



mikroBasic PRO for 8051

PID: MIKROE-1453

mikroBasic PRO for 8051 is a full-featured Basic compiler for 8051 devices. The feature rich environment you can experience today is the result of 15 years of dedicated work and steady progress. The ever-increasing number of hardware and software libraries, intuitive IDE, detailed documentation, a full box of additional tools.

Choose your license

mikroBasic PRO for 8051 has two licensing options available: the License Code and the USB Dongle License. Just choose the license type in the top right part of the page.

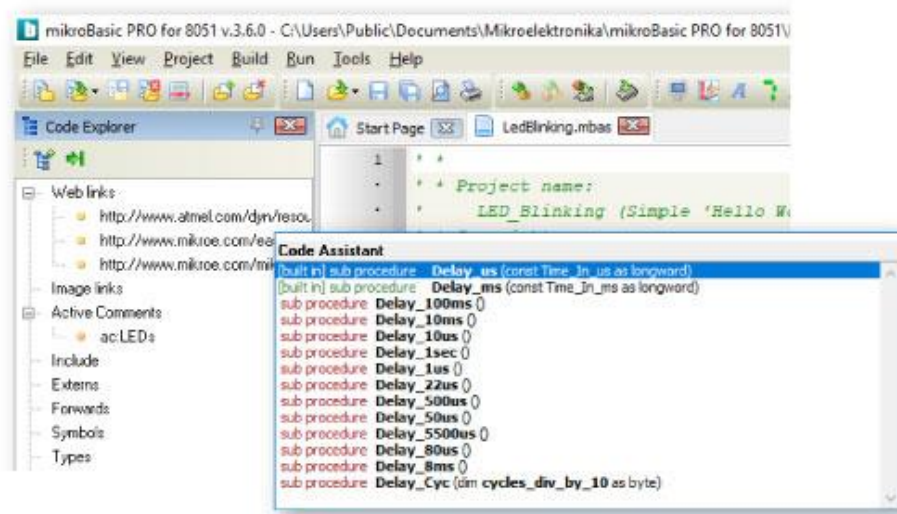
We also offer the Site License, if you run a two-person team, a whole R&D department, or teach a class, the Site License is the best choice. It allows you to own, manage and deploy multiple single licenses.

Your Strong Ally.

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IDE



Code Assistant

Control-space is probably the most widely used shortcut among programmers. Why? Because it initiates Code Assistant - programmer's first aid kit. No one needs to memorize function names.

Focus on your code, and let the syntax write itself correctly. Write function calls with one click of your keyboard. **Code assistant in mikroBasic PRO** for AVR also suggests correct names of constants, URLs, Active comments and variables, so you have it all covered. You don't ever have to get another Syntax error message.

