

## APPLICATION NOTE

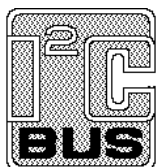
# P90CL301 I<sup>2</sup>C driver routines

AN94078

**Abstract**

*The P90CL301 is a highly integrated 16/32 bit micro-controller especially suitable for applications requiring low voltage and low power consumption. It is fully software compatible with the 68000. Furthermore, it provides both standard as well as advanced peripheral functions on-chip.*

*One of these peripheral functions is the I<sup>2</sup>C bus. This report describes worked-out driver software (written in C) to program the P90CL301 I<sup>2</sup>C interface. It also contains interface software routines offering the user a quick start in writing a complete I<sup>2</sup>C system application.*



Purchase of Philips I<sup>2</sup>C components conveys a license under the I<sup>2</sup>C patent to use the components in the I<sup>2</sup>C system, provided the system conforms to the I<sup>2</sup>C specifications defined by Philips.

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**APPLICATION NOTE**

**P90CL301 I<sup>2</sup>C driver routines**

**AN94078**

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### Summary

This application note shows how to write an Inter Integrated Circuit bus driver (I<sup>2</sup>C) for the Philips P90CL301 micro-controller.

It is not only an example of writing a driver, but it also includes a set of application interface software routines to quickly implement a complete I<sup>2</sup>C multi-master system application.

For specific applications the user will have to make minimal changes in the driver program. Using the driver means linking modules to your application software and including a header-file into the application source programs. A small example program of how to use the driver is listed.

The driver supports i.a. polled or interrupt driven message handling, slave message transfers and multi-master system applications. Furthermore, it is made suitable for use in conjunction with real time operating systems, like pSOS+.

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## 1. Introduction

This report describes an I<sup>2</sup>C driver for the P90CL301 16/32 bit 68000 based micro-controller. This driver is the interface between application software and the I<sup>2</sup>C device(s). These devices conform to the serial bus interface protocol specification as described in the I<sup>2</sup>C reference manual.

The I<sup>2</sup>C bus consists of two wires carrying information between the devices connected to the bus. Each device has its own 7-bit address. It can act as a master or as a slave during a data transfer. A master is the device that initiates the data transfer and generates the clock signals needed for the transfer. At that time any addressed device is considered a slave. The I<sup>2</sup>C bus is a multi-master bus. This means that more than one device capable of controlling the bus can be connected to it.

This driver supports both master and slave message transfers, as well as polled and interrupt-driven message handling.

The driver will be linked to the application. It is completely written in C programming language. Both the software structure and the interface to the application are described separately. The driver program has been tested as thoroughly as time permitted; however, Philips cannot guarantee that this I<sup>2</sup>C driver is flawless in all applications.

**This application note (with C source files) is available for downloading from the PHIBBS (Philips Bulletin Board System). It is packed in the self extracting PC DOS file: I2C90301.EXE. The system is open to all callers, operates 24 hours a day and can be accessed with modems up to 9600 baud.**

**The BBS can be reached via telephone number: +31 40 721102.**

### Used references:

- The I <sup>2</sup> C-bus specification	9398 358 10011
- The I <sup>2</sup> C-bus and how to use it	9398 393 40011
- P90CL301 Objective Specification JUN 94	
- I2C driver routines for SCC68070 and 9xC10x microcontrollers	EIE/AN93001
- I2C driver routines for the 90CE201 microcontroller	EIE/AN93002

### Used development- and test tools:

- Microtec MCC68k C compiler (version 4.21)	
- Philips Microcore 5 (P90CL301) evaluation board	OM5040
- Philips I <sup>2</sup> C-bus evaluation board	OM1016
- Philips Logic Analyzer PM3580/PM3585 with I <sup>2</sup> C-bus support package PF8681	

## 2. Functional description

### 2.1. The I<sup>2</sup>C bus format

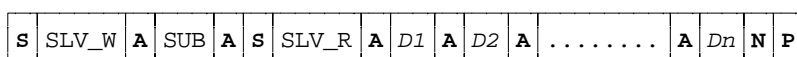
An I<sup>2</sup>C transfer is initiated with the generation of a start condition. The condition will set the bus busy. An I<sup>2</sup>C message may be followed either by a stop condition or a repeated start condition. A stop condition will release the bus mastership. A repeated start offers the possibility to send /receive more than one message to/from the same or different devices, while retaining bus mastership. Stop and (repeated) start conditions can only be generated in master mode.

Data and addresses are transferred in eight bit bytes, starting with the most significant bit. During the 9th clock pulse, following the data byte, the receiver must send an acknowledge bit to the transmitter. The clock speed is normally 100 KHz. Clock pulses may be stretched (for timing causes) by the slave.

A start condition is always followed by a 7-bits slave address and a R/W direction bit.

In a multi-master system, arbitration is done automatically by the I<sup>2</sup>C hardware. Arbitration can carry on through many bits, it can even continue into the comparison of data bytes. If arbitration is lost, this driver switches to slave mode and automatically back to master mode (retry) after the slave transfer is done.

General format and explanation of an I<sup>2</sup>C message:



- S** : (re)Start condition.  
**A** : Acknowledge on last byte.  
**N** : No Acknowledge on last byte.  
**P** : Stop condition.  
SLV\_W : Slave address and Write bit.  
SLV\_R : Slave address and Read bit.  
SUB : Sub-address.  
D1 ... Dn : Block of data bytes.

also:

- D1.1 ... D1.m : First block of data bytes.  
Dn.1 ... Dn.m : n<sup>th</sup> block of data bytes.



## 2.2. Input definition

Inputs (application's view) to the driver are:

- ▶ The number of messages to exchange (transfer).
- ▶ The slave address of the I<sup>2</sup>C device for each message.
- ▶ The data direction (read/write) for all messages.
- ▶ The number of bytes in each message.
- ▶ In case of a write messages: the data bytes to be written.

## 2.3. Output definition

Outputs (application's view) from the driver are:

- ▶ Status information (success or error code).
- ▶ The number of messages actually transferred (not equal to the requested number of messages in case of an error).
- ▶ For each read message: The data bytes read.

## 2.4. Performance

The clock speed of the I<sup>2</sup>C-bus depends of the oscillator frequency of your controller. To set the right speed in the P90CL301 two registers have to be written: SYSCON and SCON. Therefore, no constant definitions are given in the file I2CDRIVR.H. The clock speed is programmable ranging up to 100 KHz. To select the correct initialization divisor values, refer to the User's Manual or the data sheet of the P90CL301.

After that change the SCON values in the file I2CDRIVR.H (with the correct CR2, CR1 and CR0 bits; default 000) and re-compile the module I2CDRIVR.C.

## 2.5. Using interrupts

Normally (default) the driver operates in polling mode. If a transfer is applied for, the driver interface function will not return until the transfer has ended.

To let the driver operate in interrupt driven mode, the *I2C\_InstallInterrupt* function must be called after initialization. Furthermore, the user has to put a vector in the interrupt vector table (can be in RAM or ROM). This vector is a pointer to the interrupt routine called *I2C\_Interrupt*. The user also has to determine the priority level of the interrupt.

If a transfer is started now, the driver interface function returns immediately.

At the end of the transfer (polled or interrupt driven), together with the generate stop condition, the driver calls a function that was given by the application, at the time the transfer was applied for. It's up to the user to write this function and to determine the actions that have to be done. (see example I2CINTFC.C).

## 2.6. Using an operating system

If you want to use this driver together with a multi-tasking (real time) operating system (like pSOS+), you only have to write or adjust the interface file I2CINTFC.C (I2CDRIVR.C remains unchanged).

At the place in the interface software where the driver program is called, operating system calls have to be used. Examples of these calls are 'wait for/set semaphore' or 'send/receive mail', program time-outs, etc. This way other tasks in your system will not be blocked.

## 2.7. Error handling

Normally, before sending or receiving a message using an I/O driver, a 'time-out' is programmed. Main reason for these time-outs is to locate hardware failures, like 'break in the cable', 'remote system not responding' or 'interface hardware failure'. However, to program a time-out a hardware timer (or an operating system) is needed.

Therefore, the driver package does not support these time-outs (too much application and system-environment dependent).

Also message retries are not supported by the driver, because they often happen simultaneously with time-outs. Nevertheless, the example given in this report shows you how to simply add retries and time-outs (software loops) to your driver interface (see I2CINTFC.C).

