

I2C Library

A software defined, industry-standard, I²C library that allows you to control an I²C bus via xCORE ports. I²C is a two-wire hardware serial interface, first developed by Philips. The components in the library are controlled via C using the XMOS multicore extensions (xC) and can either act as I²C master or slave.

The library is compatible with multiple slave devices existing on the same bus. The I²C master component can be used by multiple tasks within the xCORE device (each addressing the same or different slave devices).

Features

- I²C master and I²C slave modes.
- Supports speed up to 400 Kb/s.
- Clock stretching support.
- Synchronous and asynchronous APIs for efficient usage of processing cores.

Typical Resource Usage

This following table shows typical resource usage in some different configurations. Exact resource usage will depend on the particular use of the library by the application.

Configuration	Pins	Ports	Clocks	Ram	Logical cores
Master	2	2 (1-bit)	0	~1.1K	0
Master (single port)	2	1 (multi-bit)	0	~0.8K	0
Master (asynchronous)	2	2 (1-bit)	0	~3.1K	1
Master (asynchronous, combinable)	2	2 (1-bit)	0	~2.9K	≤ 1
Slave	2	2 (1-bit)	0	~1.4K	≤ 1

Software version and dependencies

This document pertains to version 3.0.0 of this library. It is known to work on version 14.0.0 of the xTIMEcomposer tools suite, it may work on other versions.

This library depends on the following other libraries:

- lib_logging (>=2.0.0)
- lib_xassert (>=2.0.0)

Related application notes

The following application notes use this library:

- AN00156 - How to use the I2C master library
- AN00157 - How to use the I2C slave library

1 External signal description

All signals are designed to comply with the timings in the I²C specification found here:

http://www.nxp.com/documents/user_manual/UM10204.pdf

Note that the following optional parts of the I²C specification are *not* supported:

- Multi-master arbitration
- 10-bit slave addressing
- General call addressing
- Software reset
- START byte
- Device ID
- Fast-mode Plus, High-speed mode, Ultra Fast-mode

I²C consists of two signals: a clock line (SCL) and a data line (SDA). Both these signals are *open-drain* and require external resistors to pull the line up if no device is driving the signal down. The correct value for the resistors can be found in the I²C specification.

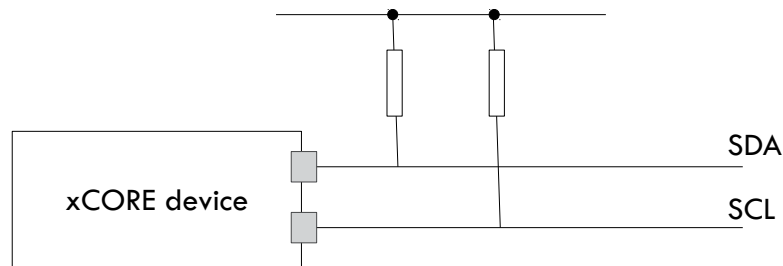


Figure 1: I2C open-drain layout

Transactions on the line occur between a *master* and a *slave*. The master always drives the clock (though the slave can delay the transaction at any point by holding the clock line down). The master initiates a transaction with a start bit (consisting of driving the data line from high to low whilst the clock line is high). It will then clock out a seven-bit device address followed by a read/write bit. The master will then drive one more clock signal during which the slave can either ACK (drive the line low), accepting the transaction or NACK (leave the line high). This sequence is shown in Figure 2.

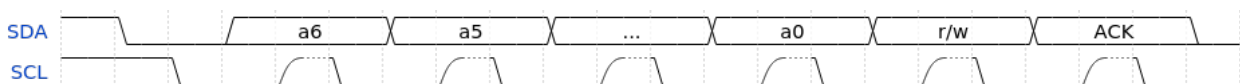


Figure 2: I2C transaction start

If the read/write bit of the transaction start is 1 then the master will execute a sequence of reads. Each read consists of the master driving the clock whilst the slave drives the data for 8-bits (most significant bit first). At the end of each byte, the master drives another clock pulse and will either drive either an ACK (0) or NACK (1) signal on the data line. When the master drives a NACK signal, the sequence of reads is complete. A read byte sequence is show in Figure 3