Active Comments

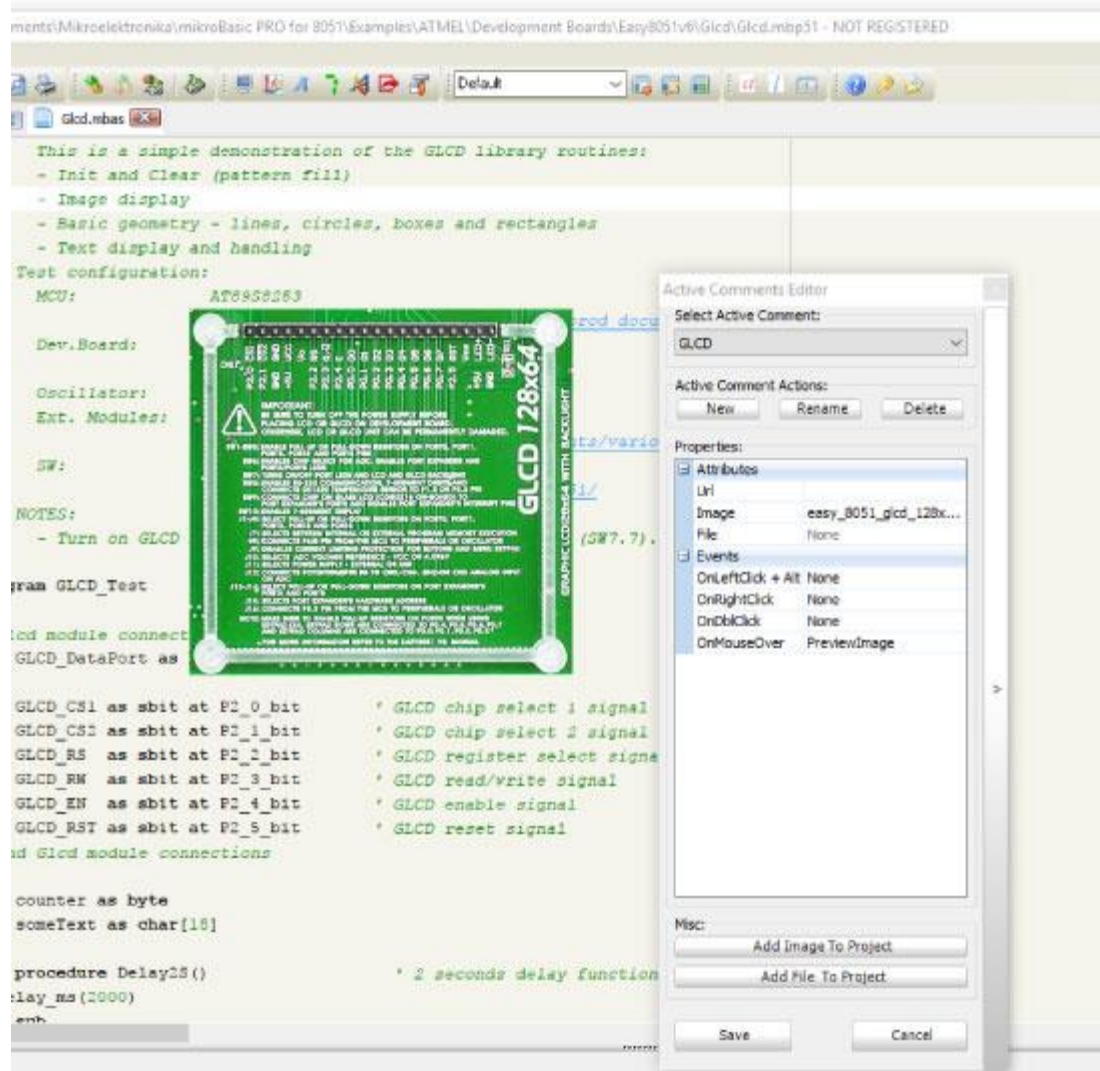
We have developed Active Comments - a unique feature of mikroBasic PRO for AVR. Any comment can become your multimedia event hook.

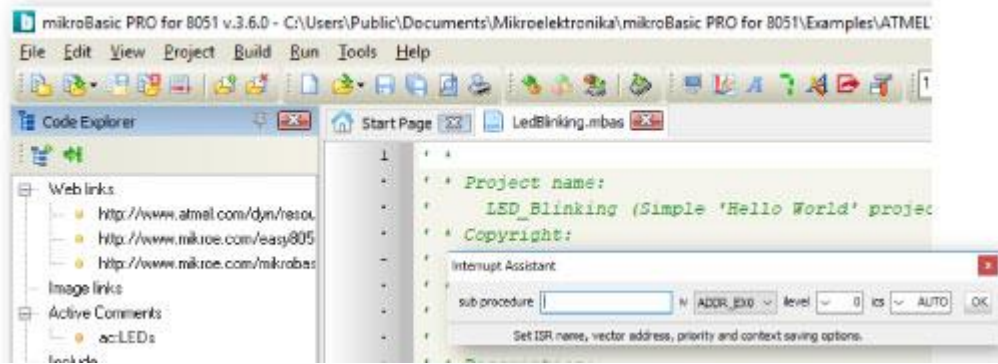
Add images, files and URLs to any active comment and assign events as you like.

Right Mouse Click can open browser with URL, Mouse Over can display the image, and Double Click can open a specified file.

You can add:

- Images
- Files
- URLs





Interrupt Assistant

The compiler also includes the Interrupt Assistant, that can help you in configuring interrupts.

You can launch it from the drop-down menu Tools > Interrupt Assistant.

Parameter Assistant

Many functions. Even more parameters. Was it word, or byte? You don't have to scroll through Help file.

