

Installation

For some Windows® Operating Systems, administrative access is required to install software on a PC. MPLAB IDE must be installed on the PC hard drive – it cannot be run on a server.

CD-ROM Method:

Place the CD into the drive. Follow the on-screen menu to install MPLAB IDE. If no on-screen menu appears, use Explorer to find and execute the CD menu by double-clicking on the executable file MPxxx.exe (where xxx represents the version) in the root directory of the CD.

Download Method:

From the Microchip web site (www.microchip.com), double-click on the downloaded executable file to begin installation.

NOTE: For Windows NT® systems, Microsoft recommends reinstalling the service pack after ANY software or device driver is installed.

Minimum Configuration

- Compatible Intel Pentium® class system
- Supported Windows operating system (see list below)
- 32 MB memory (128 MB recommended)
- 85 MB of hard disk space
- Internet Explorer 5.0 or greater for installation and on-line Help

Considerations for Installation

Operating systems:

- Windows NT 4.0 SP6a Workstations (NOT Servers)
- Windows 2000 SP2
- Windows XP Home and Professional

Tools associated with MPLAB IDE may not support the same operating systems as MPLAB IDE. See individual tool README files for more information.

Invoking MPLAB IDE with a Command Line

MPLAB IDE can be invoked through the command line interface as follows:

```
mplab [<file>] [/<option>]
```

Open the workspace <file> in MPLAB IDE. Any projects contained in the workspace will be opened also. Display of the splash screen can be suppressed with the option nosplash:

```
mplab myproj.mcw /nosplash
```

Opens MPLAB IDE and the workspace named myproj. The MPLAB splash screen is not displayed.

Checklist for Getting Started with MPLAB IDE

- When using hardware emulators, in-circuit debuggers or programmers, make certain the correct drivers are installed and the correct power up sequence is followed (see Help Getting Started topic for the individual components).
- Make sure the proper device is selected in *Configure>Select Device*.
- Make sure that the Language toolsuite is active and points to the correct executables for the toolsuite (*Project>Select Language Toolsuite*).
- Use the Project Wizard to create a project.
- Set default search paths and directories for language tool components using the Project Wizard or *Project>Set Language Tool Locations*.

Checklist for Getting Started with MPLAB IDE (Cont.)

- Use Template files or a previous code file as the starting point for new code.
- Double click on errors in the Output window to correct source code errors.
- Make sure that configuration bits are set correctly (*Configure>Configuration Bits*). For debugging, WDTOff should usually be selected. These items can be set in the source code with the `__config` directive.
- If problems are encountered, check the on-line help “Limitations” for the processor and debugger being used (in the Troubleshooting section of the on-line help for each tool). Also check the README files.

Help Resources

If problems are experienced with MPLAB IDE operation, refer to the Troubleshooting section of the MPLAB IDE Help and the *MPLAB IDE User's Guide*. Visit the Microchip web site – www.microchip.com for:

- On-line support.
- Downloads of the latest development tools, data sheets, application notes, user's guides, articles and sample programs.
- Web Conference, Design Tips and Device Errata.
- Microchip Change Notification System – automatically sends change notification bulletins for silicon and development tools to subscribers.
- Development Systems Information Line: 1-800-755-2345 for U.S. and most of Canada 1-480-792-7302 for the rest of the world
- Technical Support: www.support.com

Shortcut Keys for the Desktop and Debugging

Menu Item	Toolbar Icon	Shortcut Keys	Function
Projects		Ctrl + F10	Build All
		F10	Make
Debug		F9	Run Program
		F5	Halt Program
			Animate
		F7	Step Into
		F8	Step Over
		F6	Processor Reset
Window Control		F2	Open Breakpoints Dialog
		Ctrl + F4	Close Open Window
		Ctrl + F6	Go to Next Open Window
		F1	Help For Window

Serial Communications

Tools supported: MPLAB ICD 2, PICSTART® Plus and PRO MATE® II.

