

1. First, you must use **.PBP** for PicBasic Pro programs.
2. second you must use MPASMWIN version 5.36 to get the .O file  
get the latest MPLAB and at least install MPASM V5.36

Then you need to tell proteus how to compile a PicBasic Pro program...

(Note: this assumes you have PBP 2.60<sup>A</sup>)

In ISIS, go to the **Source > Define Code Generation Tools...** menu and click the **New** button.

Point it to the c:\pbbp\PBPMPLAB.BAT file. It will create a PBPMPLAB "tool".  
Enter the following fields.

Source Extn: **PBP**

Obj. Extn: **COF**

Command Line: **%1 -ampasmwin -oq -k#**

List File Extn: **LST**

The screenshot shows the 'Add/Remove Code Generation Tools' dialog box. It is divided into three sections: 'Code Generation Tool', 'Make Rules', and 'Debug Data Extraction'. In the 'Code Generation Tool' section, the 'Tool' dropdown is set to 'PBPMPLAB' and the 'Path' is 'C:\PBP\PBPMPLAB.BAT'. In the 'Make Rules' section, 'Source Extn' is 'PBP', 'Obj. Extn' is 'COF', 'Always Build' is unchecked, and the 'Command Line' is '%1 -ampasmwin -oq -k#'. Below the command line, it says 'Use %1 for source file, %2 for object file, %3 for list file.' In the 'Debug Data Extraction' section, 'List File Extn' is 'LST' and 'Path' is '<NONE>'. At the bottom, there is a checkbox 'Disable automatic build rules.' and buttons for 'New', 'Remove', 'OK', and 'Cancel'.

Then click **OK**

After drawing your circuit with a PIC chip in it ... Save it to a new folder first.

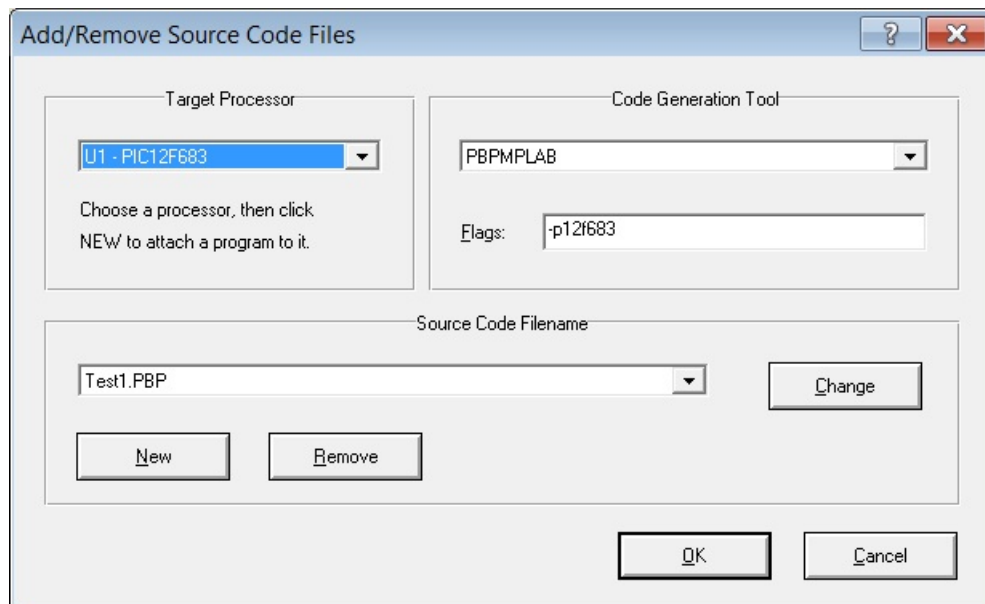
Then go to **Source > Add/Remove Source files...**

Under "Code Generation Tool", drop-down the box and select **PBPMPLAB**

Click the **New** button and either select the .PBP file, or give it a new name and it will create a new file.

**AFTER** giving it a Source Code Filename ... enter the PIC's part number in the Flags field eg: **-p12F683**

Then press OK.



To edit the source code, go to **Source** menu and select the file you specified previously at the bottom.

When you try to start the simulation, it will automatically compile the program if you have changed it.

Or you can select "Source > Build All" and it will compile it even if you haven't changed it.

If the compile succeeds, it will begin running the simulation.

If you selected "Build All" it will show the results of the compile process.