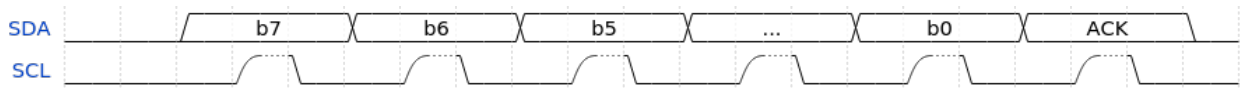


Figure 3: I2C read byte

If the read/write bit of the transaction start is 1 then the master will execute a sequence of writes. Each read consists of the master driving the clock whilst and also driving the data for 8-bits (most significant bit first). At the end of each byte, the slave drives another clock pulse and will either drive either an ACK (0) (signalling that it can accept more data) or a NACK (1) (signalling that it cannot accept more data) on the data line. After the ACK/NACK signal, the master can complete the transaction with a stop bit or repeated start. A write byte sequence is shown in Figure 4

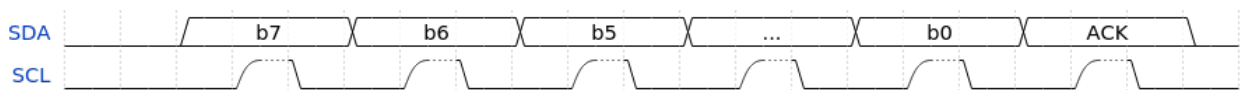


Figure 4: I2C write byte

After a transaction is complete, the master may start a new transaction with the same device (a *repeated start*) or will send a stop bit consisting of driving the data line from low to high whilst the clock line is high (see Figure 5).

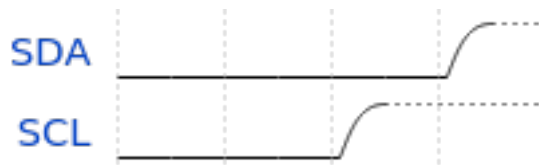


Figure 5: I2C stop bit

1.1 Connecting to the xCORE device

When the xCORE is the I²C master, the normal configuration is to connect the clock and data lines to different 1-bit ports as shown in Figure 6.

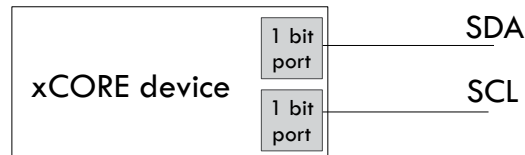


Figure 6: I2C master (1-bit ports)

It is possible to connect both lines to different bits of a multi-bit port as shown in Figure 7. This is useful if other constraints limit the use of once bit ports. However the following should be taken into account:

- In this configuration the xCORE can only perform write transactions to the I2C bus.
- Clock stretching is not supported in this configuration.
- The other bits of the multi-bit port cannot be used for any other function.

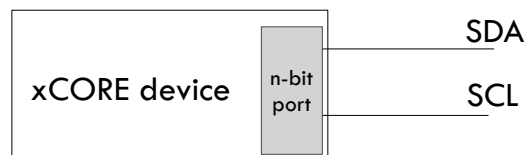


Figure 7: I2C master (single n-bit port)

When the xCORE is acting as I²C slave the two lines *must* be connected to two 1-bit ports (as shown in Figure 8).

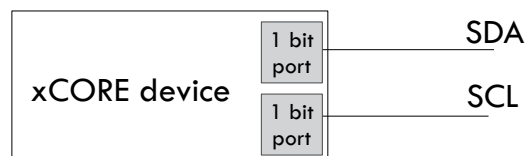


Figure 8: I2C slave connection

2 Usage

2.1 I2C master synchronous operation

There are two types of interface for I²C master components: synchronous and asynchronous.

The synchronous API provides blocking operation. Whenever a client makes a read or write call the operation will complete before the client can move on - this will occupy the core that the client code is running on until the end of the operation. This method is easy to use, has low resource use and is very suitable for applications such as setup and configuration of attached peripherals.