Furthermore, a status error is passed every time the transfer ready function is called by the driver. It's up to the user to handle possible errors.

### 3. External (application) interface

This section specifies the external interface of the driver towards the application. The C-coded external interface definitions are in the include file I2CEXPRT.H.

The application's view on the I<sup>2</sup>C bus is quite simple: The application can send messages to an I<sup>2</sup>C device. Moreover, the application must be able to exchange a group of messages, optionally addressed to different devices, without losing bus mastership. Retaining the bus is needed to guarantee atomic operations.

#### 3.1. External data interface

All parameters affected by an I<sup>2</sup>C master transfer are logically grouped within two data structures. The user fills these structures and then calls the interface function to perform a transfer. The data structures used are listed below.

```
typedef struct
{
    BYTE          nrMessages;          /* total number of messages          */
    I2C_MESSAGE   **p_message;       /* ptr to array of ptrs to message parameter blocks */
} I2C_TRANSFER;
```

The structure I2C\_TRANSFER contains the common parameters for an I<sup>2</sup>C transfer. The driver keeps a local copy of these parameters and leaves the contents of the structure unchanged. So, in many applications the structure only needs to be filled once.

After finishing the actual transfer, a 'transfer ready' function is called. The driver status and the number of messages done, are passed to this function.

The structure contains a pointer (p\_message) to an array with pointers to the structure I2C\_MESSAGE, shown below.

```
typedef struct
{
    BYTE          address;            /* The I2C slave device address          */
    BYTE          nrBytes;            /* number of bytes to read or write    */
    BYTE          *buf;               /* pointer to data array                */
} I2C_MESSAGE;
```

The direction of the transfer (read or write) is determined by the lowest bit of the slave address; write = 0 and read = 1. This bit must be re-set by the application.

The array **buf** must contain data supplied by the application in case of a write transfer. The user should notice that checking to ensure that the buffer pointed to by **buf** is at least nrBytes in length, cannot be done by the driver.

Otherwise, the array is filled by the driver. If you want to use **buf** as a string, a terminating NULL should be added at the end. It is the users responsibility to ensure that the buffer pointed to by **buf** is large enough to receive **nrBytes** bytes.

## 3.2. External function interfaces

This section gives a description of each callable interface function in the I<sup>2</sup>C driver module.

First the initialization functions are discussed. These functions directly program the I<sup>2</sup>C interface hardware and are part of the low level driver software. They must be called only once after 'reset', but before any transfer function is executed. The driver contains the following three functions:

- *I2C\_InitializeMaster* (in file I2CMASTR.C)
- *I2C\_InitializeSlave* (in file I2CSLAVE.C)
- *I2C\_InstallInterrupt* (in file I2CDRIVR.C)

Next two functions to 'perform transfers' will be discussed.

- *I2C\_Transfer* (in file I2CMASTR.C)
- *I2C\_ProcessSlave* (in file I2CSLAVE.C)

***void I2C\_InitializeMaster(void)***

Initialize the I<sup>2</sup>C-bus **master** driver part. Hardware I<sup>2</sup>C registers of the P90CL301 interface will be programmed. Used constants(parameters) are defined in the file I2CDRIVR.H. Must be called once after RESET, before any other interface function is called.

***void I2C\_InitializeSlave(BYTE ownAddress, BYTE \*buf, BYTE size)***

Initialize the I<sup>2</sup>C-bus **slave** driver part. Hardware I<sup>2</sup>C registers of the P90CL301 interface will be programmed with the designated parameters. Must be called once after RESET.

BYTE <b>ownAddress</b>	Micro-controller's own slave-address.
BYTE <b>*buf</b>	Pointer to buffer, to transmit data from, or receive data in.
BYTE <b>size</b>	Size of buffer to transmit data from, or receive data in.

***void I2C\_InstallInterrupt(BYTE intLevel)***

Install the I<sup>2</sup>C interrupt, using the specified priority. Must be called once after one of the initialization functions is called.

BYTE <b>intLevel</b>	Interrupt level (priority) of the I <sup>2</sup> C interface.
----------------------	---------------------------------------------------------------

In addition to the installation of the I<sup>2</sup>C interrupt the user has to install the interrupt vector. This vector is a pointer to the interrupt routine and must be placed in the interrupt vector table. This table can be located in RAM or ROM. The interrupt function prototype is given in the file I2CEXPRT.H.

See file EXAMPLE.C, for an example of initializing a vector in a RAM table.

***void I2C\_Transfer(I2C\_TRANSFER \*p, void (\*proc)(BYTE status, BYTE msgsDone))***

Start a synchronous I<sup>2</sup>C transfer. When the transfer is completed, with or without an error, call the function ***proc***, passing the transfer status and the number of messages successfully transferred.

I2C\_TRANSFER \*p                    A pointer to the structure describing the I<sup>2</sup>C messages to be transferred.  
void (\****proc***(status, msgsDone)) A pointer to the function to be called when the transfer is completed.

BYTE <b><i>msgsDone</i></b>	Number of message successfully transferred.	
BYTE <b><i>status</i></b>	one of:	
	I2C_OK	Transfer ended No Errors
	I2C_BUSY	I <sup>2</sup> C busy, so wait
	I2C_ERR	General error
	I2C_NO_DATA	err: No data message block
	I2C_NACK_ON_DATA	err: No ack on data in block
	I2C_NACK_ON_ADDRESS	err: No ack of slave
	I2C_DEVICE_NOT_PRESENT	err: Device not present
	I2C_ARBITRATION_LOST	err: Arbitration lost
	I2C_TIME_OUT	err: Time out occurred
	I2C_SLAVE_ERROR	Slave mode error
	I2C_INIT_ERROR	err: Initialization (not done)

***void I2C\_ProcessSlave(void)***

This function can be used by the application to handle slave transfers. It is just an example and should be customized by the user. Depending of the status of the slave it takes action. Possible slave states are:

SLAVE_IDLE	Slave is idle
SLAVE_BUSY	Transfer busy
SLAVE_READY	Slave transfer done.
SLAVE_TRX_ERROR	Transmit data error
SLAVE_RCV_ERROR	Receive data error

### 3.3. Interface layer example

The module I2CINTFC.C gives an example of how to implement a few basic transfer functions (see also previous PCALE I<sup>2</sup>C driver application notes). These functions allow you to communicate with most of the available I<sup>2</sup>C devices and serve as a *layer* between your application and the driver software. This *layered approach* allows support for new devices (micro-controllers) without re-writing the high-level (device-independent) code. The given examples are:

```
void I2C_Write(I2C_MESSAGE *msg)
void I2C_WriteRepWrite(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2)
void I2C_WriteRepRead(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2)
void I2C_Read(I2C_MESSAGE *msg)
void I2C_ReadRepRead(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2)
void I2C_ReadRepWrite(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2)
```

Furthermore, the module I2CINTFC.C contains the functions *StartTransfer*, in which the actual call to the driver program is done, and the function *I2cReady*, which is called by the driver after the completion of a transfer. The flag **drvStatus** is used to test/check the state of a transfer.

In the *StartTransfer* function a software time-out loop is programmed. Inside this time-out loop the *MainStateHandler* is called if the driver is in polling mode and the SCON SI flag is set.

If a transfer has failed (error or time-out) the *StartTransfer* function prints an error message (via UART to Microcore 5 HMON terminal) and it does a retry of the transfer. However, if the maximum number of retries is reached an exception interrupt (Trap #15) is generated, through which the micro jumps into the HMON debug monitor code on the Microcore 5.

## 4. Internal working

The P90CL301 on-chip logic provides a serial interface that meets the I<sup>2</sup>C bus specification and supports all transfer modes from and to the bus. In order to enable the interface the port pins P10 and P11 should be programmed to their alternate function, by writing to the port control register PCON.

The CPU interfaces to the I<sup>2</sup>C logic via four hardware registers: SCON (control register), SSTA (status register), SDAT (data register) and SADR (slave address registers).

