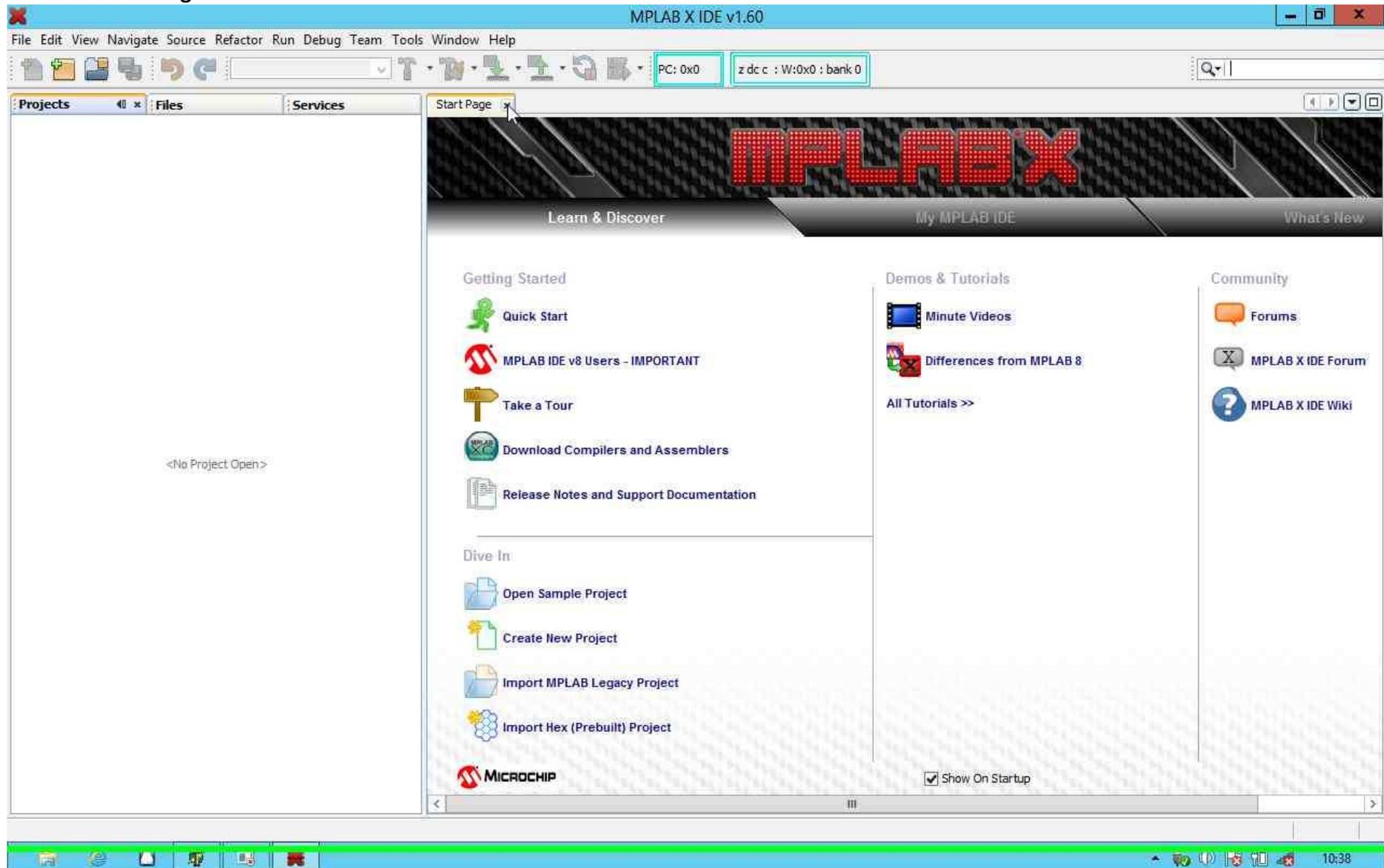
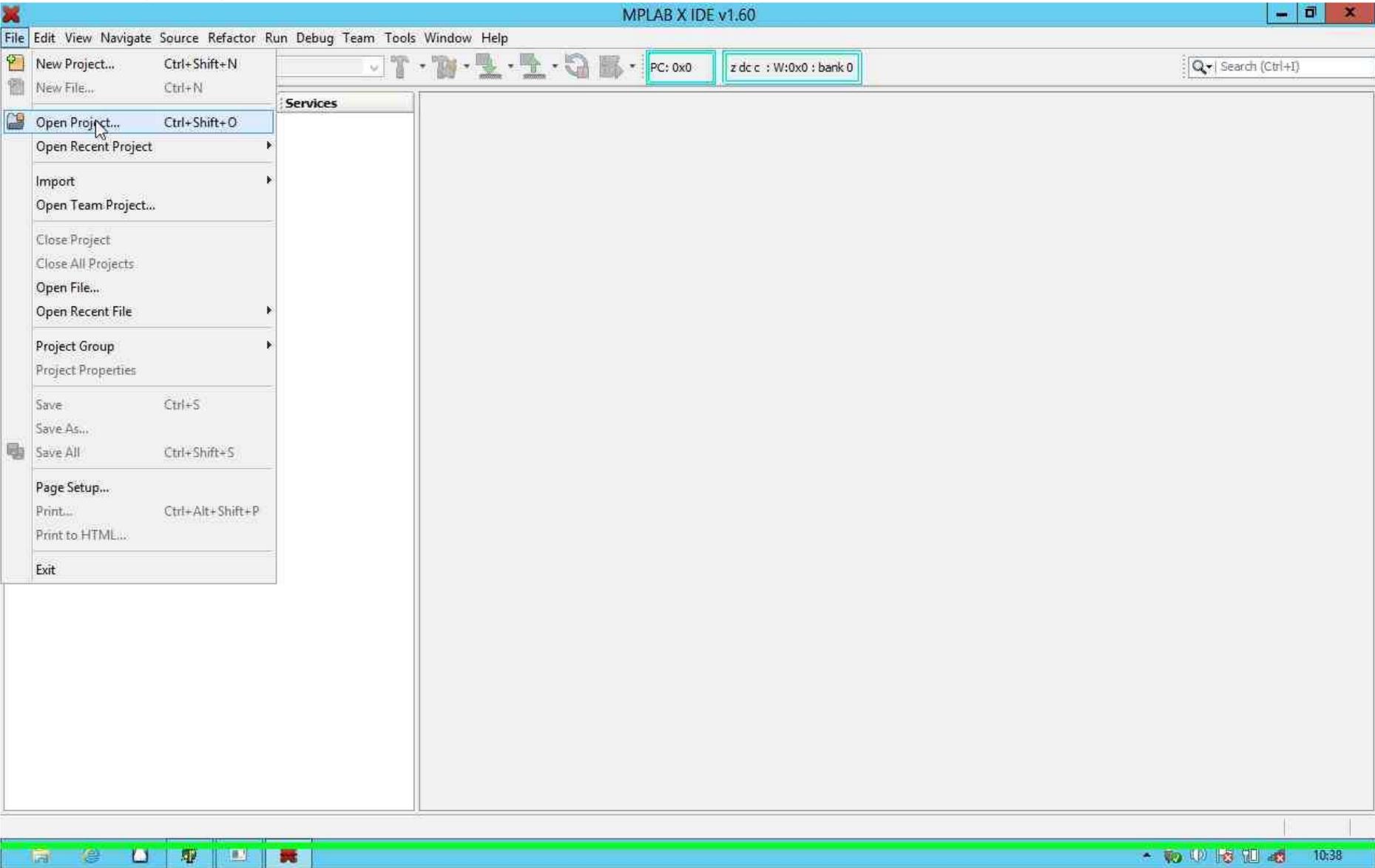


## How to open and run ASM project in MPLAB X

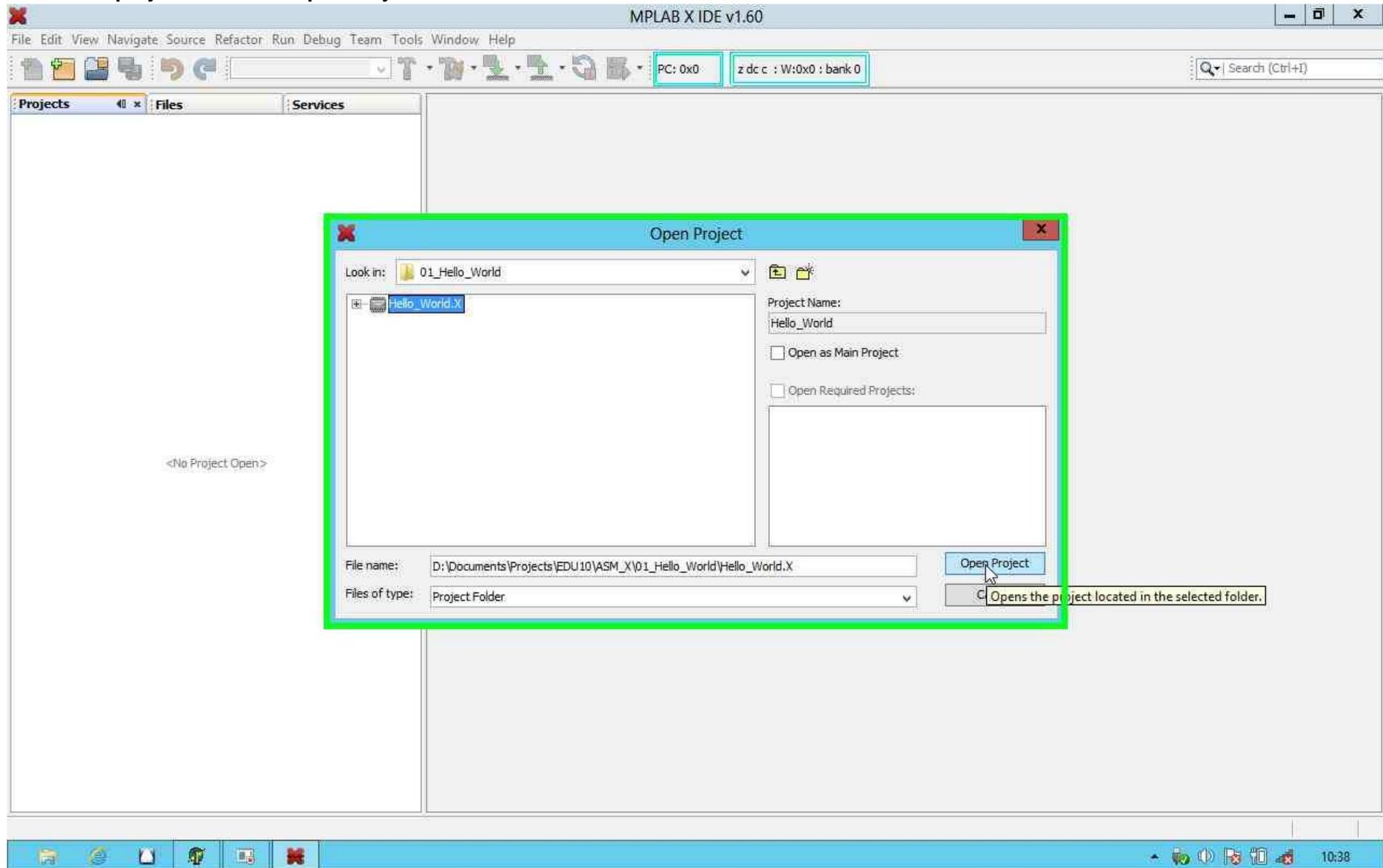
### Close the Start Page



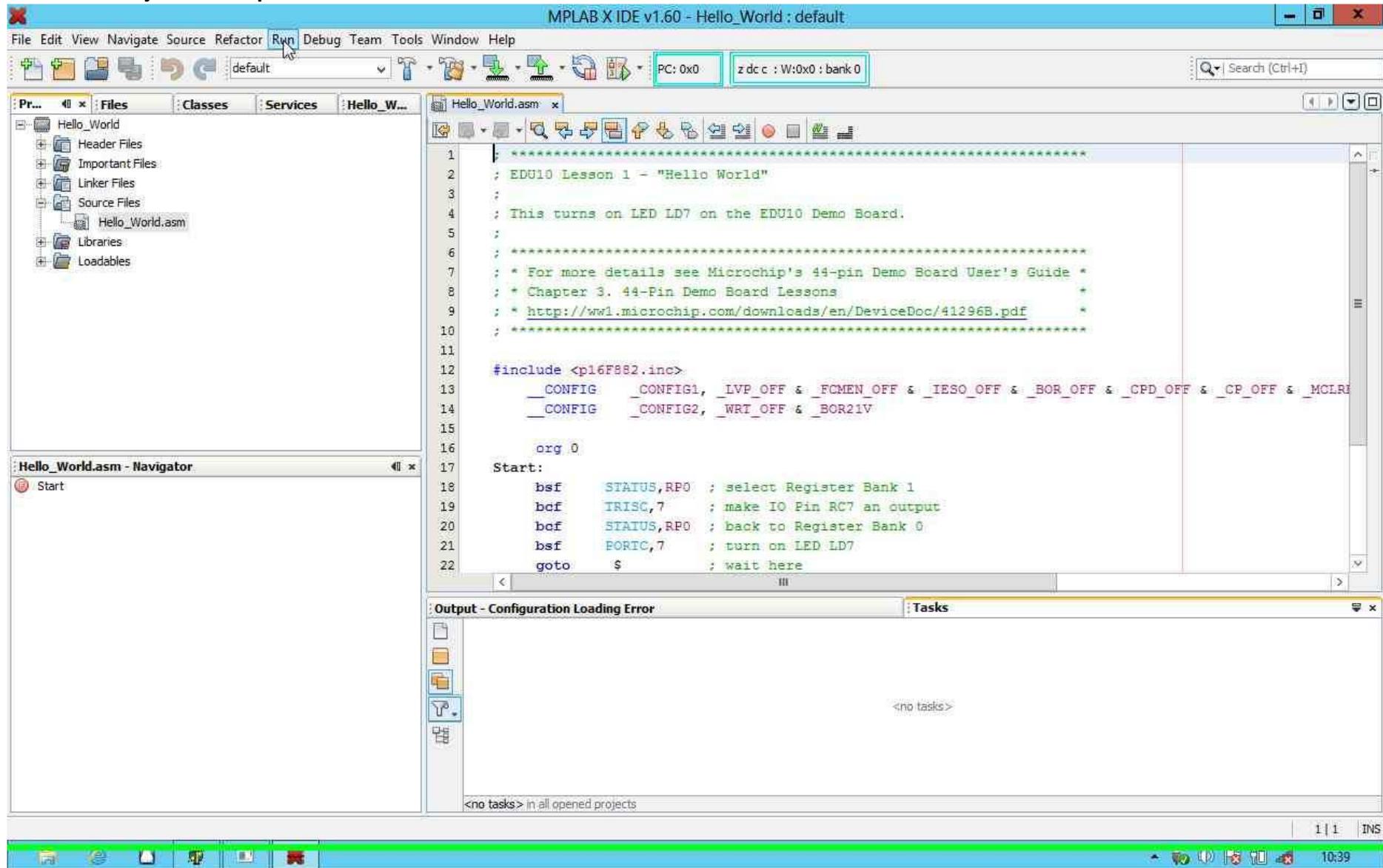
Select File -> Open Project...



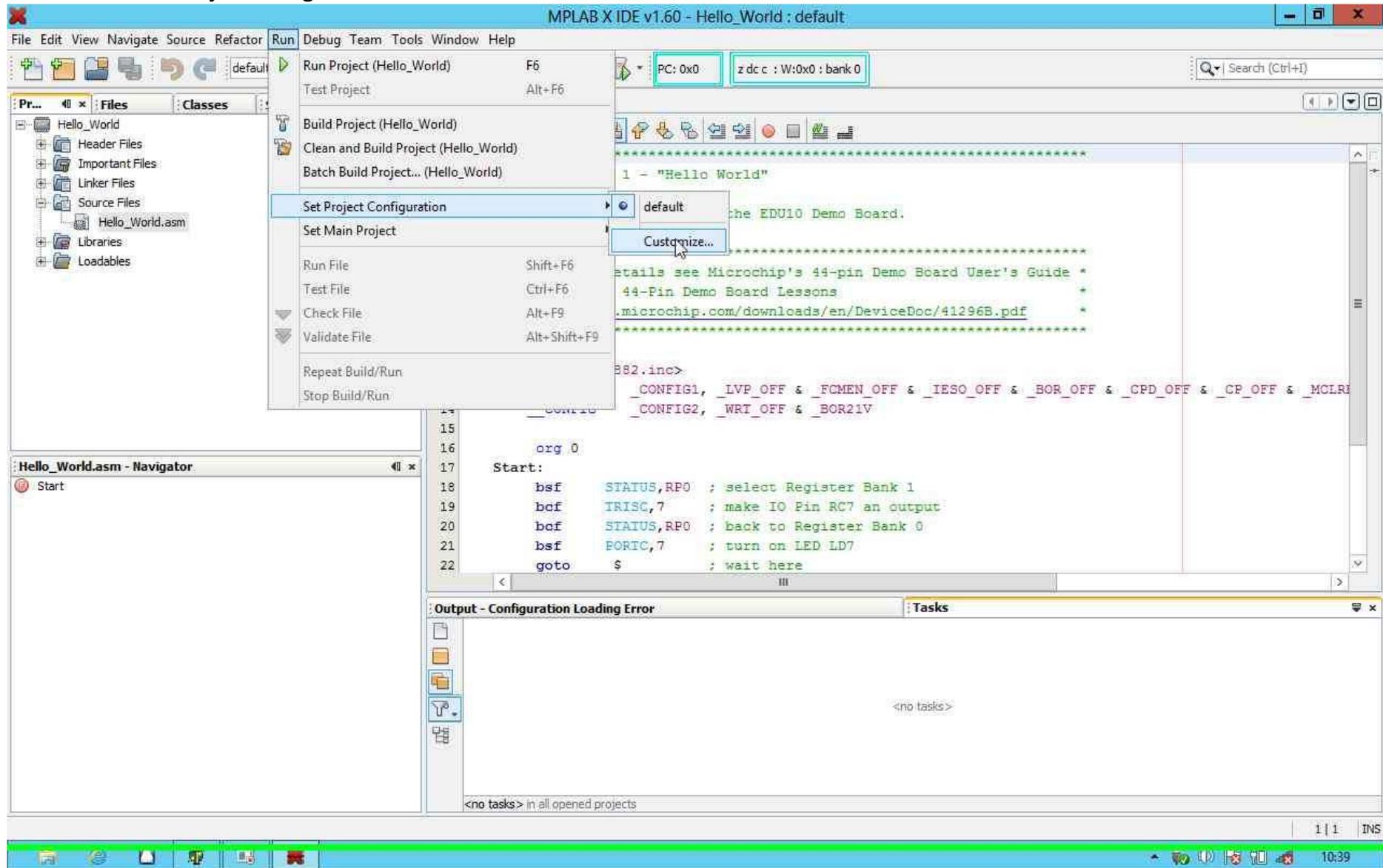
Locate the project and click "Open Project" button.