I²C master components are instantiated as parallel tasks that run in a par statement. For synchronous operation, the application can connect via an interface connection using the `i2c_master_if` interface type:

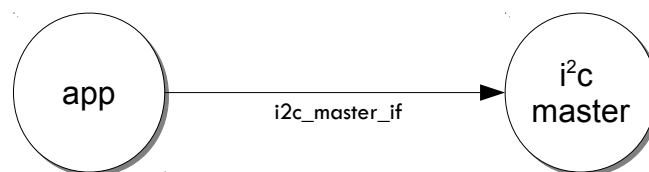


Figure 9: I2C master task diagram

For example, the following code instantiates an I²C master component and connect to it:

```

port p_scl = XS1_PORT_4C;
port p_sda = XS1_PORT_1G;

int main(void) {
    i2c_master_if i2c[1];
    par {
        i2c_master(i2c, 1, p_scl, p_sda, 100);
        my_application(i2c[0]);
    }
    return 0;
}
  
```

Note that the connection is an array of interfaces, so several tasks can connect to the same component instance.

The application can use the client end of the interface connection to perform I²C bus operations e.g.:

```

void my_application(client i2c_master_if i2c) {
    uint8_t data[2];
    i2c.read(0x90, data, 2, 1);
    printf("Read data %d, %d from the bus.\n", data[0], data[1]);
}
  
```

Here the operations such as `i2c.read` will block until the operation is completed on the bus. More information on interfaces and tasks can be found in the XMOS Programming Guide (see [XM-004440-PC](#)). By default the I²C synchronous master mode component does not use any logical cores of its own. It is a *distributed* task which means it will perform its function on the logical core of the application task connected to it (provided the application task is on the same tile).

2.2 I2C master asynchronous operation

The synchronous API will block your application until the bus operation is complete. In cases where the application cannot afford to wait for this long the asynchronous API can be used.

The asynchronous API offloads operations to another task. Calls are provided to initiate reads and writes and notifications are provided when the operation completes. This API requires more management in the application but can provide much more efficient operation. It is particularly suitable for applications where the I²C bus is being used for continuous data transfer.

Setting up an asynchronous I²C master component is done in the same manner as the synchronous component:

```
port p_scl = XS1_PORT_4C;
port p_sda = XS1_PORT_1G;

int main(void) {
    i2c_master_async_if i2c[1];
    par {
        i2c_master_async(i2c, 1, p_scl, p_sda, 100);
        my_application(i2c[0]);
    }
    return 0;
}
```

The application can then use the asynchronous API to offload bus operations to the component. For example, the following code repeatedly calculates 100 bytes to send over the bus:

```
void my_application(client i2c_master_async_if i2c, uint8_t device_addr) {
    uint8_t buffer[100];

    // create and send initial data
    fill_buffer_with_data(buffer);
    i2c.write(device_addr, buffer, 100, 1);
    while (1) {
        select {
            case i2c.operation_complete():
                i2c_res_t result;
                unsigned num_bytes_sent;
                result = get_tx_result(num_bytes_sent);
                if (num_bytes_sent != 100)
                    handle_bus_error(result);

                // Offload the next 100 bytes data to be sent
                i2c.write(device_addr, buffer, 100, 1);

                // Calculate the next set of data to go
                fill_buffer_with_data(buffer);
                break;
        }
    }
}
```

Here the calculation of `fill_buffer_with_data` will overlap with the sending of data by the other task.

2.3 Repeated start bits

The library supports repeated start bits. The rx and tx functions allow the application to specify whether to send a stop bit at the end of the transaction. If this is set to 0 then no stop bit is sent and the next transaction will begin with a repeated start bit e.g.:

```
// Do a tx operation with no stop bit
i2c.write(device_addr, data, 2, num_bytes_sent, 0);

// This operation will begin with a repeated start bit.
i2c.read(device_addr, data, 1, 1);
```

Note that if no stop bit is sent then no other task using the component can use send or receive data. They will block until a stop bit is sent.

2.4 I2C slave library usage

I²C slave components are instantiated as parallel tasks that run in a par statement. The application can connect via an interface connection.