After completing the transmission or reception of each byte (address or data), the SI flag in the SCON register is set. In interrupt driven mode, an interrupt is sent to the micro and the interrupt service handler will be called. In polling mode this is done by software. At that time register SSTA holds one of the following status codes:

### Master transmitter:

- 08H - A start condition has been transmitted
- 10H - A repeated start condition has been transmitted
- 18H - SLV\_W has been transmitted, ACK received
- 20H - SLV\_W has been transmitted, NOTACK received
- 28H - DATA from SDAT has been transmitted, ACK received
- 30H - DATA from SDAT has been transmitted, NOTACK received
- 38H - Arbitration lost in SLV\_R/W or DATA

### Master receiver:

- 38H - Arbitration lost while returning NOTACK
- 40H - SLV\_R has been transmitted, ACK received
- 48H - SLV\_R has been transmitted, NOTACK received
- 50H - DATA in SDAT received, ACK returned
- 58H - DATA in SDAT received, NOTACK returned

### Slave receiver:

- 60H - Own SLV\_W has been received, ACK returned
- 68H - Arbitration lost in SLV\_R/W as master, own SLV\_W received, ACK returned
- 70H - General call has been received, ACK returned
- 78H - Arbitration lost in SLV\_R/W as master, general call received, ACK returned
- 80H - Addressed with own slave, Data byte received in SDAT, ACK returned
- 88H - Addressed with own slave, Data byte received in SDAT, NOTACK returned
- 90H - Addressed with general call, Data byte received in SDAT, ACK returned
- 98H - Addressed with general call, Data byte received in SDAT, NOTACK returned
- A0H - A STOP or repeated START condition has been received



**Slave transmitter:**

- A0H - A STOP or repeated START condition has been received
- A8H - Own SLV\_R has been received, ACK returned
- B0H - Arbitration lost in SLV\_R/W as master, own SLV\_R received, ACK returned
- B8H - Data byte has been transmitted, ACK received
- C0H - Data byte has been transmitted, NOTACK received

**Miscellaneous:**

- 00H - Bus error during master or selected slave mode, due to an erroneous START or STOP condition.

The procedure *MainStateHandler* (in I2CDRIVR.C) checks the status in SSTA and calls either the function *HandleMasterState* (in I2CMASTR.C) or the function *HandleSlaveState* (in I2CSLAVE.C). Calling of these functions is done via two (initialized) pointers.

Both functions contain a switch (case) statement on SSTA to handle the right I<sup>2</sup>C status.

If a master transfer is completed a function (*readyProc*) in the application (or interface) is called.

If a slave transfer is completed the slave status SLAVE\_READY is set (see also section 3.2).

## 5. Slave operation

The slave-mode protocol is very specific to the system design, and therefore, very difficult to make generic.

In this report basic slave-receive and slave-transmit routines are given, but they only should be considered as examples. To activate the slave mode driver, call the function *I2C\_InitializeSlave* (see also section 3.2). All slave routines are placed together in the module *I2CSLAVE.C*, this module is listed in appendix III.

There are two ways for the driver to enter the slave functions:

- Through a normal I<sup>2</sup>C interrupt (or polling the slave) when the driver is idle (in slave receiver mode) and the interface recognizes its own slave address, or a general call address.
- Through master mode, during transmission of a slave-address in master mode arbitration is lost to another master. The driver must then switch to slave-receiver mode to check if this other master wants to address him.

The slave routines as given, make use of a single data buffer. This buffer (pointer and size) is initialized during the *I2C\_InitializeSlave* function.

When addressed as slave transmitter, bytes from the data buffer are transmitted until a NACK (No Acknowledge) or a stop condition is received.

When addressed as slave receiver, bytes from the I<sup>2</sup>C-bus are received into the data buffer until it is full (*size* is reached). The transmission is stopped by the driver by giving no acknowledge on the last data byte.

After a slave transfer the application must service the slave (i.e. process received data or put new data in the buffer). This is very application dependent, therefore the example function *I2C\_ProcessSlave* must be customized by the user.

## 6. Modelling hierarchy

This I<sup>2</sup>C driver consists of 3 parts:

- Driver software; Initialization, Master functions, Slave functions.
- Interface functions; External application interface to the driver.
- An application example running on the Microcore 5 (is a P90CL301 evaluation tool).

The driver package contains the following files:

- **I2CDRIVR.C** The general driver needed for both master and slave features, containing the interrupt installation and handler. Always link this module to your application.
- **I2CMASTR.C** The actual driver for master transfers, containing initialization and master state handling. Only needed if your P90CL301 acts as a bus master.
- **I2CSLAVE.C** The actual driver functions needed for the micro to act as a slave on the bus, containing initialization and state handling.
- **I2CDRIVR.H** This module (include file) contains definitions of local data types and constants, and is used only by the driver package.
- **I2CINTFC.C** This module contains **example** application interface functions to perform a master transfer. In this module some often used message protocols are implemented. Furthermore, it shows examples of error handling, like: time-outs (software loops), retries and error messages. The user must adapt these functions to his own system needs.
- **I2CEXPRT.H** This module (include file) contains definitions of all 'global' constants, function prototypes, data types and structures needed by the user (application). Include this file in the user application source files.
- **EXAMPLE.C** This program uses the driver package to implement a simple application on the Microcore 5 and an I2C demonstration board.

There are different approaches to link your driver and application software. One of them is that you separately link the object (.obj) files your application needs. A second possibility is to use the driver package library, called **I2C90301.LIB**, which is also at the distribution disk. This approach has the advantage that depending on the function calls in your code, the linker loads object modules from the library.

## Appendices

### APPENDIX I I2CINTFC.C

```

/*****
/* Acronym      : I2C Inter IC bus (for P90CL301)      */
/* Name of module : I2CINTFC.C                        */
/* Scope        : general I2C driver                  */
/* I2nc         : xxxx xxx xxxxx.x                    */
/* Creation date : 1994-08-19                          */
/* Program language : C                                */
/* Name         : P.H. Seerden                          */
/*
/*
/*          (C) Copyright 1994 Philips Semiconductors B.V.
/*          Product Concept & Application Laboratory Eindhoven (PCALE)
/*          Eindhoven - The Netherlands
/*
/* All rights are reserved. Reproduction in whole or in part is
/* prohibited without the written consent of the copyright owner.
/*
/*****
/*
/* Description:
/*
/* External interface to the driver for the I2C interface on the
/* Philips P90CL301 microcontroller.
/*
/* This module contains the EXAMPLE interface functions, used by
/* the application to do I2C master-mode transfers.
/*
/*****
/*
/* History:
/*
/* 94-02-22   P.H. Seerden   Initial version
/*
/*****

#include "i2cexprt.h"
#include "i2cdrvr.h"
#include "reg90301.h"

static BYTE drvStatus;          /* Status returned by driver      */

static I2C_MESSAGE *p_iicMsg[2]; /* pointer to an array of (2) I2C mess */
static I2C_TRANSFER iicTfr;

static void I2cReady(BYTE status, BYTE msgsDone)
/*****
* Input(s)   : status      Status of the driver at completion time
*             : msgsDone   Number of messages completed by the driver
* Output(s)  : None.
* Returns    : None.
* Description: Signal the completion of an I2C transfer. This function is
*             passed (as parameter) to the driver and called by the
*             drivers interrupt handler (!).
*****/
{
    drvStatus = status;
}

```

```

static void StartTransfer(void)
/*****
* Input(s)      : None.
* Output(s)     : statusfield of I2C_TRANSFER contains the driver status:
*                 I2C_OK           Transfer was successful.
*                 I2C_TIME_OUT     Timeout occurred
*                 Otherwise        Some error occurred.
* Returns      : None.
* Description:  Start I2C transfer and wait (with timeout) until the
*                 driver has completed the transfer(s).
*****/
{
    LONG timeOut;
    BYTE retries = 0;

    do
    {
        drvStatus = I2C_BUSY;
        I2C_Transfer(&iicTfr, I2cReady);

        timeOut = 0;
        while (drvStatus == I2C_BUSY)
        {
            if (++timeOut > 60000)
                drvStatus = I2C_TIME_OUT;
            if ((PICR3 & 0x70) == 0)          /* level 0 -> polling      */
            {
                if (SCON & 0x08)           /* wait until SI bit is set */
                    MainStateHandler();
            }
        }

        if (retries == 6)
        {
            printf("retry counter expired\n"); /* fatal error ! So, .. */
            asm (" trap #15 ");                /* escape to debug monitor */
        }
        else
            retries++;

        switch (drvStatus)
        {
            case I2C_OK                : break;
            case I2C_NO_DATA            : printf("buffer empty\n");      break;
            case I2C_NACK_ON_DATA       : printf("no ack on data\n");    break;
            case I2C_NACK_ON_ADDRESS    : printf("no ack on address\n"); break;
            case I2C_DEVICE_NOT_PRESENT : printf("device not present\n"); break;
            case I2C_ARBITRATION_LOST   : printf("arbitration lost\n");  break;
            case I2C_TIME_OUT           : printf("time-out\n");          break;
            default                     : printf("unknown status\n");    break;
        }
    } while (drvStatus != I2C_OK);
}