- Do not use the COM port or port interrupt with another device or damage to that device could result.
- Do not use third-party communications drivers
- Disable FIFOs and change Flow Control to Hardware. Reboot the PC before trying to communicate with the tool.
- Make sure the COM port selected in SW (COM1, COM2, etc.) matches the physical connection in HW.
- Make sure the COM port baud rate selected in SW matches the physical ability of the port HW. If a baud rate of 57600 does not work, try switching to 19200.
- MPLAB ICD 2: If using target clock and/or power, make sure they are present.

USB Communications

Tools supported: MPLAB ICD 2, PICkit® 1, MPLAB ICE 4000, MPLAB PM3

- Install MPLAB IDE before plugging in any USB device.
- If using target clock and/or power, make sure they are present.
- Windows NT does not support USB.

CAUTION

Use the drivers supplied with MPLAB IDE, i.e., do not use the standard Windows USB drivers (except for PICkit 1.) Debugger and emulator drivers and installation instructions may be found in the MPLAB IDE installation directory>tool-specific directory>Drivers directory.

Wizards, Walk-Throughs and Tutorials

Listed below are several items to explore when getting started with MPLAB IDE. Review the following features to become familiar with the program:

- MPLAB IDE Walk-through (MPLAB IDE Help, Quick Start)
- Project Wizard ([Project>Project Wizard](#))
- MPLAB SIM Tutorial (MPLAB SIM Help)
- MPLAB SIM30 Tutorial (MPLAB SIM30 Help)
- MPLAB ICD 2 Setup Wizard ([Debugger>MPLAB ICD 2 Setup Wizard](#))
- MPLAB ICE Complex Trigger Walk-Through (MPLAB ICE Help)

Messages and Warnings (MPASM™ User's Guide with MPLINK™ and MPLIB™ DS33014)

MPASM's error messages and warnings can be controlled by two methods:

1. The MPLAB "[Project>Build Options](#) Categories: Output" dialog, or
2. The MPASM ERRORLEVEL directive in the source code. When using mid-range PICmicro® MCUs, often the bank messages may swamp out other error messages, so the following can be used:

```
ERRORLEVEL -302
```

These are common values for controlling ERRORLEVEL:

```
0 - all msgs & warnings
1 - warnings & errors
2 - errors only
-306 - no page msgs
-302 - no bank msgs
-202 - no arg range msg
```

An example of using multiple values for ERRORLEVEL:

```
ERRORLEVEL -302, -306, -202
```

Conditional Assembly (MPASM™ User's Guide DS33014)

Conditional assembly is used to selectively control which sections of the source code are passed on to the assembler. Only the TRUE part of the expression is assembled, and the false portion is ignored. This allows variables to control how the same source code might be compiled for debugging, testing or for final device programming. IF and ELSE cannot be used during run time, i.e., they cannot be used like the C language constructs to determine actions that happen when the program executes – IF/ELSE/ENDIF/IFDEF/IFNDEF/ENDIF are only recognized when the code is assembled and do not exist as conditionals in the final object code.

```
variable temp=1
IF temp=0
    movlw 0x0A
ELSE
    movlw 0x1E
ENDIF

#define test
IFDEF test
    movlw 0x01
IFNDEF test
    movlw 0x02
ENDIF
```

Macros (MPASM™ User's Guide DS33014)

Macros allow "shorthand" code fragments. Rather than type out similar source code, a Macro can be defined that will generate the source code and fill in various arguments with variable names that are used at specific points in the code. Like conditional assembly constructs IF/ELSE Macros do not have any run-time behavior, and are evaluated and expanded before the code is assembled. Unlike the while in the C language, the Macro while is used to expand code to multiple lines as determined by its parameters *before* the code is assembled.

```
multiply macro arg1, dest_hi,
    local i = 0
    movlw arg1
    movwf mulplr
    while i < 8
        addwf dest_hi
        ; Place code to be repeated i times here
        i += 1
    endwhile
endm
```

Banking (MPASM™ User's Guide DS33014)

Data accesses can be portable and bank independent by using the banksel directive. In the PIC18XXX architecture, SFRs and variables in the access area do not need the banksel directive. banksel will set all bank bits regardless of the currently selected bank and is only needed when accessing a variable that is not in the currently selected bank.

```
banksel    temp1
movf      temp1
```

Paging (MPASM™ User's Guide DS33014)