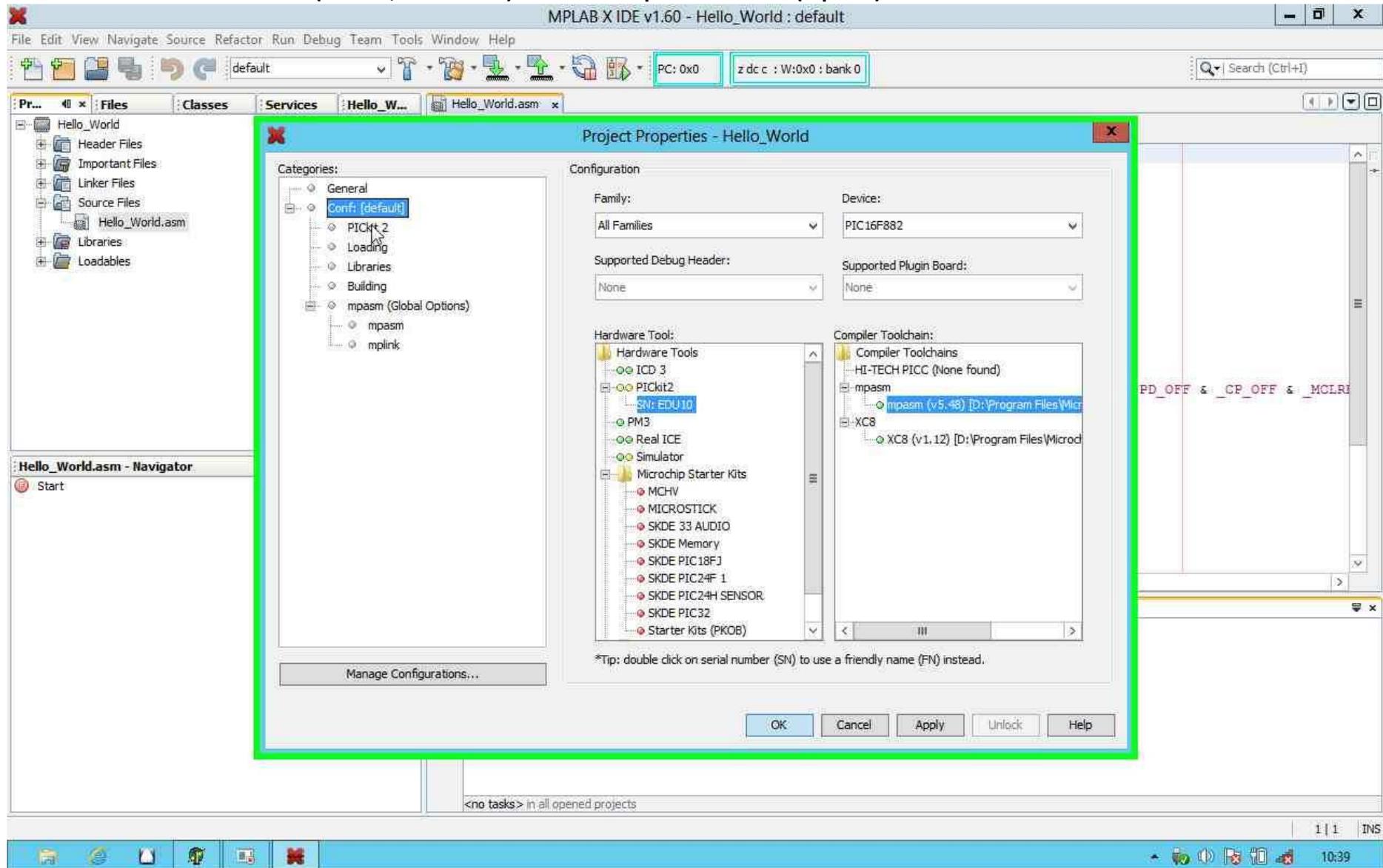
Under the Projects tab expand the Source Files "folder" and double click the .asm file name to view the code.



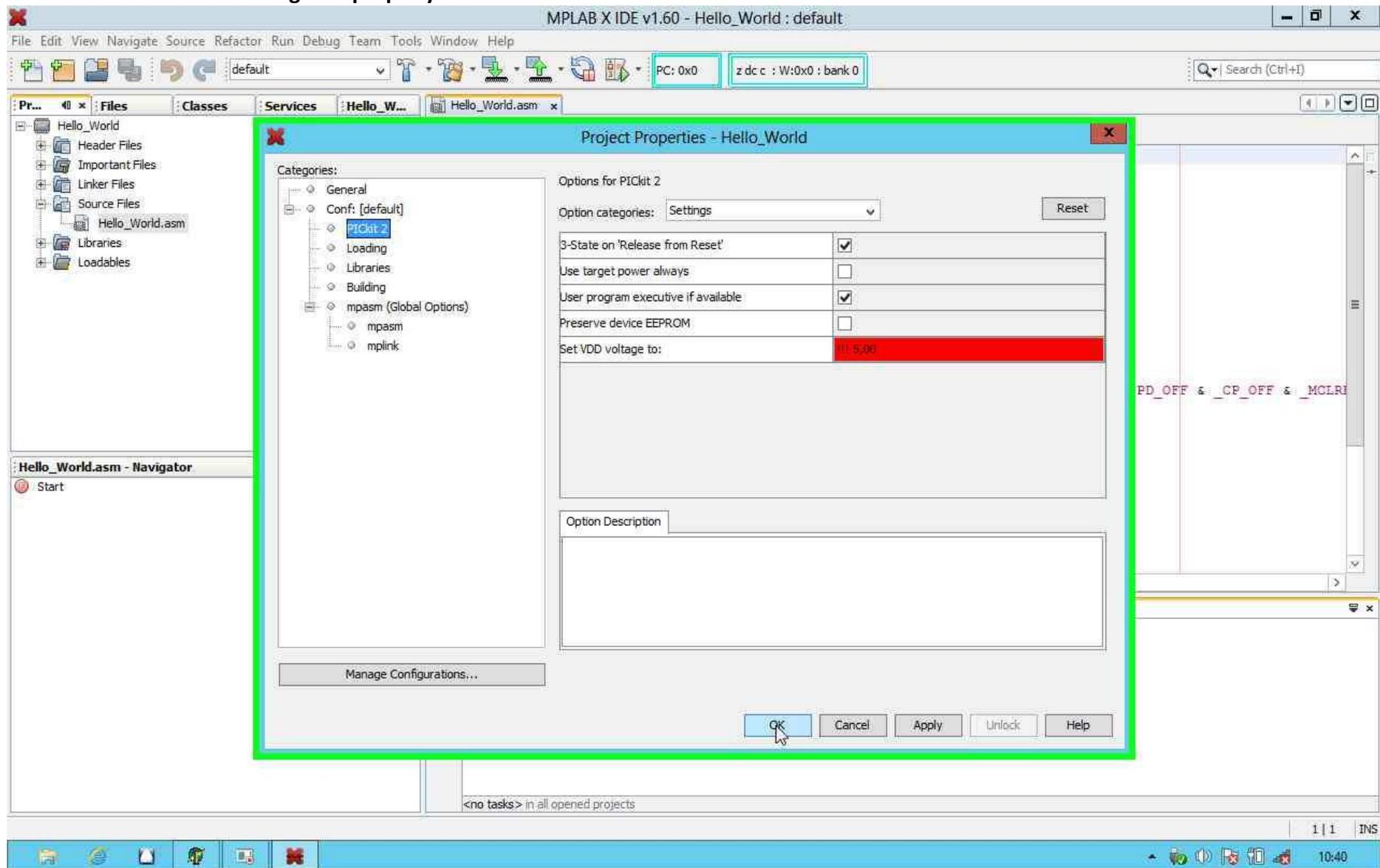
## Select Run -> Set Project Configuration -> Customize...



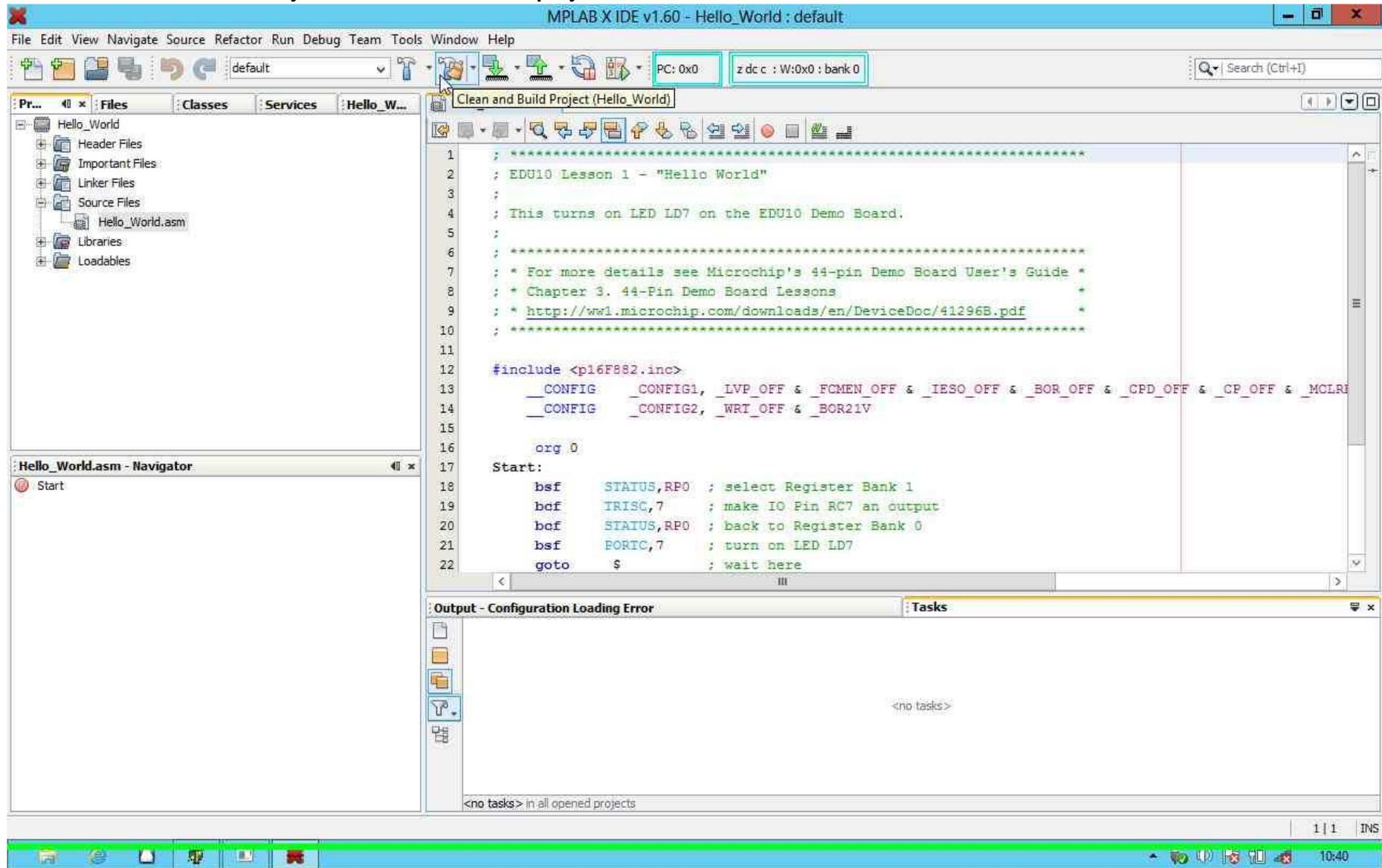