```

```

void I2C_Write(I2C_MESSAGE *msg)
/*****
* Input(s)   : msg       I2C message
* Returns    : None.
* Description: Write a message to a slave device.
* PROTOCOL   : <S><SlvA><W><A><Dl><A> ... <Dnum><N><P>
*****/
{
    iicTfr.nrMessages = 1;
    iicTfr.p_message = p_iicMsg;
    p_iicMsg[0] = msg;

    StartTransfer();
}

void I2C_WriteRepWrite(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2)
/*****
* Input(s)   : msg1       first I2C message
               msg2       second I2C message
* Returns    : None.
* Description: Writes two messages to different slave devices separated
               by a repeated start condition.
* PROTOCOL   : <S><Slv1A><W><A><Dl><A>...<Dnum1><A>
               <S><Slv2A><W><A><Dl><A>...<Dnum2><A><P>
*****/
{
    iicTfr.nrMessages = 2;
    iicTfr.p_message = p_iicMsg;
    p_iicMsg[0] = msg1;
    p_iicMsg[1] = msg2;

    StartTransfer();
}

void I2C_WriteRepRead(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2)
/*****
* Input(s)   : msg1       first I2C message
               msg2       second I2C message
* Returns    : None.
* Description: A message is sent and received to/from two different
               slave devices, separated by a repeat start condition.
* PROTOCOL   : <S><Slv1A><W><A><Dl><A>...<Dnum1><A>
               <S><Slv2A><R><A><Dl><A>...<Dnum2><N><P>
*****/
{
    iicTfr.nrMessages = 2;
    iicTfr.p_message = p_iicMsg;
    p_iicMsg[0] = msg1;
    p_iicMsg[1] = msg2;

    StartTransfer();
}

void I2C_Read(I2C_MESSAGE *msg)
/*****
* Input(s)   : msg       I2C message
* Returns    : None.
* Description: Read a message from a slave device.
* PROTOCOL   : <S><SlvA><R><A><Dl><A> ... <Dnum><N><P>
*****/
{
    iicTfr.nrMessages = 1;
    iicTfr.p_message = p_iicMsg;
    p_iicMsg[0] = msg;

    StartTransfer();
}

```

```

void I2C_ReadRepRead(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2)
/*****
* Input(s)   : msg1    first I2C message
*             : msg2    second I2C message
* Returns    : None.
* Description: Two messages are read from two different slave devices,
*             separated by a repeated start condition.
* PROTOCOL   : <S><Slv1A><R><A><D1><A>...<Dnum1><N>
*             : <S><Slv2A><R><A><D1><A>...<Dnum2><N><P>
*****/
{
    iicTfr.nrMessages = 2;
    iicTfr.p_message = p_iicMsg;
    p_iicMsg[0] = msg1;
    p_iicMsg[1] = msg2;

    StartTransfer();
}

void I2C_ReadRepWrite(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2)
/*****
* Input(s)   : msg1    first I2C message
*             : msg2    second I2C message
* Returns    : None.
* Description: A block data is received from a slave device, and also
*             a(nother) block data is send to another slave device
*             both blocks are separated by a repeated start.
* PROTOCOL   : <S><Slv1A><R><A><D1><A>...<Dnum1><N>
*             : <S><Slv2A><W><A><D1><A>...<Dnum2><A><P>
*****/
{
    iicTfr.nrMessages = 2;
    iicTfr.p_message = p_iicMsg;
    p_iicMsg[0] = msg1;
    p_iicMsg[1] = msg2;

    StartTransfer();
}

```

## APPENDIX II I2CMASTR.C

```

/*****
/* Acronym      : I2C Inter IC bus (for P90CL301)      */
/* Name of module : I2CMASTR.C                          */
/* Scope        : Universal I2C driver                  */
/* I2nc         : xxxx xxx xxxxx.x                       */
/* Creation date : 1994-08-08                            */
/* Program language : C                                  */
/* Name         : P.H. Seerden                            */
/*                                                     */
/*                                                     */
/*          (C) Copyright 1994 Philips Semiconductors B.V. */
/*          Product Concept & Application Laboratory Eindhoven (PCALE) */
/*          Eindhoven - The Netherlands                    */
/*                                                     */
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/* prohibited without the written consent of the copyright owner. */
/*                                                     */
/*****
/* Description:
/* Driver for the I2C hardware interface on the Philips P90CL301
/* microcontroller.
/* Part of the driver that handles master bus-transfers.
/* Everything between a Start and Stop condition is called a TRANSFER.
/* One transfer consists of one or more MESSAGES.
/* To start a transfer call function "I2C_Transfer".
/*
/*****
/* History:
/* 94-08-08    P.H. Seerden    Initial version
/*
/*****

#include "i2cexprt.h"
#include "i2cdrivr.h"
#include "reg90301.h"

extern void (*masterProc)();

static I2C_TRANSFER *tfr;          /* Ptr to active transfer block      */
static I2C_MESSAGE *msg;          /* ptr to active message block      */

static void (*readyProc)(BYTE,BYTE); /* proc. to call if transfer ended */
static BYTE msgCount;             /* Number of messages to sent      */
static BYTE dataCount;           /* bytes send/received of current message */

```



```

static void HandleMasterState(void)
/*****
 * Input(s)      : none.
 * Output(s)     : none.
 * Returns       : none.
 * Description    : Master mode state handler for I2C bus.
 *****/
{
    switch(SSTA >> 3)                /* >> 3 for faster code          */
    {
/* 00 */case 0 :                    /* Bus Error has occurred          */
        SCON = GENERATE_STOP;        /* release bus, clr STA and SI     */
        break;
/* 08 */case 1 :                    /* (repeated) Start condition has been transmitted */
/* 10 */case 2 :                    /* Slave address + R/W are transmitted */
        SDAT = msg->address;
        SCON = RELEASE_BUS_ACK;      /* clr STO, STA, SI and set AA     */
        break;
/* 18 */case 3 :                    /* SLA+W or DATA transmitted, ACK received */
/* 28 */case 5 :                    /* DATA or STOP will be transmitted */
        if (dataCount < msg->nrBytes)
        {
            SDAT = msg->buf[dataCount++]; /* sent first byte                */
            SCON = RELEASE_BUS_ACK;      /* clr STA, SI                    */
        } else
        {
            if (msgCount < tfr->nrMessages)
            {
                dataCount = 0;
                msg = tfr->p_message[msgCount++]; /* next message */
                SCON = RELEASE_BUS_STA; /* generate (rep)START */
            } else
            {
                SCON = GENERATE_STOP;
                readyProc(I2C_OK, msgCount);
            }
        }
        break;
/* 20 */case 4 :
/* 48 */case 9 :                    /* SLA+W/R transmitted, NOT ACK received */
        readyProc(I2C_NACK_ON_ADDRESS, msgCount); /* driver finished */
        SCON = GENERATE_STOP;
        break;
/* 30 */case 6 :                    /* DATA transmitted, NOT ACK received */
        readyProc(I2C_NACK_ON_DATA, msgCount);
        SCON = GENERATE_STOP;
        break;
/* 38 */case 7 :                    /* Arbitration lost in SLA+W or DATA */
        SCON = RELEASE_BUS_STA; /* release bus, set STA */
        break;
/* 40 */case 8 :                    /* SLA+R transmitted, ACK received */
        if (msg->nrBytes == 1)
            SCON = RELEASE_BUS_NOACK; /* No ack on next byte */
        else
            SCON = RELEASE_BUS_ACK; /* ACK on next byte */
        break;
/* 50 */case 10 :                   /* DATA received, ACK has been returned */
        msg->buf[dataCount++] = SDAT; /* read next data */
        if (dataCount + 1 == msg->nrBytes) /* next byte the last ? */
            SCON = RELEASE_BUS_NOACK; /* No ack on next byte */
        else
            SCON = RELEASE_BUS_ACK; /* return ACK */
        break;
/* 58 */case 11 :                   /* DATA received, NOT ACK has been returned */
        msg->buf[dataCount] = SDAT; /* read last data */
        if (msgCount < tfr->nrMessages)
        {
            dataCount = 0;
            msg = tfr->p_message[msgCount++]; /* next message */
            SCON = RELEASE_BUS_STA; /* generate (rep)START */
        } else
        {
            SCON = GENERATE_STOP;
            readyProc(I2C_OK, msgCount);
        }
    }
}

