed through PDI with my AVR Dragon. Programming through a JTAG ICE mkII works though, as does programming through JTAG.

Solution: None by this time (2010 Q1).

It is said that the AVR Dragon can only program devices from the A4 Xmega sub-family.

- Problem: when programming with an AVRISPmkII or STK600, AVRDUDE hangs when programming files of a certain size (e.g. 246 bytes). Other (larger or smaller) sizes work though.

Solution: This is a bug caused by an incorrect handling of zero-length packets (ZLPs) in some versions of the libusb 0.1 API wrapper that ships with libusb 1.x in certain Linux distributions. All Linux systems with kernel versions $< 2.6.31$ and libusb $\geq 1.0.0 < 1.0.3$ are reported to be affected by this.

See also: <http://www.libusb.org/ticket/6>

- Problem: after flashing a firmware that reduces the target's clock speed (e.g. through the CLKPR register), further ISP connection attempts fail. Or a programmer cannot initialize communication with a brand new chip.

Solution: Even though ISP starts with pulling */RESET* low, the target continues to run at the internal clock speed either as defined by the firmware running before or as set by the factory. Therefore, the ISP clock speed must be reduced appropriately (to less than 1/4 of the internal clock speed) using the -B option before the ISP initialization sequence will succeed.

As that slows down the entire subsequent ISP session, it might make sense to just issue a *chip erase* using the slow ISP clock (option -e), and then start a new session at higher speed. Option -D might be used there, to prevent another unneeded erase cycle.

Appendix C List of Programmers

AVRDUDE supports the programmers below: the left column lists the programmer's id as used for `-c`, whilst the right column contains a short description and the list of available programming interface(s) in brackets; see Section 4.2 [Programmer Definitions], page 53). There is more detail about each programmer in the AVRDUDE configuration file.

Appendix D List of Parts

AVRDUDE supports the parts below: the left column lists the part's id, whilst the right column contains its official part name; alternative names, if any; and the list of available programming interfaces in brackets; see Section 4.2 [Programmer Definitions], page 53). There is more detail about each part in the AVRDUDE configuration file.

Notes

1. Support of 32-bit AVR (via aWire or AVT32JTAG) is experimental at best.
2. Flash addressing above 128 KB is not supported by all programming hardware, though most will support it.
3. The ISP programming protocol of the AT90S1200 differs in subtle ways from that of other AVRs. Thus, not all ISP programmers support this device. Known to work are all direct bitbang programmers, and all programmers talking the STK500v2 protocol.
4. Not all programmers can serve all memories that a part has. Bootloader can never write to fuses, for example.

Appendix E List of Memories

E.1 Classic parts

Classic devices may have the following memories in addition to `eeeprom`, `flash`, `signature` and `lock`:

<code>calibration</code>	One or more bytes of RC oscillator calibration data
<code>efuse</code>	Extended fuse byte
<code>fuse</code>	Fuse byte in devices that have only a single fuse byte
<code>hfuse</code>	High fuse byte
<code>lfuse</code>	Low fuse byte
<code>prodsig</code>	Signature, calibration byte and serial number in a small read-only memory, which is only documented to be available for ATmega324PB, ATmega328PB, ATtiny102 and ATtiny104; AVRDUDE generally tries to make this memory available, also for parts where it is not documented, but not all programmers may be able to read this memory
<code>sigrow</code>	Memory alias for <code>prodsig</code>
<code>sernum</code>	The serial number part of <code>prodsig</code> ; owing to scarce documentation this may not actually turn out to be a serial number or be readable by some programmers
<code>usersig</code>	Three extra flash pages for firmware settings; this memory is not erased during a chip erase. Only some classic parts, ATmega(64 128 256 644 1284 2564)RFR2, have a <code>usersig</code> memory. <code>Usersig</code> is different to <code>flash</code> in the sense that it can neither be accessed with ISP serial programming nor written to by bootloaders. AVRDUDE offers JTAG programming of classic-part <code>usersig</code> memories. As with all flash-type memories the <code>-U</code> option can only write 0-bits but not 1-bits. Hence, <code>usersig</code> needs to be erased before a file can be written to this memory region, e.g., using <code>-T "erase usersig" -U usersig:w:parameters.hex:i</code>
<code>io</code>	Volatile register memory; it cannot be accessed by external programming methods only by bootloaders, which has limited use unless the bootloader jumps to the application directly, i.e., without a WDT reset
<code>sram</code>	Volatile RAM memory; like <code>io</code> it cannot be accessed by external programming