Make sure the Hardware Tools (PICkit2, SN: EDU10) and the Compiler Toolchain (mpasm) are selected.



Make sure the PICkit 2 settings are properly set.



Click on "Clean and Build Project" button to build the project.



Click on "Make and Program Device" to program the PIC16F882 on the EDU10 board.

The screenshot displays the MPLAB X IDE v1.60 interface for a project named 'Hello\_World'. The main toolbar at the top contains various icons, with the 'Make and Program Device' icon (a green arrow pointing to a chip) highlighted. Below the toolbar, the 'Hello\_World' project is open, showing a file explorer on the left with 'Hello\_World.asm' selected. The central editor window displays the following assembly code:

```
1 *****
2 ; EDU10 Lesson 1 - "Hello World"
3 ;
4 ; This turns on LED LD7 on the EDU10 Demo Board.
5 ;
6 ; *****
7 ; * For more details see Microchip's 44-pin Demo Board User's Guide *
8 ; * Chapter 3. 44-Pin Demo Board Lessons *
9 ; * http://ww1.microchip.com/downloads/en/DeviceDoc/41296B.pdf *
10 ; *****
11
12 #include <pl16f882.inc>
13 _CONFIG _CONFIG1, _LVP_OFF & _FCMEN_OFF & _IESO_OFF & _BOR_OFF & _CPD_OFF & _CP_OFF & _MCLR
14 _CONFIG _CONFIG2, _WRT_OFF & _BOR21V
15
16 org 0
17
18 Start:
19     bsf    STATUS,RP0 ; select Register Bank 1
20     bcf    TRISC,7    ; make IO Pin RC7 an output
21     bcf    STATUS,RP0 ; back to Register Bank 0
22     bsf    PORTC,7    ; turn on LED LD7
23     goto  $          ; wait here
```

The bottom panel shows the 'Output' window with the following text:

```
Configuration Loading Error x Hello_World (Clean, Build, ...) x
make[2]: Leaving directory `D:/Documents/Projects/EDU10/ASM_X/01_Hello_World/Hello_World.X'
make[1]: Leaving directory `D:/Documents/Projects/EDU10/ASM_X/01_Hello_World/Hello_World.X'

BUILD SUCCESSFUL (total time: 7s)
Loading code from D:/Documents/Projects/EDU10/ASM_X/01_Hello_World/Hello_World.X/dist/default/production/Hello_World.X.p
Loading symbols from D:/Documents/Projects/EDU10/ASM_X/01_Hello_World/Hello_World.X/dist/default/production/Hello_World.X.p
Loading completed
```