```

```

void I2C_InitializeMaster(void)
/*****
 * Input(s)      : None.
 * Output(s)     : None.
 * Returns       : None.
 * Description    : Enable I2C bus and set the clock speed for I2C.
 *****/
{
    masterProc = HandleMasterState;

    PCON |= 0x0C;           /* set alternate I/O port function to I2C */
    SADR = 0x26;           /* set default slave address */
    SCON = RELEASE_BUS_ACK; /* set speed and enable I2C hardware */
}

void I2C_Transfer(I2C_TRANSFER *p, void (*proc)(BYTE, BYTE))
/*****
 * Input(s)      : p          address of I2C transfer parameter block.
 *                 proc       procedure to call when transfer completed,
 *                 with the driver status and the nr of mesgs
 *                 passed as parameters.
 * Output(s)     : None.
 * Returns       : None.
 * Description    : Start an I2C transfer, containing 1 or more messages. The
 *                 application must leave the transfer parameter block
 *                 untouched until the ready procedure is called.
 *                 The first I2C message is started with sending a start
 *                 condition followed by the slave address.
 *****/
{
    tfr = p;
    readyProc = proc;
    msgCount = 0;
    dataCount = 0;
    msg = tfr->p_message[msgCount++]; /* first message to send */
    SCON = RELEASE_BUS_STA;           /* generate START condition */
}

```

## APPENDIX III I2CSLAVE.C

```

/*****
/* Acronym      : I2C Inter IC bus (for P90CL301)      */
/* Name of module : I2CSLAVE.C                          */
/* Scope        : Universal I2C driver                  */
/* I2nc         : xxxx xxx xxx.x                          */
/* Creation date : 1994-08-08                             */
/* Program language : C                                   */
/* Name         : P.H. Seerden                            */
/*                                                     */
/*                                                     */
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/*          Product Concept & Application Laboratory Eindhoven (PCALE) */
/*          Eindhoven - The Netherlands                        */
/*                                                     */
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/* prohibited without the written consent of the copyright owner. */
/*                                                     */
/*****
/* Description:
/* Driver for the I2C hardware interface on the Philips P90CL301
/* microcontroller.
/* Part of the driver that handles slave bus-transfers.
/*
/*****
/* History:
/* 94-08-08    P.H. Seerden    Initial version
/*
/*
/*****

#include "i2cexprt.h"
#include "i2cdrivr.h"
#include "reg90301.h"

extern void (*slaveProc)();

static BYTE count;          /* bytes send/received of current message */
static BYTE *slaveBuf;     /* ptr to rec/trm data into/from if slave */
static BYTE size;          /* size of slave mode buffer */
static BYTE slaveStatus;   /* status of the slave */

```

```

void HandleSlaveState(void)
/*****
 * Input(s)      : none.
 * Output(s)     : none.
 * Returns       : none.
 * Description    : State handler for I2C.
 *****/
{
    switch(SSTA >> 3)                /* >> 3 for faster code */
    {
/* 60 */case 12 :
/* 68 */case 13 :                    /* Addressed as slave */
/* 70 */case 14 :
/* 78 */case 15 :
        slaveStatus = SLAVE_BUSY;
        count = 0;
        if (size > 1)
            SCON = RELEASE_BUS_ACK; /* return ACK on first byte */
        else
            SCON = RELEASE_BUS_NOACK; /* return NACK on first byte */
        break;
/* 80 */case 16 :
/* 90 */case 18 :                    /* Data received, ACK returned */
        slaveBuf[count++] = SDAT; /* read data */
        if (count == size)
            SCON = RELEASE_BUS_NOACK; /* return NACK on next byte */
        else
            SCON = RELEASE_BUS_ACK; /* return ACK on next byte */
        break;
/* 88 */case 17 :
/* 98 */case 19 :                    /* data byte received, NACK returned */
        slaveStatus = SLAVE_RCV_ERROR;
        SCON = RELEASE_BUS_ACK; /* clr SI, set AA */
        break;
/* A0 */case 20 : /* STOP or REP.START received, while addressed as slave */
        slaveStatus = SLAVE_READY;
        SCON = RELEASE_BUS_ACK; /* clr SI, set AA */
        break;
/* B0 */case 22 : /* Arb. lost as MST, addressed as slave transmitter */
        slaveStatus = SLAVE_BUSY;
        count = 0;
        SDAT = slaveBuf[count++]; /* Transmit next data, restart */
        SCON = RELEASE_BUS_STA; /* MST mode if bus is free again */
        break;
/* A8 */case 21 : /* Addressed as slave transmitter */
        slaveStatus = SLAVE_BUSY;
        count = 0;
/* B8 */case 23 : /* Data transmitted, ACK received */
        SDAT = slaveBuf[count++]; /* Transmit next data */
        SCON = RELEASE_BUS_ACK; /* clr SI, set AA */
        break;
/* C0 */case 24 : /* Data transmitted, NOT ACK received */
        slaveStatus = SLAVE_TRX_ERROR;
/* C8 */case 25 :
        SCON = RELEASE_BUS_ACK; /* clr SI, set AA */
        break;
    }
}

```

```

void I2C_InitializeSlave(BYTE slv, BYTE *buf, BYTE size)
/*****
* Input(s)      : slv      Own slave address
*                buf      Pointer to slave data buffer
*                size     size of the slave data buffer
* Output(s)     : None.
* Returns      : None.
* Description   : Enable I2C (slave) bus and set the clock speed for I2C.
*****/
{
    slaveProc = HandleSlaveState;

    slaveStatus = SLAVE_IDLE;
    slaveBuf = buf;
    size = size;
    PCON |= 0x0C;          /* set alternate I/O port function to I2C */
    SADR = slv;           /* own slave address */
    SCON = RELEASE_BUS_ACK; /* set speed and enable I2C hardware */
}

void I2C_ProcessSlave(void)
/*****
* Input(s)      : None.
* Output(s)     : None.
* Returns      : None.
* Description   : Process the slave.
*                This function must be called by the application to check
*                the slave status. The USER should adapt this function to
*                his personal needs (take the right action at a certain
*                status).
*****/
{
    switch(slaveStatus)
    {
        case SLAVE_IDLE :
            /* do nothing or fill transmit buffer for transfer */
            break;
        case SLAVE_BUSY :
            /* do nothing if interrupt driven, else poll SCON.SI bit */
            if ((PICR3 & 0x70) == 0) /* level 0 -> polling */
            {
                if (SCON & 0x08) /* wait until SI bit is set */
                    MainStateHandler();
            }
            break;
        case SLAVE_READY :
            /* read or fill buffer for next transfer, signal application */
            slaveStatus = SLAVE_IDLE;
            break;
        case SLAVE_TRX_ERROR :
            /* generate error message */
            slaveStatus = SLAVE_IDLE;
            break;
        case SLAVE_RCV_ERROR :
            /* generate error message */
            slaveStatus = SLAVE_IDLE;
            break;
    }
}

```

## APPENDIX IV I2CDRIVR.C

```

/*****
/* Acronym      : I2C Inter IC bus (for P90CL301)      */
/* Name of module : I2CDRIVR.C                        */
/* Scope        : Universal I2C driver                */
/* l2nc         : xxxx xxx xxx.x                      */
/* Creation date : 1994-08-08                         */
/* Program language : C                               */
/* Name         : P.H. Seerden                        */
/*
/*
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/*      Eindhoven - The Netherlands
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/*
/*****
/* Description:
/*
/* Driver for the I2C hardware interface on the Philips P90CL301
/* microcontroller.
/*
/* Main part of the driver.
/* Contains the interrupt handler and does calls to the master
/* and/or slave driver part.
/*
/*****
/* History:
/*
/* 94-08-08    P.H. Seerden    Initial version
/*
/*****
#include "i2cexprt.h"
#include "i2cdrvr.h"
#include "reg90301.h"