PICmicro MCUs other than the PIC18XXX family can have more than one program memory page. This convenient, portable directive can switch execution from one page to another. Code ported from these PICmicro devices to the PIC18XXX devices will ignore the pagesel directive. pagesel will set all page bits regardless of the currently selected page and is only needed when issuing a CALL or GOTO instruction whose destination is not in the currently executing page.

```
pagesel    boot_routine
goto      boot_routine
```

Radix (MPASM™ User's Guide DS33014)

When using MPASM, numbers can be interpreted in a variety of number bases. The default for the entire source file can be set using the `radix` directive:

```
radix dec
```

Within the source, code values can be entered in number bases other than the default using the following constructs:

```
D'123'      .123      ; decimal
H'1AF'     0x1F     ; hexadecimal
O'777'     ; octal
B'00111001' ; binary
0b00111001 ; binary
'A'        'C'      ; 7-bit ASCII
dt'This is a string' ; ASCII string
```

Template Files

Template files for all Microchip microcontrollers are located in the MPLAB IDE installation directory:

```
C:\Program Files\MPLAB IDE\MCHIP_Tools\Template\Code
C:\Program Files\MPLAB IDE\MCHIP_Tools\Template\Object
```

The Object folder contains a template for files using MPASM and MPLINK™. The Code folder is for files using MPASM without MPLINK. These files are like the examples below, but are more complete with comments and examples. They can be used to start a project. A Code template file will build with MPASM without any modifications. An Object template file needs to have a linker script added to the project in order to build. The following sample code segments are similar to the template files, but simplified.

Sample Code for Project with MPLINK

When using assembly language projects with MPLINK, the format is slightly different than when using MPASM without the linker. Instead of using `ORG` statements, sections defined in the linker script determine where the code is located. In the following code snippet, `UDATA` sets up the area for the variable `temp_count`. `EEDATA` is defined by setting the code section to `0xF0000` for the PIC18XXX devices (`0x2100` for all other PICmicro MCUs) and using the `de` directive. Sections are set up for the actual program using the `CODE` directive and placing this code in the various program memory areas of the target device.

```
list    p=16f877a
include <p16f877a.inc>
__CONFIG CP_OFF & ... & _LVP_ON
CODE   0x2100 ; EEDATA
de     1,2,3,5,8,13,21
UDATA 0x020 ; RAM
temp_count RES 4 ; Reserve 4 bytes of RAM for
           32-bit variable TEMPCOUNT
RESET_VECTOR CODE 0x0000
      goto Start
INT_VECTOR CODE 0x004
      ; ... interrupt code here
      RETFIE
MAIN CODE
Start clrf temp_count+3
      ; ... main application code
here
      nop
      END
```

Sample Code for Project without MPLINK

Code that is written for MPASM without MPLINK is often legacy code. Most new code should be written using the linker, since MPLAB's debugging facilities can use local variables and C language constructs. When MPASM is used without MPLINK, the path name to source files must be less than 62 characters. For PIC18XXX devices, a HIGH priority interrupt can be used to respond to an unnnested interrupt. The advantage is that the HIGH priority interrupt uses a three byte stack to automatically save and restore `STATUS`, `BSR` and `WREG`.

```
LIST      P=18F452
#include   <P18F452.INC>
__CONFIG  CONFIG1H, _OSCS_OFF_1H & _HS_OSC_1H
__CONFIG  CONFIG7H, _EBTRB_OFF_7H
QUEUE_SIZE EQU 0x10
CBLOCK   0x080 ; RAM
          STATUS_TEMP, WREG_TEMP, BSR_TEMP
          queue: QUEUE_SIZE
ENDC

ORG      0xf00000 ; EEDATA
DE       "Test Data",0,1,2,3,4,5

ORG      0x0000
goto    Main
ORG      0x0008
bra     HighInt
LowInt
ORG      0x0018
movff   STATUS,STATUS_TEMP
movff   WREG,WREG_TEMP
movff   BSR,BSR_TEMP
...
movff   BSR_TEMP,BSR
movff   WREG_TEMP,WREG
movff   STATUS_TEMP,STATUS
retfie

HighInt:
movlw   0xFF
      ;...
      retfie
Main:
clrf    REG_TEMP
END
```