Just hit CTRL+SHIFT+SPACE and function parameters will be listed for you.

```

Glod_Fill(dim x_upper_left as byte, dim y_upper_left as byte, dim x_bottom_right as byte, dim y_bottom_right as byte, dim color as byte)

Glod_Box(62, 40, 124, 63, 1)           ' Draw box
Glod_Rectangle(5, 5, 84, 35, 1)       ' Draw rectangle
Glod_Line(0, 0, 127, 63, 1)           ' Draw line
Delay2S()
counter = 5

while (counter <= 59)                  ' Draw horizontal and vertical lines
  Delay_ms(250)
  Glod_V_Line(2, 54, counter, 1)
  Glod_H_Line(2, 120, counter, 1)
  Counter = counter + 5
wend

Delay2S()

```

```
    Glcd_Box(0,0,127,63,1)          ' Draw box
    Glcd_Rectangle(5,5,84,35,1)     ' Draw rectangle
    Glcd_Line(0, 0, 127, 63, 1)    ' Draw line
    Delay2S()
    counter = 5
68  while (counter <= 59)           ' Draw horizontal and vertical lines
    while (counter <= 59)           ' Draw horizontal and vertical lines
        Delay_ms(250)
        Glcd_V_Line(2, 54, counter, 1)
        Glcd_H_Line(2, 120, counter, 1)
        Counter = counter + 5
    someText = "mikroB"
80  Glcd_Set_Font(@Character8x7, 8, 7, 32) ' Choose font "Character8x7"
    Glcd_Write_Text(someText, 1, 7, 2) ' Write string
```

Code Folding

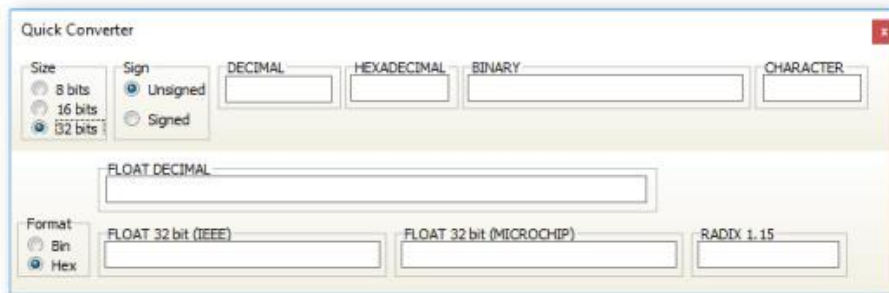
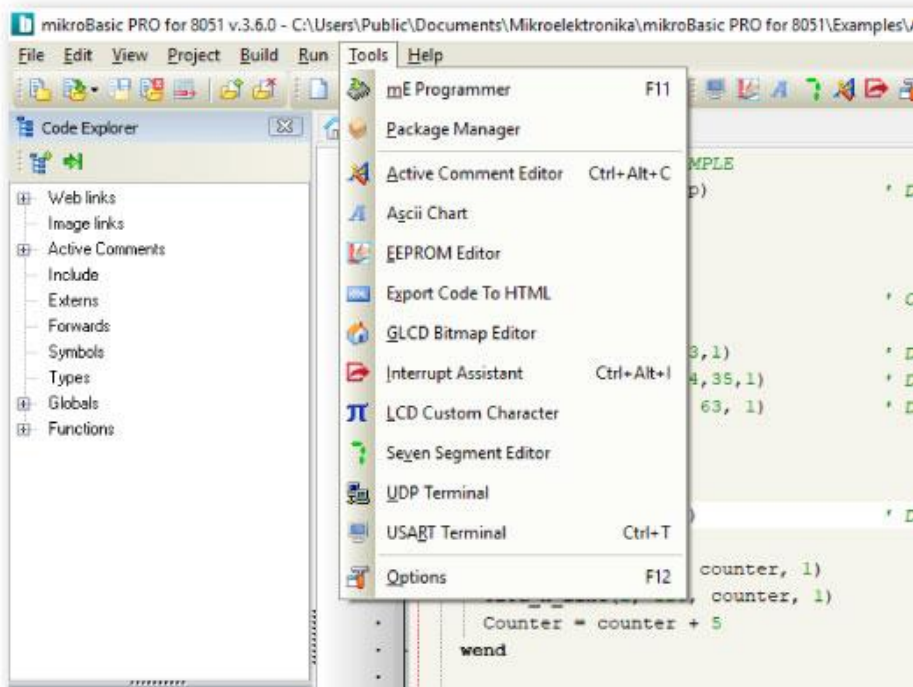
When your code overgrows the size of your screen, it's always better to fold those completed blocks, and work in a clearer surrounding.