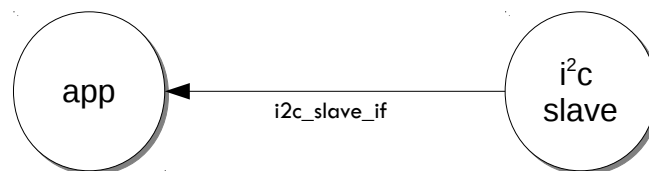


Figure 10: I2C slave task diagram

For example, the following code instantiates an I²C slave component and connect to it:

```
port p_scl = XS1_PORT_4C;
port p_sda = XS1_PORT_1G;

int main(void) {
    i2c_slave_if i2c;
    par {
        i2c_slave(i2c, p_scl, p_sda, 0x3b, 2);
        my_application(i2c);
    }
    return 0;
}
```

The slave component acts as the client of the interface connection. This means it can “callback” to the application to respond to requests from the bus master. For example, the `my_application` function above needs to respond to the calls e.g.:

```

void my_application(server i2c_slave_if i2c)
{
    while (1) {
        select {
            case i2c.start_read_request():
                break;
            case i2c.master_requests_read() -> i2c_slave_ack_t response:
                response = I2C_SLAVE_ACK;
                break;
            case i2c.start_write_request():
                break;
            case i2c.master_requests_write() -> i2c_slave_ack_t response:
                response = I2C_SLAVE_ACK;
                break;
            case i2c.start_master_write():
                break;
            case i2c.master_sent_data(uint8_t data) -> i2c_slave_ack_t response:
                // handle write to device here, set response to NACK for the
                // last byte of data in the transaction.
                ...
                break;
            case i2c.start_master_read():
                break;
            case i2c.master_requires_data() -> uint8_t data:
                // handle read from device here
                ...
                break;
            case i2c.stop_bit():
                break;
        }
    }
}

```

More information on interfaces and tasks can be found in the XMOS Programming Guide (see [XM-004440-PC](#)).

3 Master API

All I²C master functions can be accessed via the `i2c.h` header:

```
#include <i2c.h>
```

You will also have to add `lib_i2c` to the `USED_MODULES` field of your application Makefile.

3.1 Creating an I2C master instance

Function	<code>i2c_master</code>	
Description	Implements I2C on the <code>i2c_master_if</code> interface using two ports.	
Type	<pre>[[distributable]] void i2c_master(server interface i2c_master_if i[n], size_t n, port p_scl, port p_sda, unsigned kbits_per_second)</pre>	
Parameters	<code>i</code>	An array of server interface connections for clients to connect to
	<code>n</code>	The number of clients connected
	<code>p_scl</code>	The SCL port of the I2C bus
	<code>p_sda</code>	The SDA port of the I2C bus
	<code>kbits_per_second</code>	The speed of the I2C bus

Function	i2c_master_single_port
Description	<p>Implements I2C on a single multi-bit port. This function implements an I2C master bus using a single port. However, There are some restrictions on its use:</p> <ul style="list-style-type: none"> • Reading from the bus is not supported. • Multi master support is not available. <p>The user needs to be aware that these restrictions are appropriate for the application.</p>
Type	<pre>[[distributable]] void i2c_master_single_port(server interface i2c_master_if c[n], size_t n, port p_i2c, unsigned kbits_per_second, unsigned scl_bit_position, unsigned sda_bit_position, unsigned other_bits_mask)</pre>
Parameters	<p>c An array of server interface connections for clients to connect to</p> <p>n The number of clients connected</p> <p>p_i2c The multi-bit port containing both SCL and SDA. You will need to set the relevant defines in i2c_conf.h in you application to say which bits of the port are used</p> <p>kbits_per_second The speed of the I2C bus</p> <p>sda_bit_position The bit position of the SDA line on the port</p> <p>scl_bit_position The bit position of the SCL line on the port</p> <p>other_bits_mask The mask for the other bits of the port to use when driving it. Note that, on occasions, the other bits are left to float, so external resistors shall be used to reinforce the default value</p>

Function	<code>i2c_master_async</code>
Description	<p>I2C master component (asynchronous API). This function implements I2C and allows clients to asynchronously perform operations on the bus. kbits_per_second in [1..400], resources:noeffect max_transaction_size resources:linear+orthogonal</p>
Type	<pre>void i2c_master_async(server interface i2c_master_async_if i[n], size_t n, port p_scl, port p_sda, unsigned kbits_per_second, static const size_t max_transaction_size)</pre>
Parameters	<p><code>i</code> the interface to connect to the client of the component</p> <p><code>p_scl</code> The SCL port of the I2C bus</p> <p><code>p_sda</code> The SDA port of the I2C bus</p> <p><code>kbits_per_second</code> The speed of the I2C bus</p>