Data In Program Space (MPASM™ User's Guide DS33014)

Data can be placed in program memory space using these directives:

```
DA      "abcdef"          (14-bit packed)
DATA    12, "testing", 'N' (12,14,16-bit)
DB      't', 0x0f, '\n'   (8-bit)
DT      "hello"          (RETLW 8-bit)
DW      "diag", 0x12EB    (12,14,16-bit)
FILL    0x1234, 0x10      (12,14,16-bit)
```

MPLAB SIM Stimulus

Using MPLAB SIM as the selected debugger (*Debugger>Select Tool*), simulated electronic signals can be applied to pins and registers. There are two types of stimulus for pins: Synchronous or Asynchronous. Synchronous stimuli are synchronized with the instruction cycles of the device being simulated, and Asynchronous stimuli are applied by the user in real time as the simulator executes. To define when, what, and how external stimuli are to happen to a program, you would use the SCL Generator Dialog and Stimulus Controller Dialog.

SCL Generator Dialog

Use the SCL Generator dialog to create synchronous stimulus using the behind-the-scenes, powerful Simulator Control Language (SCL). If you want to use only asynchronous stimulus, you may go directly to the Stimulus Controller Dialog to set this up. The SCL Generator dialog allows you to enter stimulus information which is saved in a file called a workbook. To open a new workbook, select *Debugger>SCL Generator>New Workbook*. To open an existing workbook for editing, select *Debugger>SCL Generator>Open Workbook*. The SCL Generator dialog has the following tabs: Pin/Register Actions, Advanced Pin/Register, Clock Stimulus, Register Injection and Register Trace. All tabs have the same default unit values. When setting up multiple tabs, be aware of input interaction, which means that if a pin (e.g., RB1) assignment and a port (e.g., PORTB.RB) assignment happen on the same cycle, the port supersedes the pin assignment. But, if they happen on different cycles, you can mix and match pin and port assignment. In addition, you can use PORT injection with pin/port assignment.

Stimulus Controller Dialog

Use the Stimulus Controller dialog to control how stimulus is used by MPLAB SIM.

NOTE: The Stimulus Controller dialog must stay open or minimized for stimulus to be applied.

The Stimulus Controller dialog allows you to set up what stimulus is used and saves this information in a scenario. To open a new scenario, select *Debugger>Stimulus Controller>New Scenario*. To open an existing scenario for editing, select *Debugger>Stimulus Controller >Open Scenario*. If you have developed a synchronous stimulus file using the SCL Generator Dialog, click Attach to search for the file and location, and attach it to the controller. To remove an SCL file from the controller, click Detach. If you wish to merge two SCL files into one, click Import/Merge. Enter any asynchronous, or user-fired, stimulus in the Asynchronous Stimulus section, row by row. To remove a row, select the row and then click Delete Row.

MPLAB IDE Saved Information

Information concerning the setup of MPLAB IDE is saved as follows:

Workspaces

A workspace contains the following information:

- Selected device, debug tool and/or programmer.
- Debug tool/programmer settings information.
- *Configure>Settings*, Program Loading tab information.
- Configuration bits settings.
- Open IDE windows and their location.
- Other IDE system settings.

This information is saved in the .mcw file.

Projects

A project contains the following information:

- The group of files needed to build an application.
- File associations to various build tools.
- Build options.

This information is saved in the .mcp file. Multiple projects can be set up in the workspace by using *Configure>Settings* Project tab and deselecting "Use one-to-one project/workspace model."

MPLAB IDE Saved Information (Cont.)

Registry

The registry file of the Windows OS saves the following information:

- Language tool names and installation locations.
- Most items on the *Configure>Settings*, Workspace tab.
- All items on the *Configure>Settings*, Projects tab.

INI Files

The initialization (.ini) file saves the following information:

- Editor settings in the mpeditor.ini file.