E.2 ATxmegas

ATxmega devices have the following memories in addition to `eeeprom`, `flash`, `signature` and `lock`:

<code>application</code>	Application flash area
<code>apptable</code>	Application table flash area

boot	Boot flash area
calibration	An area of 4 (ATxmega-A series) or 5 bytes (ATxmega-B/C/D/E) with oscillator calibration values; this is a sub-memory of prodsig
fuses	A logical memory of 7 bytes containing all fuseX of a part, which can be used to program all fuses at the same time; note that some of the fuse bytes will be reserved, though
fuse0	A.k.a. jtaguid : JTAG user ID for some devices
fuse1	Watchdog configuration
fuse6	Fault detection action configuration TC4/5 for ATxmega E series parts
fuseN	Other fuse bytes of ATxmega devices, where <i>N</i> is 2, 4 or 5, for system configuration
prodsig	The production signature row is a read-only memory section for factory programmed data such as calibration values for oscillators or analogue modules; it also contains a serial number that consists of the production lot number, wafer number and wafer coordinates for the part
sernum	Serial number with a unique ID for the part consisting of 10 bytes; these are part of the prodsig memory above
sigrow	Memory alias for prodsig
tempsense	A two-byte memory, which is located within prodsig ; it contains a 12-bit temperature sensor calibration value
usersig	Additional flash memory page that can be used for firmware settings; this memory is not erased during a chip erase
io	Volatile register memory; AVRDUDE can read this memory but not write to it using external programming
sram	Volatile RAM memory; cannot be usefully accessed by external programming

E.3 Modern AVR Parts

Modern 8-bit AVR devices have the following memories in addition to **eeeprom**, **flash**, **signature** and **lock**:

fuse0	A.k.a. wdtcfg : watchdog configuration
fuse1	A.k.a. bodcfg : brownout detection configuration
fuse2	A.k.a. osccfg : oscillator configuration
fuse4	A.k.a. tcd0cfg (not all devices): timer counter type D configuration
fuse5	A.k.a. syscfg0 : system configuration 0
fuse6	A.k.a. syscfg1 : system configuration 1

fuse7	A.k.a. append or codesize : either the end of the application code section or the code size in blocks of 256/512 bytes
fuse8	A.k.a. bootend or bootsize : end of the boot section or the boot size in blocks of 256/512 bytes
fusea	A.k.a. pdicfg : configures/locks updi access; it is the only fuse that consists of two bytes
fuses	A logical memory of up to 16 bytes containing all fuseX of a part, which can be used to program all fuses at the same time
osc16err	Two bytes typically describing the 16 MHz oscillator frequency error at 3 V and 5 V, respectively
osc20err	Two bytes typically describing the 20 MHz oscillator frequency error at 3 V and 5 V, respectively
osccal16	Two oscillator calibration bytes for 16 MHz
osccal20	Two oscillator calibration bytes for 20 MHz
prodsig	Read-only memory section for factory programmed data such as the signature, calibration values and serial number
sigrow	Memory alias for prodsig
sernum	Serial number with a unique ID for the part (10 or 16 bytes)
tempsense	Temperature sensor calibration values
bootrow	Extra page of memory that is only accessible by the MCU in bootloader code; UDPI can read and write this memory only when the device is unlocked
userrow	Extra page of EEPROM memory that can be used for firmware settings; this memory is not erased during a chip erase
sib	Special system information block memory with information about AVR family, chip revision etc.
io	Volatile register memory; AVRDUDE can program this memory but this is of limited utility because anything written to the io memory will be undefined or lost after reset; writing to individual registers in the terminal can still be used, e.g., to test I/O ports
sram	Volatile RAM memory; can be read and written but contents will be lost after reset

Concept Index

!