3.2 I2C master supporting typedefs

Type	<code>i2c_res_t</code>
Description	This type is used in I2C functions to report back on whether the slave performed and ACK or NACK on the last piece of data sent to it.
Values	<p><code>I2C_NACK</code> The slave has ack-ed the last byte.</p> <p><code>I2C_ACK</code> The slave has nack-ed the last byte.</p>

Type	<code>i2c_regop_res_t</code>
Description	This type is used the supplementary I2C register read/write functions to report back on whether the operation was a success or not.
Values	<p><code>I2C_REGOP_SUCCESS</code> The operation was successful.</p> <p><code>I2C_REGOP_DEVICE_NACK</code> The operation was NACK-ed when sending the device address, so either the device is missing or busy.</p> <p><code>I2C_REGOP_INCOMPLETE</code> The operation was NACK-ed halfway through by the slave.</p>

3.3 I2C master interface

Type	i2c_master_if											
Description	This interface is used to communication with an I2C master component. It provides facilities for reading and writing to the bus.											
Functions	<table border="1"> <tr> <td>Function</td> <td>write</td> </tr> <tr> <td>Description</td> <td>Write data to an I2C bus.</td> </tr> <tr> <td>Type</td> <td>[[guarded]] i2c_res_t write(uint8_t device_addr, uint8_t buf[n], size_t n, size_t &num_bytes_sent, int send_stop_bit)</td> </tr> <tr> <td>Parameters</td> <td> <p>device_addr the address of the slave device to write to.</p> <p>buf the buffer containing data to write.</p> <p>n the number of bytes to write.</p> <p>num_bytes_sent the function will set this value to the number of bytes actually sent. On success, this will be equal to but it will be less if the slave sends an early NACK on the bus and the transaction fails.</p> <p>send_stop_bit If this is set to non-zero then a stop bit will be output on the bus after the transaction. This is usually required for normal operation. If this parameter is non-zero then no stop bit will be omitted. In this case, no other task can use the component until either a new read or write call is made (a repeated start) or the send_stop_bit() function is called.</p> </td> </tr> <tr> <td>Returns</td> <td>whether the write succeeded</td> </tr> </table>		Function	write	Description	Write data to an I2C bus.	Type	[[guarded]] i2c_res_t write(uint8_t device_addr, uint8_t buf[n], size_t n, size_t &num_bytes_sent, int send_stop_bit)	Parameters	<p>device_addr the address of the slave device to write to.</p> <p>buf the buffer containing data to write.</p> <p>n the number of bytes to write.</p> <p>num_bytes_sent the function will set this value to the number of bytes actually sent. On success, this will be equal to but it will be less if the slave sends an early NACK on the bus and the transaction fails.</p> <p>send_stop_bit If this is set to non-zero then a stop bit will be output on the bus after the transaction. This is usually required for normal operation. If this parameter is non-zero then no stop bit will be omitted. In this case, no other task can use the component until either a new read or write call is made (a repeated start) or the send_stop_bit() function is called.</p>	Returns	whether the write succeeded
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Returns	whether the write succeeded											

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Type	i2c_master_if (continued)	
	Function	read
	Description	Read data from an I2C bus.
	Type	[[guarded]] i2c_res_t read(uint8_t device_addr, uint8_t buf[n], size_t n, int send_stop_bit)
	Parameters	device_addr the address of the slave device to read from buf the buffer to fill with data n the number of bytes to read send_stop_bit If this is set to non-zero then a stop bit will be output on the bus after the transaction. This is usually required for normal operation. If this parameter is non-zero then no stop bit will be omitted. In this case, no other task can use the component until either a new read or write call is made (a repeated start) or the send_stop_bit() function is called.
	Function	send_stop_bit
	Description	Send a stop bit. This function will cause a stop bit to be sent on the bus. It should be used to complete/abort a transaction if the send_stop_bit argument was not set when calling the read() or write() functions.
	Type	void send_stop_bit(void)
	Function	shutdown
	Description	Shutdown the I2C component. This function will cause the I2C task to shutdown and return.
	Type	void shutdown()