Variable Storage (MPASM™ User's Guide-DS33014)

When using MPLINK, the `res` directive should be used to create variable storage space in RAM. When using multiple source files, variables are local by default. To use variables created in another source file, the variable must be declared `extern`. In the source file where they are created, the variable must be declared `global`. In source files where variables are defined use:

```
var1      res 1
var2      res 2
global    var1, var2
```

Place this declaration in source files that need to use these global variables:

```
extern    var1, var2
```

Watchdog Timer (WDT) Considerations

The Watchdog Timer can interfere with debugging, and some tools may need to have the WDT turned off while developing code. Here are some things to watch out for:

- Make sure that configuration bits are set correctly for debugging (*Configure>Configuration Bits*). For debugging, `WDTOff` should usually be selected. These items can be set in the source code with the `__config` directive. If the code is rebuilt while debugging, the `__config` directives will overwrite manual changes to the configuration bits settings.
- If the code is resetting unexpectedly with the simulator or ICE, make sure the WDT configuration bit has not inadvertently been left in its default ON state.
- MPLAB ICD 2 will NOT work with the WDT enabled. It must be off while debugging. When programming, make sure the config bit is set correctly for the application.
- When finished debugging, if MPLAB ICD 2 and Sleep are being used and the WDT is expected to wake up the application, make sure that `WDTon` is set when the part is being programmed.

Writing to EEPROM Data Memory

Check the data sheet for individual devices to ensure that the device has EEPROM data memory and the algorithm is the same. Most PIC18XXX devices use this sequence:

```
movlw    data_ee_addr ; eedata address
movwf    EEDR
movlw    data_ee_data ; data to be written
movwf    EEDATA
bcf      EECON1, EEPGD ; point to eedata
bsf      EECON1, WREN
bcf      INTCON, GIE ; disable interrupts

movlw    0x55 ; start write sequence
movwf    EECON2
movlw    0xAA
movwf    EECON2

bsf      EECON1, WR ; enable interrupts
bsf      INTCON, GIE
sleep
bcf      EECON1, WREN ; disable eedata writes
```

Reading EEPROM Data Memory

This code sequence can be used to read data in the PIC18XXX device EEPROM data area:

```
movlw  data_ee_addr  ; eedata address
movwf  EEADR
bcf    EECON1,EEPGD  ; point to eedata
bsf    EECON1,RD     ; eedata read
movf   EEDATA,W      ; move data to W reg
```

Crossing Page Boundary Detection

When using PIC16XXX parts, care must be taken if data tables in program memory cross 256 word page boundaries. The following code demonstrates a technique to detect this so the starting address of the table can be readjusted to avoid a page boundary.

```
ORG    0x10    ; Page 0
MOVF   offset,W ; w reg = offset
CALL   Table
. . .
ORG    0x20    ; Page 0
Table
ADDWF  PCL,F   ; Compute offset
DT     "ABCD"  ; RETLW Expansion
TableEnd
IF((Table&&0xFF00) != (TableEnd-1&&0xFF00))
    ERROR "Table crosses page boundary"
ENDIF
```

Linker Sections (MPASM™ User's Guide-DS33014)

Linker sections are defined in the linker script (*.LKR) for the project. These files describe the memory sections for the target device and allow the application to have control over where data and code is placed. In the application, section names are then used to switch between allocating variables and positioning code in program memory. Addresses can be specific or left for the linker to resolve.

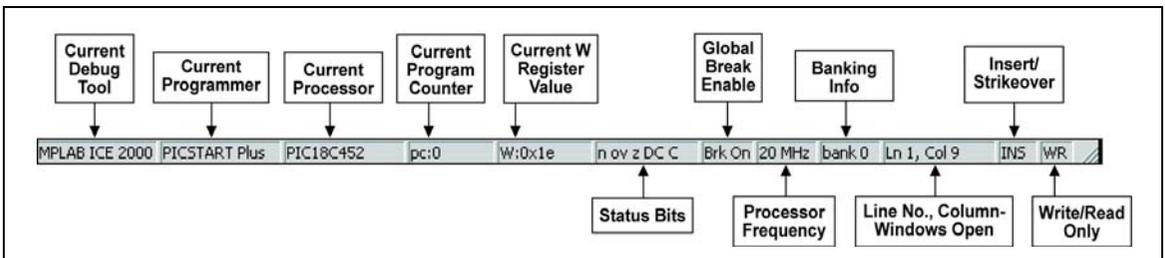
```
main      code           0x0100
data      code_pack     0x1200
my_strings idata         0x0280
my_ram    udata
my_access udata_acs     0x40
my_ov     udata_ovr
my_shared udata_shr     0xE0
```