This way you can always see the big picture.

Built-in tools

What's the point of a compiler if you have to do all the hard work yourself. mikroBasic PRO for AVR offers you several most useful integrated tools that will help you get the job done with minimum effort.

- Active Comment Editor
- ASCII chart
- Export Code To HTML Tool
- GLCD Bitmap Editor
- Interrupt Assistant
- LCD Custom Character
- Seven Segment Editor
- UDP Terminal
- USART Terminal



Quick Converter

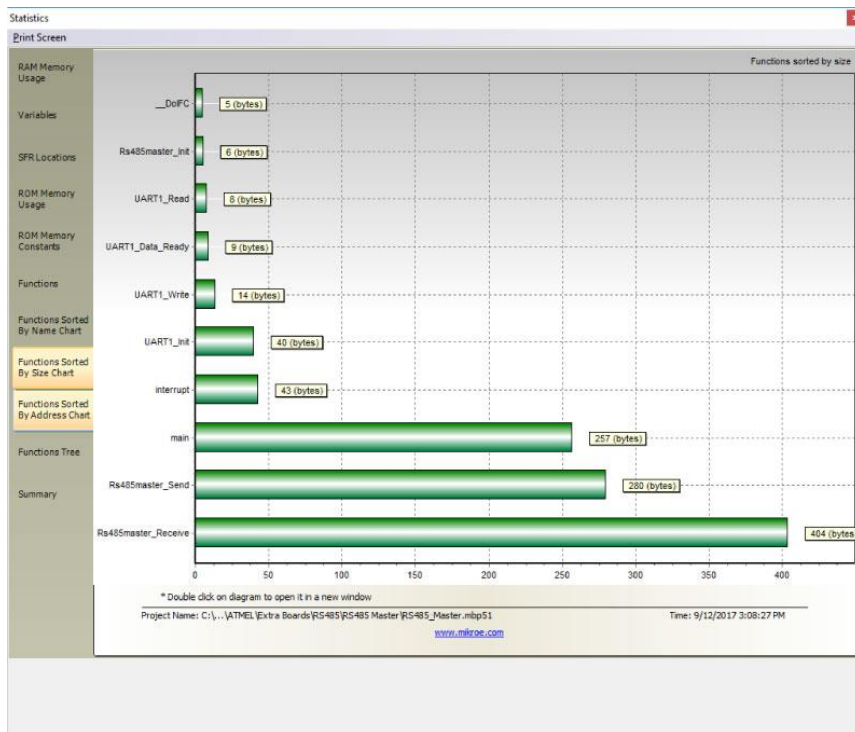
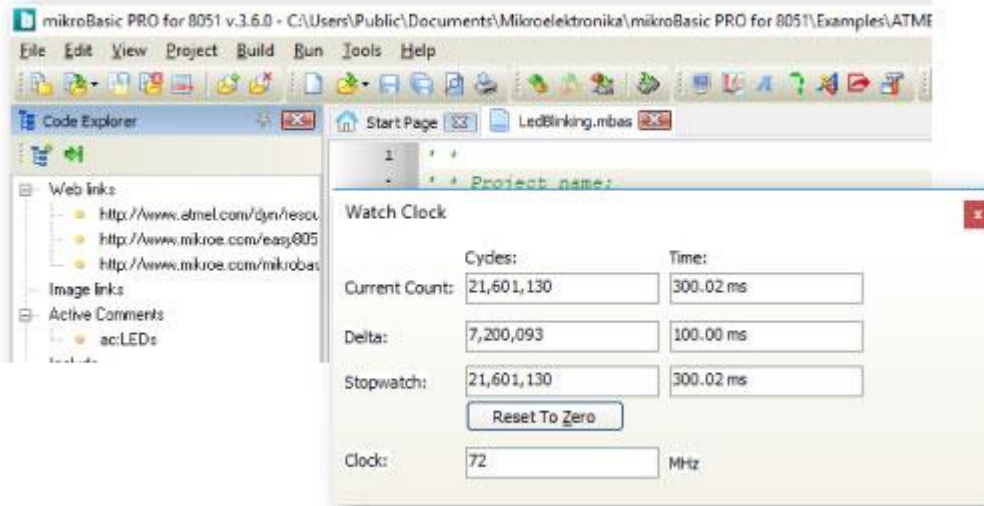
Your fast pocket converter of binary, float, HEX and Radix 1.15 formats into formats you need in your code.

