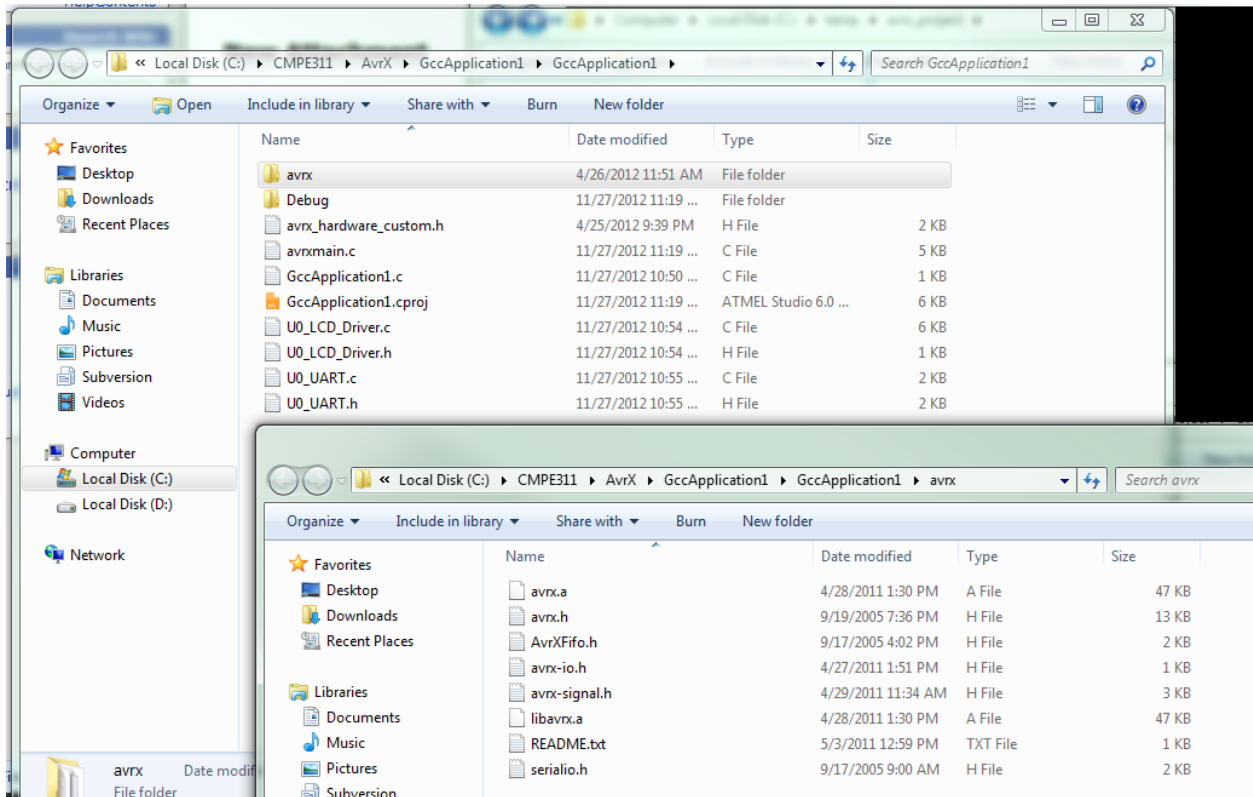Create Project and include files. Sample Directory listing is shown below:

Set Symbols and Library settings as below:

avrx_project - AVRStudio

File Edit View VAssistX Project Build Debug Tools Window Help

Debug   math

avrx_project ×   U0_UART.c   avrx.h   avrxmain.c   IO View

Build

Build Events

Toolchain

Device

Tool

Advanced

ASF

Configuration: Active (Debug)

- AVR/GNU C Compiler
  - General
  - Preprocessor
  - Symbols
  - Directories
  - Optimization
  - Debugging
  - Warnings
  - Miscellaneous
- AVR/GNU C Linker
  - General
  - Libraries
  - Optimization
  - Memory Settings
  - Miscellaneous
- AVR/GNU Assembler
  - General
  - Symbols
  - Debugging
- AVR/GNU Archiver
  - General

AVR/GNU C Linker ➡ Libraries

Libraries (-Wl,-l)
m
avrx

Library search path (-Wl,L)
../avrx

Solution Explorer

Solution 'avrx_project' (1 project)
- avrx_project
  - Dependencies
  - Output Files
    - avrx_hardware_custom.h
    - avrxmain.c
    - U0_LCD_Driver.c
    - U0_LCD_Driver.h
    - U0_UART.c
    - U0_UART.h

VA Vi...   VA O...   Soluti...

Properties

Output

Show output from: Build

        Invoking: AVR/GNU C Compiler
        "C:\Program Files (x86)\Atmel\AVR Studio 5.1\extensions\Atmel\AVRGCC\3.3.1.27\AVRToolchain\bin\avr-gcc.exe" -funsigned-char -funsigned-bitfields -DF_
        Finished building: ../../avrxmain.c
U0_LCD_Driver.c
        Invoking: AVR/GNU C Compiler
        "C:\Program Files (x86)\Atmel\AVR Studio 5.1\extensions\Atmel\AVRGCC\3.3.1.27\AVRToolchain\bin\avr-gcc.exe" -funsigned-char -funsigned-bitfields -DF_
        Finished building: ../../U0_LCD_Driver.c
U0_UART.c

Error List   Breakpoints   Output

Ready

ATmega169P   No Tool