AVR32 STK1000 Quick Start Guide

The STK®1000 provides a complete development environment for the AT32AP7000 processor from Atmel®.

This document is a guide for initial setup of the STK1000 and the Linux® server.

1. Connecting to the STK1000

   1. Insert the SD card into the MMC slot. Notice the direction of the SD card.
   2. Connect a serial cable between UART_A and a COM port on the computer.
   3. Connect a network cable to ETH_A and attach the power line.
   4. Turn on the STK1000 with the red power switch.
   5. When the AVR32 logo appears on the LCD, the STK1000 Linux server is running.

The IP address is automatically assigned to the Linux server via DHCP. Manually obtain this address using a terminal program, e.g. HyperTerminal, on the computer. Select the correct COM port and use these port settings:

   - Baud rate/Bits per second: 115200
   - Data bits: 8
   - Parity: None
   - Stop bits: 1

Once connected, type the Unix command `ifconfig`. This returns the address, e.g. “inet 10.0.0.1”, used when connecting to the server using HTTP, FTP, or TELNET.

2. Development Tools

The AVR®32 Instruction Set Architecture (ISA) is specifically designed for high level programming languages like C, C++ and Java®. Compilers with C and C++ support include GNU GCC and IAR Embedded Workbench®.

Atmel’s AVR JTAGICE mkII emulator supports AVR32. The Vitra and Opella products from www.ashling.com provide high end debugging capabilities.

3. General Information

More information can be found in the complete user guide bundled with the STK1000. This user guide can be downloaded as a CD image from www.atmel.com/avr32.

- [http://www.avrfreaks.net - AVR32 forum homepage](http://www.avrfreaks.net)
- [http://avr32linux.org - AVR32 Linux kernel homepage](http://avr32linux.org)