It even displays ASCII values of your bytes.

Software Simulator

If you want to go through your code and monitor the values of your variables searching for bugs and errors, Software Simulator is the best way to do so.

Software simulator supports all debugging modes as hardware debugger, but instead of executing the code on real hardware, it simulates code flow on your PC. Using Watch Clock you can precisely measure the code execution time in microseconds or in clock cycles.



Advanced Statistics

After you build your project, you can always look under the hood with mikroBasic's Advanced Statistics. It is a powerful tool that visually describes most important information about your project.

Take a look at your variables, arrays and constants and know how much memory your program consumes. See which function calls which in the functions tree window. See how big are your functions and how are they linked in memory, which is especially important if you want to write your own bootloader applications.

ROADMAP

mikroC, mikroBasic, mikroPascal for 8051

Further details will be revealed as the project develops.

- Release date: unspecified
- IDE build: v6.3.0
- cmd line build: v6.3.0

Make sure you have the latest version of the 8051 compilers while you wait for the new one.

License owners are entitled to a lifetime of free upgrades.

Compiler Changelog

Version 3.6.0

IDE reinvented

Just update your compiler and you will feel like getting into a shiny new car. There are over 35 new features, and 110 improvements.

New microcontrollers

We have supported 17 new C8051F3XX and C8051F5XX microcontrollers from Silicon Labs©.

New Licensing Options

New Activation and Registration keys are quick and elegant solution for unlocking the Demo limit and registering your license.

Live Update Service

Waiting is over. With newly integrated Live Update tool you can receive new features and improvements instantly!

[**DOWNLOAD**](#)

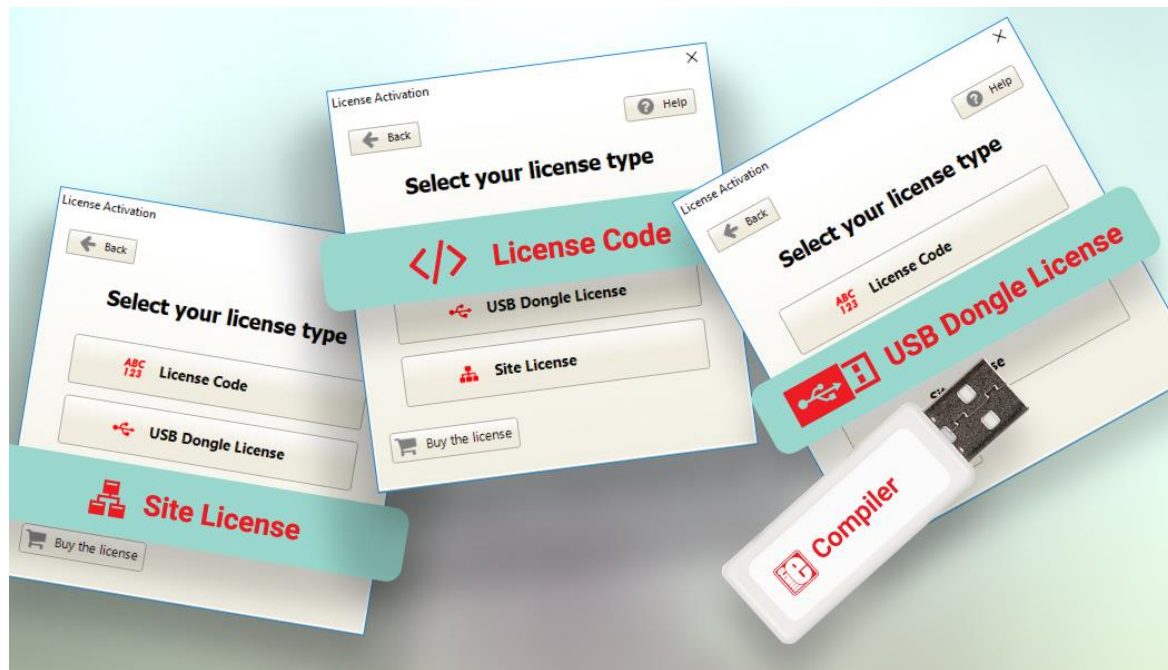
Version 3.5.0

Version 2.2

Version 1.1

Version 0.92 beta

LICENSING OPTIONS



License Code

Choose this licensing option if you want to **activate your compiler license in seconds**. You can use it on up to two computers. We will send you the Registration code as soon as you purchase the compiler, which you will use to request the Activation code. That is the whole process - your compiler license is activated. It's the quick and straightforward licensing option for this fast-paced world.