Status Bar

Title	Description	Possible Entries, Notes
Current Debug Tool	Set by Debugger>Select Tool	MPLAB SIM, MPLAB ICD 2 or MPLAB ICE
Current Programmer	Set by Programmer>Select Programmer	PRO MATE II, PICSTART Plus, MPLAB ICD 2, PICKIT 1
Current Processor	Set by Configure>Select Device	PIC16F877A, PIC16F54, PIC17C756, PIC18C452, PIC18C8620, PIC18F4320, etc.
Current Program Counter	Set by running or single stepping target device.	Usually 0 at reset, otherwise, the current program counter address. Double click on this entry to bring up the Change Program Counter dialog.
Current W Register Value	Set by code running in target debugger.	Can be any value from 0 to 0xFF.
Status Bits	Upper Case = Set (1) Lower Case = Reset (0)	n ov z DC C (example) Set as condition flags when code is running. ov = overflow, z = zero, dc = decimal carry, c = carry
Global Break Enable	Set by Debugger>Settings Break Options EN = All breakpoints are enabled. DIS = All current breakpoints are disabled.	EN/DIS. Allows turning all current breakpoints on/off. Current breakpoints are retained, but can be disabled/enabled with this switch.
Processor Frequency	Set by Debugger>Settings Clock or measured automatically by ICE.	20 MHz (example) Shows simulated or emulated target device core frequency (not crystal frequency).
Banking Information	Displays current bank in data memory.	bank 0 (example) Shows current bank being accessed by current location in application code.
Line No., Column- Windows Open	Displays current line number and column in file.	Ln 1, Col 9 (example) Only displayed when an editor window is open and has focus.
Insert/ Strikeover	Toggles typing mode. INS = Insert characters OVR = Type over characters	INS/OVR
Write/Read Only	Displays file write/read status. WR = Editable file RO = Read only file	WR/RO. Only WR files can be edited.

The status bar appears at the bottom of the MPLAB IDE desktop and provides up-to-date information on the status of the MPLAB IDE session. When an application is running, it displays "Running" and a progress bar. When an application is not running, the information provided includes the listed information. The checksum toolbar displays checksum information previously available on the status bar. The checksum is set by code in program memory and configuration bits.

MPLAB IDE Status Bar



Tips & Tricks: Speed

- When using MPLAB ICE or MPLAB ICD 2, windows that are open will be refreshed at each breakpoint. To speed things up when single-stepping, close all unnecessary windows. Breakpoints will be faster if variables of interest are added to a Watch window rather than viewed in the File Register or SFR Window.
- When using the emulator or MPLAB ICD 2 with devices that have large program memories, select Configure> Settings Program Loading tab and uncheck "Clear Memory after successfully building a project". Speed will be increased because potentially large sections of memory won't be erased if build errors are encountered.
- When viewing the file registers right click and de-select "Full Memory Update".
 - only the displayed registers will be updated, even when scrolling.
 - changed registers will not show in red.

Tips & Tricks: Editor and Files

- Add header files which are included in the source files to the project so they will also be included in the "Find in Project" search.
- When using "Find in Files" items found can be double clicked to open the source file at that line.
- Advanced editor features like "Comment Block" and "Match Braces" are available on the right mouse button menu.
- A current file can be added to the projects as long as it has been saved at least once.
- If only one MPASM source file is implemented and the linker is not used, the total directory path and file names cannot exceed 62 characters. Use multiple source files or enable the linker to remove this restriction.

Tips & Tricks: Shortcuts

- Highlight variable names in the source code and drag them to the Watch window.
- Placing the cursor over a variable name or special function register in the source file to show the current value of that variable or special function register.
- Click on the PC in the status bar to bring up the "Change Program Counter" dialog.
- In many windows, data can be changed by selecting the field and typing in new values. File registers, special function registers and program memory instructions can be changed by selecting the current value or instruction and typing in a new one.