! (subshell) 43

—

-A 8
 -b *baudrate* 6
 -B *bitclock* 6
 -c *programmer-id* 7
 -c *wildcard/flags* 7
 -C *config-file* 7
 -D 8
 -e 8
 -E *d_high* 15
 -E *d_low* 15
 -E *exitspec*[,...] 8
 -E *noreset* 15
 -E *novcc* 15
 -E *reset* 15
 -E *vcc* 15
 -F 9
 -i *delay* 9
 -l *logfile* 9
 -n 9
 -N 8
 -O 9
 -p *partno* 6
 -p *wildcard/flags* 6
 -P *port* 9
 -q 11
 -r 11
 -s, -u 11
 -t 11
 -T *cmd* 11
 -U *memory:op:filename[:format]* 11
 -v 13
 -V 13
 -x Arduino 19
 -x Atmel-ICE 16
 -x AVR Dragon 16
 -x AVR109 19
 -x AVR910 19
 -x BusPirate 22
 -x Curiosity Nano 18
 -x dryboot 16
 -x dryrun 16
 -x *extended_param* 13
 -x *flip2* 15
 -x *jtag2updi* 25
 -x JTAG ICE mkII/3 16
 -x *linuxspi* 15, 26
 -x Micronucleus bootloader 24
 -x MPLAB(R) SNAP 16, 17
 -x parallel port programmers 15

-x PICKit 4 16, 17
 -x PICKit 5 17
 -x PICKit2 25
 -x Power Debugger 16
 -x *serialupdi* 25
 -x *serprog* 26
 -x STK500 18
 -x STK600 18
 -x Teensy bootloader 24
 -x Urclock 19
 -x USBasp 25
 -x Wiring 24
 -x xbee 25
 -x Xplained Mini 17

A

abort 41
allow_subshells 52
append 78
application 77
apptable 77
 Arduino bootloader 3, 19
 Atmel AVR Dragon 3, 16
 Atmel AVR JTAGICE3 2, 3, 16
 Atmel bootloader (AVR109, AVR911) 2, 19
 Atmel JTAG ICE mkI 2
 Atmel JTAG ICE mkII 2, 3, 16
 Atmel low-cost programmer AVR910 19
 Atmel PowerDebugger 16
 Atmel STK500 2, 18
 Atmel STK600 2, 18, 60
 Atmel XplainedMini 3, 17
 Atmel XplainedPro 3
 Atmel-ICE 3
 Auto-detect mode 12
 Auto-erase 8
 AVR Dragon 3, 16
 AVR JTAGICE3 2, 3, 16
 AVR32JTAG 53
avrdude.conf 52
 AVRDUDE defaults 52
 aWire 54

B

backup memlist file[:format] 40
 Binary file mode 13
bodcfg 78
boot 77
bootend 79
 Bootloader (AVR109, AVR911) 19
bootrow 40, 41, 79
bootsize 79

BusPirate..... 22
butterfly..... 2

C

calibration..... 1, 9, 11, 77, 78, 79
CH341A programmer..... 3
codesize..... 78
Command line options..... 6
config [opts]..... 41
config [opts] property [opts]..... 41
config [opts] property= [opts]..... 41
config [opts] property=value [opts]..... 41
Configuration files..... 7, 52, 66
Curiosity nano..... 4, 18

D

debugWIRE..... 3, 53
Decimal file mode..... 12
default_bitclock..... 52
default_linuxgpio..... 52
default_parallel..... 52
default_programmer..... 52
default_serial..... 52
DFU Bootloader using FLIP version 1..... 63
disasm [memory [addr [len]]]..... 36
disasm example..... 50
Dragon..... 3, 16
dump [memory [addr [len]]]..... 36
dump memory [addr] 36

E

eeeprom ... 1, 8, 9, 11, 19, 21, 28, 40, 41, 63, 70, 77,
78, 79
ELF (Executable and Linkable Format)..... 12
Emulating a bootloader (dryboot)..... 1, 16
Emulating a HW programmer (dryrun)..... 1, 16
erase..... 40
erase memory [addr len]..... 40
Example Command line invocations..... 27