[Learn more.](#)

USB Dongle License

Plug the **USB Dongle** into your computer and activate the license. Use your compiler license anywhere. If you are looking for a portable license that can be used on different computers the USB Dongle license is what you need. The USB Dongle contains a single license, it registers the compiler while it's connected. So, carry it anywhere with you. You will not be tied to one computer or one office.

[Learn more.](#)

HOW TO ACTIVATE YOUR COMPILER

Site License



Site Licenses for MikroElektronika Compilers

The regular licensing model for MikroElektronika software works best for individual users. If you run a two-person team, a whole R&D department, or teach a class, the Site License is a better solution. It allows you to own, manage and deploy multiple single licenses, with some major benefits:

Affordable: Instead of buying multiple licenses at regular price, we will quote a special discounted price. **Schools and universities will get the best deals.**

Flexible: With the Site license, individual licenses are not tied to individual computers/users. In other words, you don't have to buy a compiler license for each person who will use it. The number of licenses you own only defines how many compiler copies can be in active use at the same time. You control who has access.

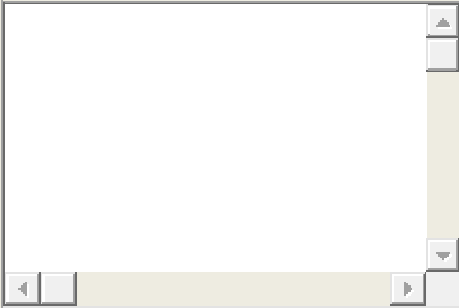
Here's How It Works

1. Once you purchase a given number of compilers, we will send you the installation for the Site License Manager (available for Windows and Linux). It's an application that runs a server from your computer.
2. Enter the Site License activation key in the License Manager application
3. To give members of your team/class access, simply share IP address and/or PORT number of the Site License server (visible from within the application)
4. To activate their compiler, members of your class/team connect to the server by entering the IP address and PORT number you gave them.
5. Once an individual user finishes his work session, the user slot becomes available again

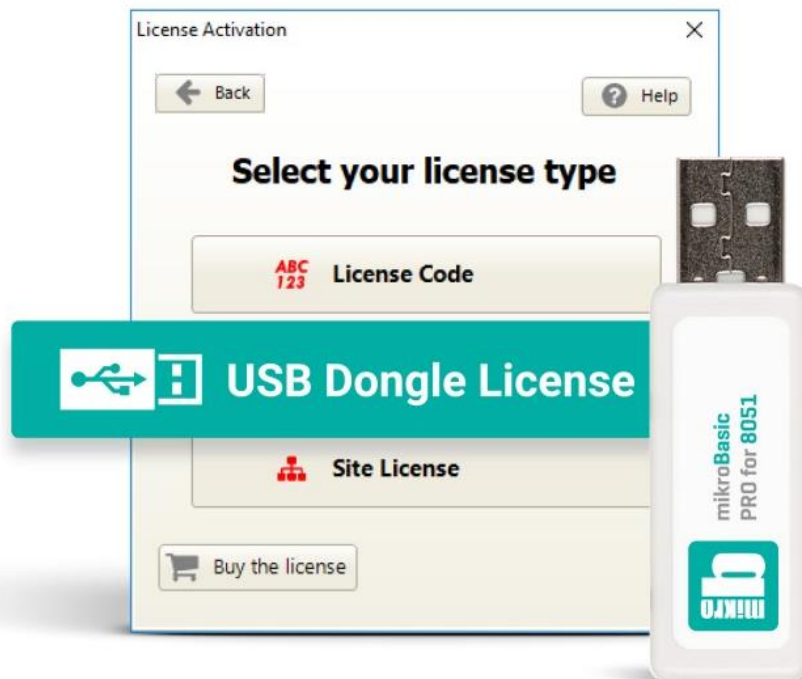
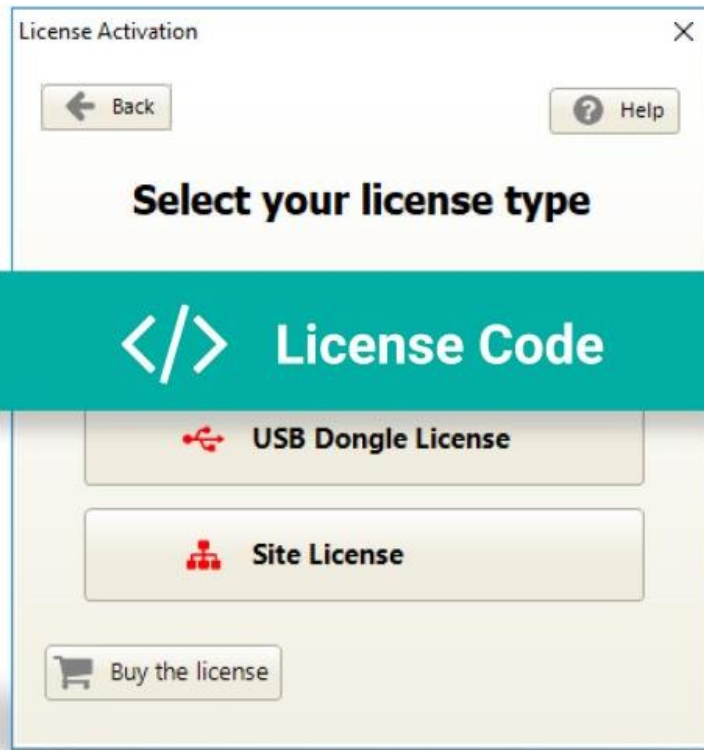
Site License Inquiry