```

```

void (*masterProc)() = NoInitErrorProc;
void (*slaveProc)() = NoInitErrorProc;

```

```

static void NoInitErrorProc(void)
/*****
* Input(s)      : none.
* Output(s)     : none.
* Returns       : none.
* Description   : ERROR: Master or slave handler called while not initialized
/*****
{
    SCON = RELEASE_BUS_NOACK;          /* clr STO, AA and SI      */
}

```

```
void MainStateHandler(void)
/*****
 * Input(s)      : none.
 * Output(s)     : none.
 * Returns       : none.
 * Description    : Main event handler for I2C.
 *****/
{
    if (SSTA < 0x60)
        masterProc();
    else
        slaveProc();
}

interrupt void I2C_Interrupt(void)
/*****
 * Input(s)      : none.
 * Output(s)     : none.
 * Returns       : none.
 * Description    : Interrupt handler for I2C.
 *                The address of this function must be loaded into one of
 *                the on-chip autovectors.
 *****/
{
    MainStateHandler();    /* calls procedure to handle the current state */
}

void I2C_InstallInterrupt(BYTE intLevel)
/*****
 * Input(s)      : intLevel      Interrupt level (number from 0-7)
 * Output(s)     : none.
 * Returns       : none.
 * Description    : Install interrupt for I2C.
 *****/
{
    PICR3 = PICR3 | (intLevel << 4) | 0x80;
}
```

## APPENDIX V I2CEXPRT.H

```

/*****
/* Acronym      : I2C Inter IC bus          */
/* Name of module : I2CEXPRT.H             */
/* Scope        : Application software      */
/* I2nc         : xxxx xxx xxx.x           */
/* Creation date : 1992-12-10              */
/* Program language : C                    */
/* Name         : P.H. Seerden              */
/*
/*
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/*          Eindhoven - The Netherlands
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/*
/*****
/* Description:
/*
/* This module consists a number of exported declarations of the I2C
/* driver package. Include this module in your source file if you want
/* to make use of one of the interface functions of the package.
/*
/*****
/* History:
/*
/* 92-12-10    P.H. Seerden    Initial version
/*
/*****

#define FALSE      0
#define TRUE       1

/*****
/*      EXPORTED DATA STRUCTURES
/*****

#define NULL      ((void *) 0)      /* a null pointer      */

typedef unsigned char    BYTE;
typedef unsigned short  WORD;
typedef unsigned long   LONG;

typedef struct
{
    BYTE    address;          /* slave address to sent/receive message */
    BYTE    nrBytes;         /* number of bytes in message buffer     */
    BYTE    *buf;            /* pointer to application message buffer  */
} I2C_MESSAGE;

typedef struct
{
    BYTE    nrMessages;      /* number of message in one transfer */
    I2C_MESSAGE **p_message; /* pointer to pointer to message      */
} I2C_TRANSFER;

```



```

/*****
/*      EXPORTED DATA DECLARATIONS      */
*****/

/**** Status Errors ****/

#define I2C_OK                0          /* transfer ended No Errors      */
#define I2C_BUSY              1          /* transfer busy                  */
#define I2C_ERR                2          /* err: general error            */
#define I2C_NO_DATA           3          /* err: No data in block         */
#define I2C_NACK_ON_DATA      4          /* err: No ack on data           */
#define I2C_NACK_ON_ADDRESS   5          /* err: No ack on address        */
#define I2C_DEVICE_NOT_PRESENT 6        /* err: Device not present       */
#define I2C_ARBITRATION_LOST  7          /* err: Arbitration lost         */
#define I2C_TIME_OUT          8          /* err: Time out occurred        */
#define I2C_SLAVE_ERROR       9          /* err: slave mode error         */
#define I2C_INIT_ERROR        10         /* err: Initialization (not done) */

/*****
/*      INTERFACE FUNCTION PROTOTYPES      */
*****/

extern void I2C_InitializeMaster(void);
extern void I2C_InitializeSlave(BYTE slv, BYTE *buf, BYTE size);
extern void I2C_InstallInterrupt(BYTE intLevel);
extern interrupt void I2C_Interrupt(void);

extern void I2C_Write(I2C_MESSAGE *msg);
extern void I2C_WriteRepWrite(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2);
extern void I2C_WriteRepRead(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2);
extern void I2C_Read(I2C_MESSAGE *msg);
extern void I2C_ReadRepRead(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2);
extern void I2C_ReadRepWrite(I2C_MESSAGE *msg1, I2C_MESSAGE *msg2);

```

## APPENDIX VII I2CDRIVR.H

```

/*****
/* Acronym      : I2C Inter IC bus (for P90CL301)      */
/* Name of module : I2CDRIVR.H                        */
/* Scope        : I2C driver                          */
/* l2nc         : xxxx xxx xxxxx.x                    */
/* Creation date : 1994-22-02                          */
/* Program language : C                                */
/* Name         : P.H. Seerden                          */
/*
/*
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/*          Product Concept & Application Laboratory Eindhoven (PCALE)
/*          Eindhoven - The Netherlands
/*
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/*
/*****
/* Description:
/*
/* This module consists of 'local' (within I2C subsystem) declarations
/* of the I2C (iicdrv.c) driver.
/*
/*****
/* History:
/*
/* 16-08-94    P.H. Seerden    Initial version
/*
/*
/*****

#define SLAVE_IDLE      0
#define SLAVE_BUSY     1
#define SLAVE_READY     2
#define SLAVE_TRX_ERROR 3
#define SLAVE_RCV_ERROR 4

/* Immediate data to write into SCON
/* CR2-CR1-CR0 = 000
/* change these values and recompile module i2cdrvr.c if a different
/* bus speed is needed

#define GENERATE_STOP      0x54
#define RELEASE_BUS_ACK    0x44
#define RELEASE_BUS_NOACK  0x40
#define RELEASE_BUS_STA    0x64

/*****
/*          L O C A L   F U N C T I O N   P R O T O T Y P E S
/*****

static void NoInitErrorProc(void);

/*****
/*          G L O B A L   F U N C T I O N   P R O T O T Y P E S
/*****

extern void MainStateHandler(void);
extern void I2C_Transfer(I2C_TRANSFER *p, void (*proc)(BYTE, BYTE));

```

## APPENDIX VII REG90301.H

```

/*****
/* Acronym      : GENERAL
/* Name of module : REG90301.H
/* l2nc         : xxxx xxx xxxxx.x
/* Creation date  : 1992-11-09
/* Program language : C
/* Name         : P.H. Seerden
/*
/*
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/*
/*****
/* Description:
/*
/* Hardware register (I/O port) description file of the P90CL301
/* 16 bit micro-controller, for use in C programs.
/*
/* Registers which don't contain individual bits, are defined with
/* BYTE_AT and/or WORD_AT, the use of those registers is as follows:
/* registers_name = value (i.e. TH=0x45;)
/*
/* Registers which do contain individual bits, are defined as unions.
/* This enables you to choose between byte and bit access, the usage
/* is as follows:
/* register_name.reg = value (i.e. TCON.reg=0x45;) or
/* register_name.bit.bit_name = value (i.e. SCON.bit.ti = 0;)
/*
/*****
/* History:
/*
/* 92-11-09 P.H. Seerden Initial version
/* 92-12-07 J. Pijnenburg Add bit definitions
/* 92-08-16 P.H. Seerden Modified for 90CL301
/*****

#define BYTE_AT(x) (*(unsigned char *)x)
#define WORD_AT(x) (*(unsigned short int *)x)
#define LONG_AT(x) (*(unsigned long int *)x)

/-----*/
/* Register Bit Definitions: SYSCON
/-----*/
typedef union
{
    WORD reg;
    struct
    {
        BYTE dummy : 5;
        BYTE pclk2 : 1; /* per. clock FCLK2 prescaler */
        BYTE pde : 1; /* A22-19 as 8051 chip selects */
        BYTE gf : 1; /* general purpose flag bit */
        BYTE pclk : 2; /* per. clock FCLK prescaler */
        BYTE im : 1; /* nested interrupt mode */
        BYTE wd : 1; /* bus cycle watch dog time out */
        BYTE fbc : 1; /* fast bus cycle */
        BYTE pd : 1; /* power down mode */
        BYTE idl : 1; /* idle mode */
        BYTE doff : 1; /* delay counter off */
    } b;
} SYSCON_TYPE;