F

factory reset..... 41
flash.. 1, 2, 4, 8, 11, 12, 13, 16, 19, 20, 21, 22, 23,
27, 28, 29, 38, 40, 50, 58, 63, 77, 78
Flashcom serprog protocol..... 26
FLIP bootloader..... 4, 15
flush..... 41
fosc freq[M|k]..... 43
fosc off..... 44
FOSC_ADJ..... 54
FreeBSD configuration files..... 66
FreeBSD USB permissions..... 67
FT2232H JTAG programmer..... 2

FT2232H with buffer and LEDs..... 2
FT2232H/D programmer..... 2
FT232H JTAG programmer..... 2
FT232H programmer..... 2
FT232R programmer..... 2
FT232R Synchronous BitBang..... 2
FT245R programmer..... 2
FT4232H programmer..... 2
FTDI TTL232R-5V..... 2
fuse0..... 78
fuse1..... 78
fuse6..... 78
fuses..... 78, 79

H

HAS_FOSC_ADJ..... 54
HAS_SUFFER..... 54
HAS_VAREF_ADJ..... 54
HAS_VTARG_ADJ..... 54
HAS_VTARG_READ..... 54
HAS_VTARG_SWITCH..... 54
Hexadecimal file mode..... 13
History and credits..... 4
HVPP..... 53
HVSP..... 53

I

Immediate file mode..... 12
include [opts] file..... 42
Installation..... 66, 68
Instruction format..... 57
Intel Hex..... 12
Introduction..... 1
io..... 78, 79
ISP..... 3, 53

J

JTAG..... 3, 53
JTAG ICE mkI..... 2
JTAG ICE mkII..... 2, 3, 16
JTAGICE3..... 2, 3, 16
JTAGmkI..... 53
JTAGv2 to UPDI bridge..... 25

L

LED management..... 64
Linux /dev/spidev* programmer..... 26
Linux configuration files..... 66
Linux USB permissions..... 67
Low-cost programmer AVR910..... 19

M

Memories of ATxmegas	77
Memories of classic parts	77
Memories of modern AVR parts	78
Metadata	22
Microchip PICKit 2 programmer	25
Micronucleus bootloader	4, 24
Motorola S-Record	12
MPLAB(R) PICKit 4	4, 16, 17
MPLAB(R) PICKit 5	4, 16, 17
MPLAB(R) SNAP	4, 16, 17

O

Octal file mode	13
Option -A	8
Option -b <i>baudrate</i>	6
Option -B <i>bitclock</i>	6
Option -c <i>programmer-id</i>	7
Option -c <i>wildcard/flags</i>	7
Option -C <i>config-file</i>	7
Option -D	8
Option -e	8
Option -E d_high	15
Option -E d_low	15
Option -E <i>exitspec</i> [,...]	8
Option -E noreset	15
Option -E novcc	15
Option -E reset	15
Option -E vcc	15
Option -F	9
Option -i <i>delay</i>	9
Option -l <i>logfile</i>	9
Option -n	9
Option -N	8
Option -O	9
Option -p <i>partno</i>	6
Option -p <i>wildcard/flags</i>	6
Option -P <i>port</i>	9
Option -q	11
Option -r	11
Option -s, -u	11
Option -t	11
Option -T <i>cmd</i>	11
Option -U <i>memory:op:filename[:format]</i>	11
Option -v	13
Option -V	13
Option -x Arduino	19
Option -x Atmel-ICE	16
Option -x AVR Dragon	16
Option -x AVR109	19
Option -x AVR910	19
Option -x BusPirate	22
Option -x Curiosity Nano	18
Option -x dryboot	16
Option -x dryrun	16
Option -x <i>extended-param</i>	13
Option -x flip2	15