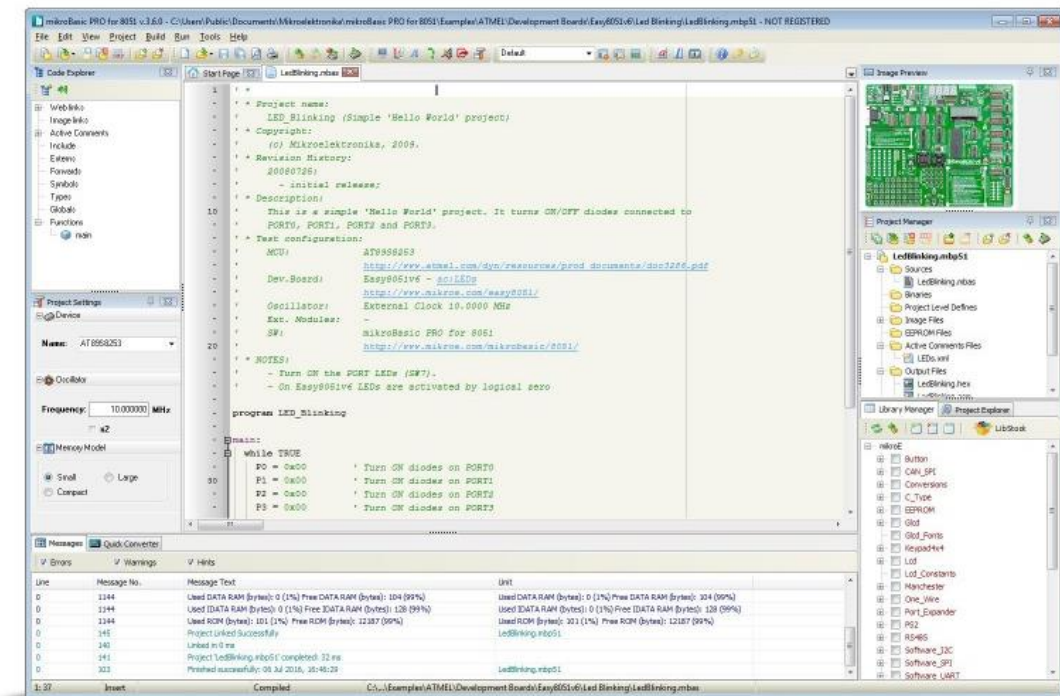
Name

Email

Message 

Clicking on Submit will open a Support Ticket which will be assigned to the person who can best deal with the issue in question. You will immediately receive an automated response message and will be able to monitor communication thread through our Support Center.





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