Tips & Tricks: Warnings and Errors

- Double click on an error message in the output window to open the source file at the line with an error.
- MPLAB ICD 2 warnings can be individually suppressed in the Debugger>Settings Warnings tab.
- If problems are encountered, read Debugger>Settings Limitations to ensure that the function desired is not something that has known restrictions.
- Double click on MPLAB ICD 2 warnings or error messages in the output window to bring up more information on that particular warning or error.

Tips & Tricks: Other Cool Things

- Special Function Registers can be sorted by address, name or value by double clicking on the column heading.
- Drag and drop entire columns in the SFR window and Watch window to re-order data. Right click on column headings to hide/show columns.
- Watch variables may be rearranged using drag-and-drop. Also, you may drag-and-drop SFR's or symbols from the SFR, File Register or Editor window to the Watch window. Conversely, you may drag-and-drop items from the Watch window to the Editor window.
- When working with PIC16C9XX parts, select View>LCD Pixel to bring up an LCD pixel display that can be used for simulating the LCD.
- When using multiple projects in a workspace, go to the Configure>Settings Program Loading tab to uncheck "Clear program memory upon loading a program," especially when working on programs that need to be built and loaded separately into memory. If only one project is being loaded into memory at a time, it is recommended to clear memory (leave box checked).
- Use MPLINK to build projects rather than just MPASM. This provides better debugging, and has no restrictions on such things as path length.

Shortcut Keys for Programming

Menu Item	Toolbar Icon	Function
Programmer		Blank Check
		Read
		Program
		Verify
		Erase Flash Device

Tips & Tricks: Editor Right Click Menu

In the editor window, click on the right mouse button to bring up a host of shortcuts:

Right Click Menu	Shortcut
Remove All Filter Traces	Remove all filter trace tags on code text.
Add Filter-in Trace	Add filter-in trace tags on selected code text.
Add Filter-out Trace	Add filter-out trace tags on selected code text.
Remove Filter Trace	Remove filter trace tags on selected code text.
Close	Close active window.
Set/Remove Breakpoint	Set or remove a breakpoint at the currently-selected line.
Enable/Disable Break	Enable or disable a breakpoint at the currently selected line.
Breakpoints	Disable, enable or remove all breakpoints.
Run to Cursor	Run the program to the current cursor location. Formerly Run to Here.
Set PC at Cursor	Set the program counter (PC) to the cursor location.
Cut	Deletes the selected text in the current window and places it on the clipboard. After this operation you can paste the deleted text into another MPLAB Editor window, into a different location in the same MPLAB Editor window, or into another Windows application.
Copy	Copies the selected text in the current window onto the clipboard. After this operation, you can paste the copied text into another MPLAB Editor window, into another location in the same MPLAB Editor window, or into another Windows application.
Paste	Pastes the contents of the clipboard into the current window at the insertion point. You can only perform this operation if the clipboard contains data in text format. MPLAB Editor does not support pasting of bitmaps or other clipboard formats.
Delete	Deletes the selected text.
Add to Project	Insert file into the current project. Depending on the type of file, MPLAB IDE will sort the file into the correct type within the project window tree.
Advanced	Set advanced text features. Make selected text all uppercase or lowercase, a comment or not a comment, indented or outdented, or match it if a brace, bracket or parenthesis.
Bookmark	Manage bookmarks. Toggle (enable/disable) a bookmark, move to the next or previous bookmarks, or clear all bookmarks. See MPLAB Editor on-line help for more on bookmarks.
Text Mode	Customize text display based on development mode, i.e., device architecture and programming language.
Properties	Set Editor Options, either display or functional options.

Microchip Components Available for MPLAB IDE

Software	HW Debuggers	Programmers	Language Tools
MPLAB® SIM*	MPLAB ICE 2000	PICSTART® Plus	MPLAB C18
Visual Device Initializer*	MPLAB ICE 4000	PRO MATE® II	MPLAB C30
	MPLAB ICD 2		MPASM™*
		PICKit™ 1	MPLINK™*
		MPLAB PM3	
		Visual (PROCMD)*	

*Included free with MPLAB IDE software.



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