Option -x jtag2updi	25
Option -x JTAG ICE mkII/3	16
Option -x linuxspi	15, 26
Option -x Micronucleus bootloader	24
Option -x MPLAB(R) SNAP	16, 17
Option -x parallel port programmers	15
Option -x PICKit 4	16, 17
Option -x PICKit 5	17
Option -x PICKit2	25
Option -x Power Debugger	16
Option -x serialupdi	25
Option -x serprog	26
Option -x STK500	18
Option -x STK600	18
Option -x Teensy bootloader	24
Option -x Urclock	19
Option -x USBasp	25
Option -x Wiring	24
Option -x xbee	25
Option -x Xplained Mini	17
Option descriptions	6
Options (command-line)	6
osc16err	79
osc20err	79
osccal16	79
osccal20	79
osccfg	78
Other notes	58

P

Parent part	57
parms	44
part	45, 55
part [<i>opts</i>]	42
Part definitions	55
pdicfg	79
PDI	3, 53
pgerase <i>memory addr</i>	43
pgm	43
PICKit 2 programmer	25
PICKit 4	4, 16, 17
PICKit 5	4, 16, 17
PM_AVR32JTAG	53
PM_aWire	54
PM_debugWIRE	53
PM_HVPP	53
PM_HVSP	53
PM_ISP	53
PM_JTAG	53
PM_JTAGmkI	53
PM_PDI	53
PM_SPM	53
PM_TPI	53
PM_UPDI	53
PM_XMEGAJTAG	53
PowerDebugger	16
prodsig	78, 79

programmer 52
 Programmer definitions 53
 Programmer LED management 64
 Programmer-specific information 60
 Programmers accepting exitspec parameters 15
 Programmers accepting extended parameters ... 16
 Programmers supported 1, 75
 Programming mode 42
 Programming modes 53

Q

quell [*level*] 43
quit 43

R

Raw binary 12
read [*memory* [*addr* [*len*]]] 36
read memory [*addr*] 36
regfile [*opts*] 42
regfile [*opts*] **reg** [*opts*] 42
regfile [*opts*] **reg**=*value* [*opts*] 42
restore memlist file[:*format*] 40

S

save memory {*addr len*} **file**[:*format*] 40
sck period 44
send b1 b2 b3 b4 43
 Serial adapter definitions 54
serialadapter 54
 SerialUPDI 4, 25, 63
 SerialUPDI programmer 63
sernum 78, 79
sib 79
signature 1, 9, 11, 42, 63, 77, 78, 79
sigrow 78, 79
SNAP 4, 16, 17
spi 43
SPM 53
sram 78, 79
STK500 2, 18
STK600 2, 18, 60
SUFFER 54
syscfg0 78
syscfg1 78

T

Tagfile 37
tcd0cfg 78
 Teensy bootloader 4, 24
tempsense 78, 79
 Terminal mode commands 35
 Terminal mode examples 45
 Terminal mode operation 35
 The Bus Pirate 3, 22
 TPI 53

U

Unix 66
 Unix configuration files 66
 Unix documentation 68
 Unix installation 66
 Unix port names 66
 Unix USB permissions 66
 UPDI 53
 Urboot bootloader 3, 19
 Urclock programmer 3, 19
 Urprotocol 3, 19
 USB permissions 66, 67, 68
 USBasp ISP and TPI programmer 2, 25
 USBtiny simple USB programmer 2
userrow 79
usersig 41, 78

V

varef [*channel*] **voltage** 43
 VAREF_ADJ 54
 Variants of parts 42
verbose [*level*] 43
verify memlist file[:*format*] 40
vtarg voltage 43
 VTARG_ADJ 54
 VTARG_READ 54
 VTARG_SWITCH 54

W

wdtcfg 78
 Windows 68
 Windows configuration file location 69
 Windows configuration file names 69
 Windows configuration files 68
 Windows parallel ports 69
 Windows port names 69
 Windows serial ports 69
 Wiring bootloader 3, 24
write memory addr data 39
write memory addr data[*,*] {*data*[*,*]} 38
write memory addr len data[*,*] {*data*[*,*]} 40

X

XBeeBoot OTA bootloader 25

XMEGAJTAG..... 53
XplainedMini..... 3, 17
XplainedPro 3