```

```

/*-----*/
/* Register Bit Definitions: SCONx (Uart0 and 1) */
/*-----*/
typedef union
{
    BYTE    reg;
    struct
    {
        BYTE    SM        : 3;
        BYTE    REN       : 1;
        BYTE    TB8       : 1;
        BYTE    RB8       : 1;
        BYTE    TI        : 1;
        BYTE    RI        : 1;
    } b;
} SCONX_TYPE;

/*-----*/
/* SYSTEM STATUS & CONTROL */
/*-----*/
#define SYSCON (*(SCONX_TYPE*) 0xFFFF8000) /* system control register */

/*-----*/
/* EXTERNAL LATCHED INTERRUPTS */
/*-----*/
#define LIR0    BYTE_AT(0xFFFF8101) /* Latched Interrupt 0/1 register */
#define LIR1    BYTE_AT(0xFFFF8103) /* Latched Interrupt 2/3 register */
#define LIR2    BYTE_AT(0xFFFF8105) /* Latched Interrupt 4/5 register */
#define LIR3    BYTE_AT(0xFFFF8107) /* Latched Interrupt 6/7 register */

/*-----*/
/* I2C */
/*-----*/
#define SDAT    BYTE_AT(0xFFFF8201) /* I2C Data Register */
#define SADR    BYTE_AT(0xFFFF8203) /* I2C Address Register */
#define SSTA    BYTE_AT(0xFFFF8205) /* I2C Status Register */
#define SCON    BYTE_AT(0xFFFF8207) /* I2C Control Register */

/*-----*/
/* TIMERS */
/*-----*/
#define T0CR    WORD_AT(0xFFFF8300) /* Timer 0 control register */
#define T0RR    WORD_AT(0xFFFF8302) /* Timer 0 reload register */
#define T0      WORD_AT(0xFFFF8304) /* Timer 0 register */
#define T0C0    WORD_AT(0xFFFF8306) /* Timer 0 channel 0 register */
#define T0C1    WORD_AT(0xFFFF8308) /* Timer 0 channel 1 register */
#define T0C2    WORD_AT(0xFFFF830A) /* Timer 0 channel 2 register */
#define T0SR    BYTE_AT(0xFFFF830D) /* Timer 0 status register */
#define T0PR    BYTE_AT(0xFFFF830F) /* Timer 0 prescaler reload reg. */

#define T1CR    WORD_AT(0xFFFF8310) /* Timer 1 control register */
#define T1RR    WORD_AT(0xFFFF8312) /* Timer 1 reload register */
#define T1      WORD_AT(0xFFFF8314) /* Timer 1 register */
#define T1C0    WORD_AT(0xFFFF8316) /* Timer 1 channel 0 register */
#define T1C1    WORD_AT(0xFFFF8318) /* Timer 1 channel 1 register */
#define T1C2    WORD_AT(0xFFFF831A) /* Timer 1 channel 2 register */
#define T1SR    BYTE_AT(0xFFFF831D) /* Timer 1 status register */
#define T1PR    BYTE_AT(0xFFFF831F) /* Timer 1 prescaler reload reg. */

/*-----*/
/* WATCHDOG */
/*-----*/
#define WDTIM    BYTE_AT(0xFFFF8401) /* Watchdog Timer Register */
#define WDCON    BYTE_AT(0xFFFF8403) /* Watchdog Control Register */

```

```

/*-----*/
/*
PORT REGISTERS
/*-----*/
#define PCON    BYTE_AT(0xFFFF8503) /* P port control register */
#define PRL     BYTE_AT(0xFFFF8505) /* P port port latch LSB */
#define PPL     BYTE_AT(0xFFFF8507) /* P port port pin LSB */
#define PRH     BYTE_AT(0xFFFF8509) /* P port port latch MSB */
#define PPH     BYTE_AT(0xFFFF850B) /* P port port pin MSB */
#define SPCON   BYTE_AT(0xFFFF8109) /* SP port control register */
#define SPR     BYTE_AT(0xFFFF810B) /* SP port latch */
#define SPP     BYTE_AT(0xFFFF810D) /* SP port pin

/*-----*/
/*
UART
/*-----*/
#define SBUF0   BYTE_AT(0xFFFF8601) /* UART0 transmit/receive reg. */
#define SCON0   (*(SCONX_TYPE*) 0xFFFF8603) /* UART0 control register */
#define SBUF1   BYTE_AT(0xFFFF8605) /* UART1 transmit/receive reg. */
#define SCON1   (*(SCONX_TYPE*) 0xFFFF8607) /* UART1 control register

#define BREGL   BYTE_AT(0xFFFF860B) /* UART baud rate register LSB */
#define BREGH   BYTE_AT(0xFFFF860D) /* UART baud rate register MSB */
#define BCN     BYTE_AT(0xFFFF860F) /* UART baud rate control reg.

/*-----*/
/*
PERIPHERAL INTERRUPT REGISTERS
/*-----*/
#define PICR0   BYTE_AT(0xFFFF8701) /* Timer interrupt register */
#define PICR1   BYTE_AT(0xFFFF8703) /* UART0 interrupt register */
#define PICR2   BYTE_AT(0xFFFF8705) /* UART1 interrupt register */
#define PICR3   BYTE_AT(0xFFFF8707) /* I2C/ADC interrupt register

/*-----*/
/*
PULSE WIDTH MODULATION REGISTER
/*-----*/
#define PWMP    BYTE_AT(0xFFFF8801) /* PWM prescaler register */
#define PWM0    BYTE_AT(0xFFFF8803) /* PWM0 data register */
#define PWM1    BYTE_AT(0xFFFF8805) /* PWM1 data register

/*-----*/
/*
ADC REGISTER
/*-----*/
#define ADCON   BYTE_AT(0xFFFF8807) /* ADC control register */
#define ADCDAT  BYTE_AT(0xFFFF8809) /* ADC data register

/*-----*/
/*
CHIP SELECT REGISTERS
/*-----*/
#define CS0N    WORD_AT(0xFFFF8A00) /* chip select 0 control register */
#define CS1N    WORD_AT(0xFFFF8A02) /* chip select 1 control register */
#define CS2N    WORD_AT(0xFFFF8A04) /* chip select 2 control register */
#define CS3N    WORD_AT(0xFFFF8A06) /* chip select 3 control register */
#define CS4N    WORD_AT(0xFFFF8A08) /* chip select 4 control register */
#define CS5N    WORD_AT(0xFFFF8A0A) /* chip select 5 control register */
#define CS6N    WORD_AT(0xFFFF8A0C) /* chip select 6 control register */
#define CSBTN   WORD_AT(0xFFFF8A0E) /* chip select boot control register

```

## APPENDIX VIII EXAMPLE.C

```

/*****
/* Acronym      : I2C Inter IC bus          */
/* Name of module : EXAMPLE.C              */
/* Scope        : Application software      */
/* I2nc         : xxxx xxx xxxxx.x         */
/* Creation date : 1994-10-08              */
/* Program language : C                    */
/* Name         : P.H. Seerden              */
/*                                                     */
/*                                                     */
/*          (C) Copyright 1994 Philips Semiconductors B.V.          */
/*          Product Concept & Application Laboratory Eindhoven (PCALE) */
/*          Eindhoven - The Netherlands                               */
/*                                                     */
/* All rights are reserved. Reproduction in whole or in part is    */
/* prohibited without the written consent of the copyright owner.  */
/*                                                     */
/*****
/* Description:
/*
/*   I2C driver test, for P90CL301
/*
/*   Runs on MICROCORE 5 and I2C evaluation board type OM1016
/*
/*   - Read the time from the real time clock chip PCF8583.
/*   - Displays the time on LCD module PCF8577 and LED module SAA1064.
/*   - Reads keys from I/O expander PCF8574.
/*   - Depending of pushed keys send tone to loudspeaker PCD3312.
/*
/*****
/* History:
/*
/* 92-12-10   P.H. Seerden   Initial version
/*
/*****

```

```
#include <stdio.h>
```

```
#include "i2cexprt.h"
```

```

#define PCF8574_WR 0x7E          /* i2c address I/O poort write */
#define PCF8574_RD 0x7F          /* i2c address I/O poort read  */
#define PCD3312_WR 0x4A          /* i2c address DTMF            */
#define SAA1064_WR 0x76          /* i2c address 7 segm. Led     */
#define SAA1064_RD 0x77          /* i2c address 7 segm. Led     */
#define PCF8577_WR 0x74          /* i2c address 7 segm. LCD     */
#define PCF8583_WR 0xA2          /* i2c address Clock           */
#define PCF8583_RD 0xA3          /* i2c address Clock           */