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Type	i2c_master_if (continued)	
	Function	read_reg
	Description	Read an 8-bit register on a slave device. This function reads an 8-bit addressed, 8-bit register from the i2c bus. The function reads data by transmitting the register addr and then reading the data from the slave device.
	Type	uint8_t read_reg(uint8_t device_addr, uint8_t reg, i2c_regop_res_t &result)
	Parameters	device_addr the address of the slave device to read from reg the address of the register to read
	Returns	the value of the register
	Function	write_reg
	Description	Write an 8-bit register on a slave device. This function writes an 8-bit addressed, 8-bit register from the i2c bus. The function writes data by transmitting the register addr and then transmitting the data to the slave device.
	Type	i2c_regop_res_t write_reg(uint8_t device_addr, uint8_t reg, uint8_t data)
	Parameters	device_addr the address of the slave device to write to reg the address of the register to write data the 8-bit value to write

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Type	i2c_master_if (continued)	
	Function	read_reg8_addr16
	Description	Read an 8-bit register on a slave device from a 16 bit register address. This function reads a 16-bit addressed, 8-bit register from the i2c bus. The function reads data by transmitting the register addr and then reading the data from the slave device.
	Type	uint8_t read_reg8_addr16(uint8_t device_addr, uint16_t reg, i2c_regop_res_t &result)
	Parameters	device_addr the address of the slave device to read from reg the address of the register to read
	Returns	the value of the register
	Function	write_reg8_addr16
	Description	Write an 8-bit register on a slave device from a 16 bit register address. This function writes a 16-bit addressed, 8-bit register from the i2c bus. The function writes data by transmitting the register addr and then transmitting the data to the slave device.
	Type	i2c_regop_res_t write_reg8_addr16(uint8_t device_addr, uint16_t reg, uint8_t data)
	Parameters	device_addr the address of the slave device to write to reg the address of the register to write data the 8-bit value to write

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Type	i2c_master_if (continued)	
	Function	read_reg16
	Description	Read an 16-bit register on a slave device from a 16 bit register address. This function reads a 16-bit addressed, 16-bit register from the i2c bus. The function reads data by transmitting the register addr and then reading the data from the slave device.
	Type	uint16_t read_reg16(uint8_t device_addr, uint16_t reg, i2c_regop_res_t &result)
	Parameters	device_addr the address of the slave device to read from reg the address of the register to read
	Returns	the value of the register
	Function	write_reg16
	Description	Write an 16-bit register on a slave device from a 16 bit register address. This function writes a 16-bit addressed, 16-bit register from the i2c bus. The function writes data by transmitting the register addr and then transmitting the data to the slave device.
	Type	i2c_regop_res_t write_reg16(uint8_t device_addr, uint16_t reg, uint16_t data)
	Parameters	device_addr the address of the slave device to write to reg the address of the register to write data the 16-bit value to write

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Type	i2c_master_if (continued)	
	Function	read_reg16_addr8
	Description	Read an 16-bit register on a slave device from a 8-bit register address. This function reads a 8-bit addressed, 16-bit register from the i2c bus. The function reads data by transmitting the register addr and then reading the data from the slave device.
	Type	uint16_t read_reg16_addr8(uint8_t device_addr, uint8_t reg, i2c_regop_res_t &result)
	Parameters	device_addr the address of the slave device to read from reg the address of the register to read
	Returns	the value of the register
	Function	write_reg16_addr8
	Description	Write an 16-bit register on a slave device from a 8-bit register address. This function writes a 8-bit addressed, 16-bit register from the i2c bus. The function writes data by transmitting the register addr and then transmitting the data to the slave device.
	Type	i2c_regop_res_t write_reg16_addr8(uint8_t device_addr, uint8_t reg, uint16_t data)
	Parameters	device_addr the address of the slave device to write to reg the address of the register to write data the 8-bit value to write

