



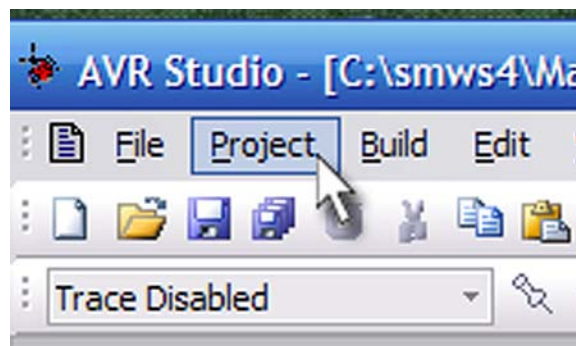
Smiley's Workshop 4 – Supplement: Adding Libraries to AVRStudio Projects

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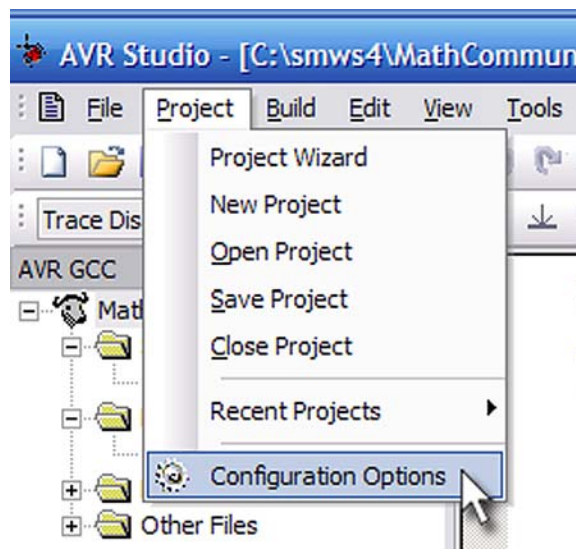
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AVRStudio automatically adds links for the libraries included in WinAVR, but for us to use other libraries we must add links to them ourselves.

After you've opened the MathCommunicator project in AVRStudio, click on the 'Projects' menu item:



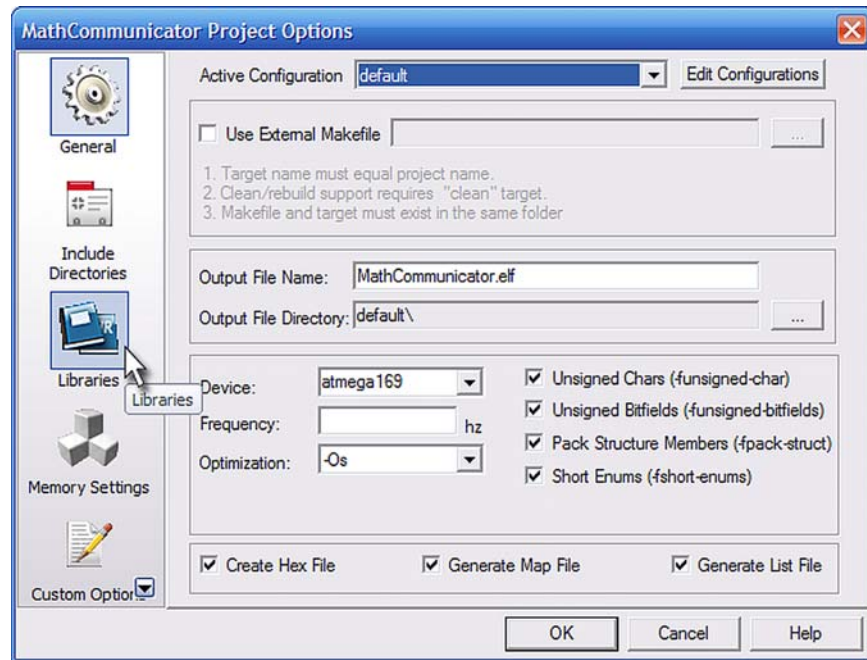
Next click on the 'Configurations Options' item:



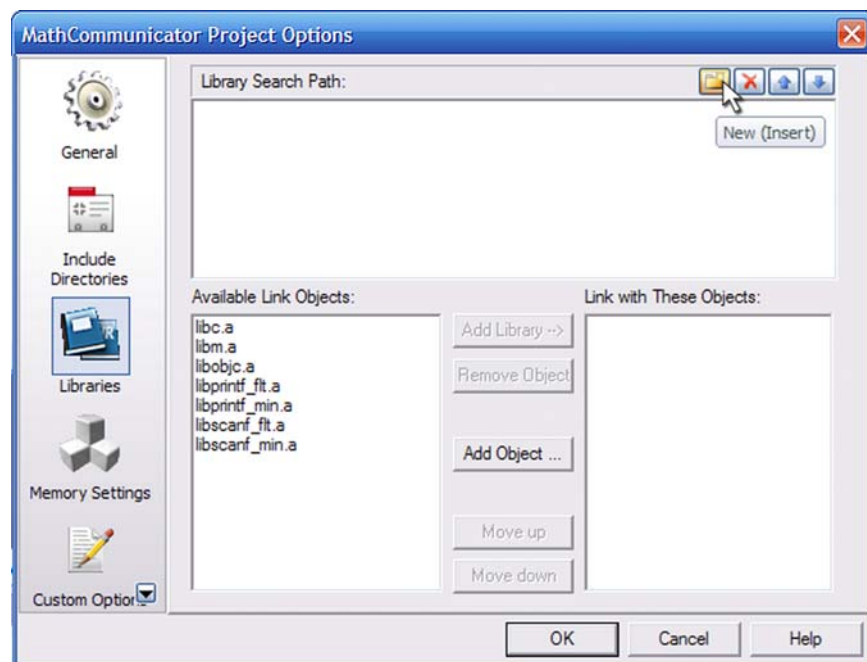
You will see the MathCommunicator Projects Options window.



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Click on the 'Libraries' icon:

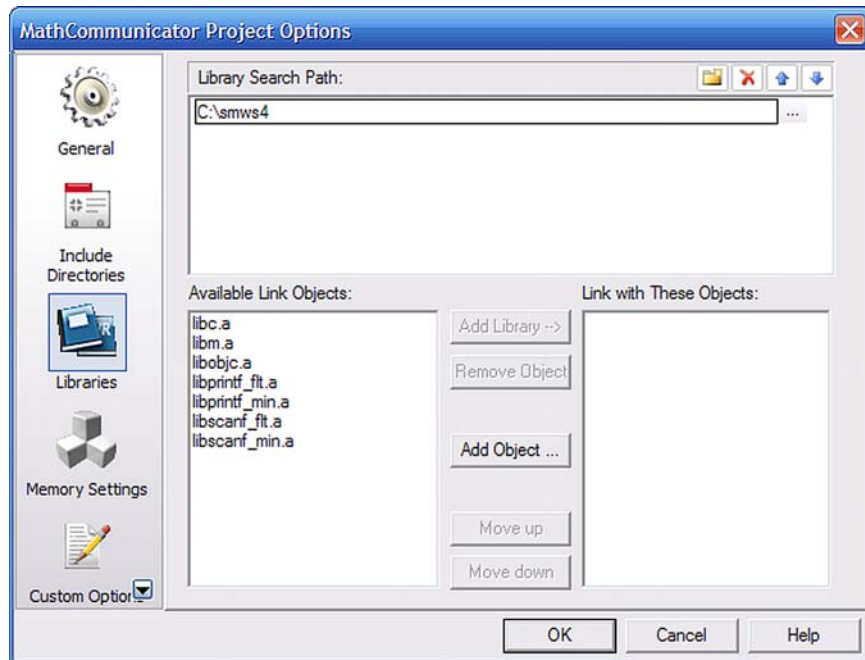


In the Libraries section, click on the 'New (Insert)' icon:

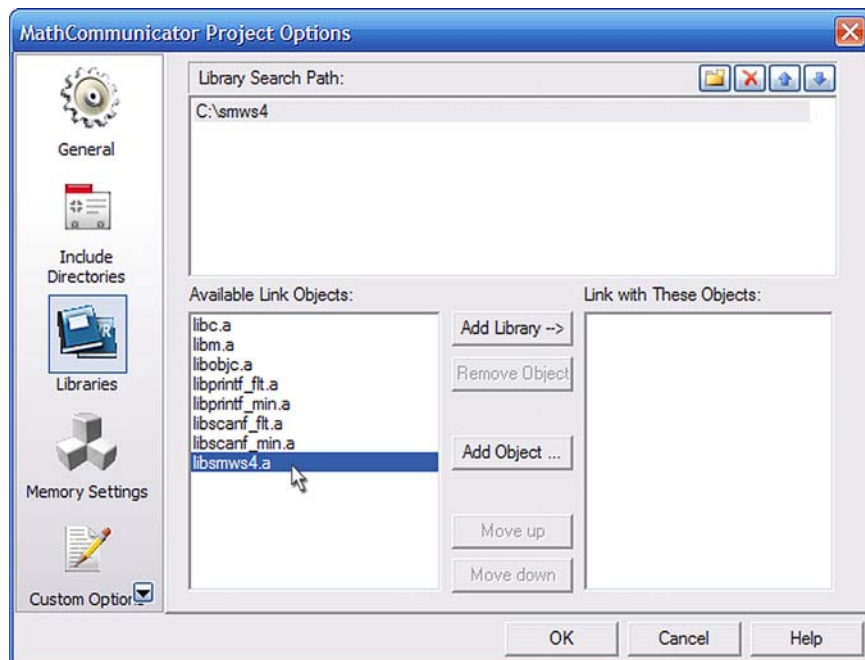




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Enter the directory path to the library, which in our case is 'C:\smws4':

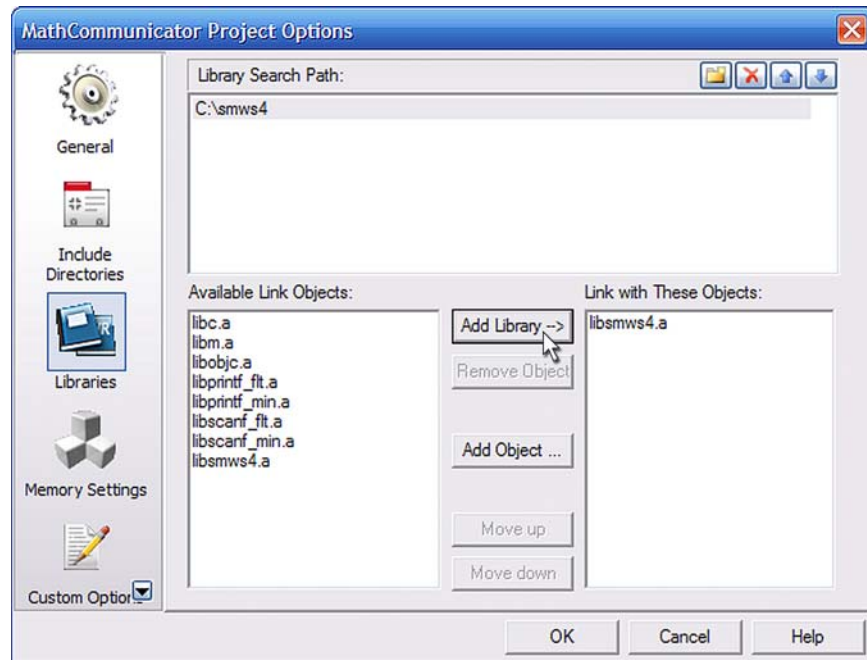


This will add libsmws4.a to the list of 'Available Link Objects'. Click on libsmws4.a:





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The 'Add Library ->' button becomes active, click it:



Now the libsmws4.a library is available for your use. Note that to use this library in your code, you need the line: `#include "smws4.h"` to include the header file that declares the functions used by the library.

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