```

```

#define LCDA      0x80          /* LCD segment a               */
#define LCDB      0x40          /* LCD segment b               */
#define LCDC      0x20          /* LCD segment c               */
#define LCDD      0x10          /* LCD segment d               */
#define LCDE      0x08          /* LCD segment e               */
#define LCDF      0x04          /* LCD segment f               */
#define LCDG      0x02          /* LCD segment g               */
#define LCDDP     0x01          /* LCD segment dp              */

```

```

#define LEDA      0x04          /* LED segment a               */
#define LEDB      0x08          /* LED segment b               */
#define LEDC      0x40          /* LED segment c               */
#define LEDD      0x20          /* LED segment d               */
#define LEDE      0x10          /* LED segment e               */
#define LEDF      0x01          /* LED segment f               */
#define LEDG      0x02          /* LED segment g               */
#define LEDDP     0x80          /* LED segment dp              */

```

```

const BYTE lcdTbl[] = { LCDA+LCDB+LCDC+LCDD+LCDE+LCDF,      /* 0      */
                       LCDB+LCDC,                          /* 1      */
                       LCDA+LCDB+LCDG+LCDD+LCDE,          /* 2      */
                       LCDA+LCDB+LCDG+LCDD+LCDC,          /* 3      */
                       LCDB+LCDG+LCDF+LCDC,                /* 4      */
                       LCDA+LCDF+LCDG+LCDC+LCDD,          /* 5      */
                       LCDA+LCDF+LCDG+LCDC+LCDD+LCDE,     /* 6      */
                       LCDA+LCDB+LCDC,                    /* 7      */
                       LCDA+LCDB+LCDC+LCDD+LCDE+LCDF+LCDG, /* 8      */
                       LCDA+LCDB+LCDC+LCDD+LCDF+LCDG,     /* 9      */
                       LCDA+LCDB+LCDC+LCDE+LCDF+LCDG,     /* A      */
                       0,                                  /* blank */
                       LCDA,                             /*      */
                       LCDB+LCDC+LCDD+LCDE+LCDG,         /* d      */
                       LCDG,                             /* e      */
                       LCDD,                             /*      */
                       LCDDP                             /*      */
};

const BYTE ledTbl[] = { LEDA+LEDB+LEDC+LEDD+LEDE+LEDF,     /* 0      */
                       LEDB+LEDC,                          /* 1      */
                       LEDA+LEDB+LEDG+LEDD+LEDE,          /* 2      */
                       LEDA+LEDB+LEDG+LEDD+LEDC,          /* 3      */
                       LEDB+LEDG+LEDF+LEDC,                /* 4      */
                       LEDA+LEDF+LEDG+LEDC+LEDD,          /* 5      */
                       LEDA+LEDF+LEDG+LEDC+LEDD+LEDE,     /* 6      */
                       LEDA+LEDB+LEDC,                    /* 7      */
                       LEDA+LEDB+LEDC+LEDD+LEDE+LEDF+LEDG, /* 8      */
                       LEDA+LEDB+LEDC+LEDD+LEDF+LEDG,     /* 9      */
                       LEDA+LEDB+LEDC+LEDE+LEDF+LEDG,     /* A      */
                       0,                                  /* blank */
                       LEDA,                             /*      */
                       LEDB+LEDC+LEDD+LEDE+LEDG,         /* d      */
                       LEDG,                             /* e      */
                       LEDD,                             /*      */
                       LEDDP                             /*      */
};

static BYTE ledBuf[5];
static BYTE lcdBuf[5];
static BYTE rtcBuf[4];
static BYTE iopBuf[1];
static BYTE sndBuf[1];

static I2C_MESSAGE rtcMsg1;
static I2C_MESSAGE rtcMsg2;
static I2C_MESSAGE iopMsg;
static I2C_MESSAGE sndMsg;
static I2C_MESSAGE ledMsg;
static I2C_MESSAGE lcdMsg;

```

```

static void Init(void)
{
    void **ptr;
    #define VECTOR_BASE 0x80000 /* start of vector table on mcore 5 */

    ptr = (void *) (VECTOR_BASE + (4 * (56 + 2)));
    *ptr = (void *) I2C_Interrupt;

    I2C_InitializeMaster();

    I2C_InstallInterrupt(2); /* Interrupt level 2 */

    ledMsg.address = SAA1064_WR;
    ledMsg.nrBytes = 2;
    ledMsg.buf = ledBuf;
    ledBuf[0] = 0;
    ledBuf[1] = 0x47;
    I2C_Write(&ledMsg); /* led brightness */
    ledMsg.nrBytes = 5;

    rtcBuf[0] = 2; /* sub address */
    rtcBuf[1] = 0x00; /* seconds */
    rtcBuf[2] = 0x59; /* minutes */
    rtcBuf[3] = 0x23; /* hours */
    rtcMsg1.address = PCF8583_WR;
    rtcMsg1.nrBytes = 4;
    rtcMsg1.buf = rtcBuf;
    I2C_Write(&rtcMsg1); /* set clock */

    rtcBuf[0] = 2; /* sub address */
    rtcMsg1.nrBytes = 1;
    rtcMsg1.buf = rtcBuf;
    rtcMsg2.address = PCF8583_RD;
    rtcMsg2.nrBytes = 3;
    rtcMsg2.buf = rtcBuf;

    iopMsg.address = PCF8574_RD;
    iopMsg.buf = iopBuf;
    iopMsg.nrBytes = 1;

    sndMsg.address = PCD3312_WR;
    sndMsg.buf = sndBuf;
    sndMsg.nrBytes = 1;

    lcdMsg.address = PCF8577_WR;
    lcdMsg.buf = lcdBuf;
    lcdMsg.nrBytes = 5;
}

static void HandleKeys(void)
{
    I2C_Read(&iopMsg);

    switch ((iopBuf[0] ^ 0xFF) & 0x0F)
    {
        case 0 : sndBuf[0] = 0x01; break;
        case 1 : sndBuf[0] = 0x30; break;
        case 2 : sndBuf[0] = 0x31; break;
        case 3 : sndBuf[0] = 0x32; break;
        case 4 : sndBuf[0] = 0x33; break;
        case 5 : sndBuf[0] = 0x34; break;
        case 6 : sndBuf[0] = 0x35; break;
        case 7 : sndBuf[0] = 0x36; break;
        case 8 : sndBuf[0] = 0x37; break;
        case 9 : sndBuf[0] = 0x38; break;
        case 10 : sndBuf[0] = 0x39; break;
        case 11 : sndBuf[0] = 0x3A; break;
        case 12 : sndBuf[0] = 0x29; break;
        case 13 : sndBuf[0] = 0x3B; break;
        case 14 : sndBuf[0] = 0x3C; break;
        case 15 : sndBuf[0] = 0x3D; break;
    }
    I2C_Write(&sndMsg);
}

```



```
void main(void)
{
    BYTE  oldseconds = 0;

    Init();

    while (1)
    {
        HandleKeys();

        rtcBuf[0] = 2; /* sub address */
        I2C_WriteRepRead(&rtcMsg1, &rtcMsg2);

        if (rtcBuf[0] != oldseconds) /* check if one second is passed */
        {
            oldseconds = rtcBuf[0];

            lcdBuf[0] = 0;
            if (oldseconds & 1)
                lcdBuf[1] = lcdTbl[rtcBuf[2] >> 4];
            else
                lcdBuf[1] = lcdTbl[rtcBuf[2] >> 4] | LCDDP;
            lcdBuf[2] = lcdTbl[rtcBuf[2] & 0x0F];
            lcdBuf[3] = lcdTbl[rtcBuf[1] >> 4];
            lcdBuf[4] = lcdTbl[rtcBuf[1] & 0x0F];
            I2C_Write(&lcdMsg);

            ledBuf[0] = 1;
            ledBuf[1] = 2;
            ledBuf[2] = ledTbl[rtcBuf[0] >> 4];
            ledBuf[3] = ledTbl[rtcBuf[0] & 0x0F];
            ledBuf[4] = 2;
            I2C_Write(&ledMsg);
        }
    }
}
```