3.4 I2C master asynchronous interface

Type	i2c_master_async_if									
Description	This interface is used to communication with an I2C master component asynchronously. It provides facilities for reading and writing to the bus.									
Functions	<table border="1"> <tr> <td>Function</td> <td>write</td> </tr> <tr> <td>Description</td> <td>Initialize a write to an I2C bus.</td> </tr> <tr> <td>Type</td> <td>[[guarded]] void write(uint8_t device_addr, uint8_t buf[n], size_t n, int send_stop_bit)</td> </tr> <tr> <td>Parameters</td> <td> device_addr the address of the slave device to write to buf the buffer containing data to write n the number of bytes to write send_stop_bit If this is set to non-zero then a stop bit will be output on the bus after the transaction. This is usually required for normal operation. If this parameter is non-zero then no stop bit will be omitted. In this case, no other task can use the component until either a new read or write call is made (a repeated start) or the send_stop_bit() function is called. </td> </tr> </table>		Function	write	Description	Initialize a write to an I2C bus.	Type	[[guarded]] void write(uint8_t device_addr, uint8_t buf[n], size_t n, int send_stop_bit)	Parameters	device_addr the address of the slave device to write to buf the buffer containing data to write n the number of bytes to write send_stop_bit If this is set to non-zero then a stop bit will be output on the bus after the transaction. This is usually required for normal operation. If this parameter is non-zero then no stop bit will be omitted. In this case, no other task can use the component until either a new read or write call is made (a repeated start) or the send_stop_bit() function is called.
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Type	i2c_master_async_if (continued)	
	Function	read
	Description	Initialize a read to an I2C bus.
	Type	[[guarded]] void read(uint8_t device_addr, size_t n, int send_stop_bit)
	Parameters	device_addr the address of the slave device to read from. n the number of bytes to read. send_stop_bit If this is set to non-zero then a stop bit will be output on the bus after the transaction. This is usually required for normal operation. If this parameter is non-zero then no stop bit will be omitted. In this case, no other task can use the component until either a new read or write call is made (a repeated start) or the send_stop_bit() function is called.
	Function	operation_complete
	Description	Completed operation notification. This notification will fire when a read or write is completed.
	Type	[[notification]] slave void operation_complete(void)

Continued on next page

Type	i2c_master_async_if (continued)	
	Function	get_write_result
	Description	Get write result. This function should be called after a write has completed.
	Type	[[clears_notification]] i2c_res_t get_write_result(size_t &num_bytes_sent)
	Parameters	num_bytes_sent the function will set this value to the number of bytes actually sent. On success, this will be equal to but it will be less if the slave sends an early NACK on the bus and the transaction fails.
	Returns	whether the write succeeded
	Function	get_read_data
	Description	Get read result. This function should be called after a read has completed.
	Type	[[clears_notification]] i2c_res_t get_read_data(uint8_t buf[n], size_t n)
	Parameters	buf the buffer to fill with data. n the number of bytes to read, this should be the same as the number of bytes specified in <code>init_rx()</code> , otherwise the behavior is undefined.
	Returns	Either I2C_SUCCEEDED or I2C_FAILED to indicate whether the operation was a success.
	Function	send_stop_bit
	Description	Send a stop bit. This function will cause a stop bit to be sent on the bus. It should be used to complete/abort a transaction if the <code>send_stop_bit</code> argument was not set when calling the <code>rx()</code> or <code>write()</code> functions.
	Type	void send_stop_bit(void)

Continued on next page

Type	i2c_master_async_if (continued)	
	Function	shutdown
	Description	Shutdown the I2C component. This function will cause the I2C task to shutdown and return.
	Type	void shutdown()

4 Slave API

All I²C slave functions can be accessed via the `i2c.h` header:

```
#include <i2c.h>
```

You will also have to add `lib_i2c` to the `USED_MODULES` field of your application Makefile.

4.1 Creating an I2C slave instance

Function	<code>i2c_slave</code>
Description	I2C slave task. This function instantiates an <code>i2c_slave</code> component.
Type	[[combinable]] void <code>i2c_slave(client i2c_slave_callback_if i, port p_scl, port p_sda, uint8_t device_addr)</code>
Parameters	<p><code>i</code> the client end of the <code>i2c_slave_if</code> interface. The component takes the client end and will make calls on the interface when the master performs reads or writes.</p> <p><code>p_scl</code> The SCL port of the I2C bus</p> <p><code>p_sda</code> The SDA port of the I2C bus</p> <p><code>device_addr</code> The address of the slave device</p> <p><code>max_transaction_size</code> The maximum number of bytes that will be read or written by the master.</p>

