

StarterKit / Programming instructions

1. Install BASCOM-AVR

First you need the compiler software "BASCOM-AVR". You can find a demo version (limited to 1 K) on the MCS homepage. (www.mcselec.com)

2. Program

Use a Demo Script from this StarterKit with Bascom to start programming your own game. The comments will help you to understand the code. Press the compile button to save a ".HEX" file. Notice that "M8" (ATMega8) has to be selected at the compiler ship options.

3. Upload

In the MignonProg instructions you find an instruction how to upload a ".HEX" file in you Mignon Game.

On the Mignon Game Kit homepage you can find other programming tools. Like the C-compiler, AVR-Studio and devices you need if you have a chip without a bootloader installed. Notice that the PonyProg is not working with a USB-to-serial adapter but the AVR-Prog will.

Pleas send me all your results, games, programs, experiments or pictures of you mignon game design! (mignon@olafval.de)

Best

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