4.2 I2C slave interface

Type	i2c_slave_callback_if																					
Description	This interface is used to communication with an I2C slave component. It provides facilities for reading and writing to the bus. The I2C slave component acts a <i>client</i> to this interface. So the application must respond to these calls (i.e. the members of the interface are callbacks to the application).																					
Functions	<table border="1"> <tr> <td>Function</td> <td>start_read_request</td> </tr> <tr> <td>Description</td> <td>Start of a read request. This callback function will be called by the component if the bus master requests a read from this slave device. A follow-up call to <code>ack_read_request()</code> will request the slave to ack the request or not.</td> </tr> <tr> <td>Type</td> <td>[[guarded]] <code>void start_read_request(void)</code></td> </tr> </table> <table border="1"> <tr> <td>Function</td> <td>ack_read_request</td> </tr> <tr> <td>Description</td> <td>Master has requested a read. This callback function will be called by the component if the bus master requests a read from this slave device after the <code>start_read_request()</code> call. At this point the slave can choose to accept the request (and drive an ACK signal back to the master) or not (and drive a NACK signal).</td> </tr> <tr> <td>Type</td> <td>[[guarded]] <code>i2c_slave_ack_t ack_read_request(void)</code></td> </tr> <tr> <td>Returns</td> <td>the callback must return either <code>I2C_SLAVE_ACK</code> or <code>I2C_SLAVE_NACK</code>.</td> </tr> </table> <table border="1"> <tr> <td>Function</td> <td>start_write_request</td> </tr> <tr> <td>Description</td> <td>Start of a write request. This callback function will be called by the component if the bus master requests a write from this slave device. A follow-up call to <code>ack_write_request()</code> will request the slave to ack the request or not.</td> </tr> <tr> <td>Type</td> <td>[[guarded]] <code>void start_write_request(void)</code></td> </tr> </table>		Function	start_read_request	Description	Start of a read request. This callback function will be called by the component if the bus master requests a read from this slave device. A follow-up call to <code>ack_read_request()</code> will request the slave to ack the request or not.	Type	[[guarded]] <code>void start_read_request(void)</code>	Function	ack_read_request	Description	Master has requested a read. This callback function will be called by the component if the bus master requests a read from this slave device after the <code>start_read_request()</code> call. At this point the slave can choose to accept the request (and drive an ACK signal back to the master) or not (and drive a NACK signal).	Type	[[guarded]] <code>i2c_slave_ack_t ack_read_request(void)</code>	Returns	the callback must return either <code>I2C_SLAVE_ACK</code> or <code>I2C_SLAVE_NACK</code> .	Function	start_write_request	Description	Start of a write request. This callback function will be called by the component if the bus master requests a write from this slave device. A follow-up call to <code>ack_write_request()</code> will request the slave to ack the request or not.	Type	[[guarded]] <code>void start_write_request(void)</code>
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Type	i2c_slave_callback_if (continued)	
	Function	ack_write_request
	Description	Master has requested a write. This callback function will be called by the component if the bus master requests a write from this slave device after the <code>start_write_request()</code> call. At this point the slave can choose to accept the request (and drive an ACK signal back to the master) or not (and drive a NACK signal).
	Type	[[guarded]] <code>i2c_slave_ack_t ack_write_request(void)</code>
	Returns	the callback must return either <code>I2C_SLAVE_ACK</code> or <code>I2C_SLAVE_NACK</code> .
	Function	start_master_read
	Description	Start of a data read. This callback function will be called at the start of a byte read.
	Type	[[guarded]] <code>void start_master_read(void)</code>
	Function	master_requires_data
	Description	Master requires data. This callback function will be called when the I2C master requires data from the slave.
	Type	[[guarded]] <code>uint8_t master_requires_data()</code>
	Returns	the data to pass to the master.
	Function	start_master_write
	Description	Start of a data write. This callback function will be called at the start of writing a byte.
	Type	[[guarded]] <code>void start_master_write(void)</code>

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Type	i2c_slave_callback_if (continued)	
	Function	master_sent_data
	Description	Master has sent some data. This callback function will be called when the I2C master has transferred a byte of data to the slave.
	Type	[[guarded]] i2c_slave_ack_t master_sent_data(uint8_t data)
	Function	stop_bit
	Description	Stop bit. This callback function will be called by the component when a stop bit is sent by the master.
	Type	void stop_bit(void)
	Function	shutdown
	Description	Shutdown the I2C component. This function will cause the I2C slave task to shutdown and return.
	Type	[[notification]] slave void shutdown()

APPENDIX A - Known Issues

There are no known issues with this library.

APPENDIX B - I2C library change log

B.1 3.0.0

- Consolidated version, major rework from previous I2C components