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 libary are controlled via C using the XMOS multicore extensions (xC) and can either act as I²C master or slave.

The libary 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 suppoirt.
- 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	~0.9K	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 3.1.4 of this library. It is known to work on version 14.2.0 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:

- AN00181 - xCORE-200 explorer accelerometer demo

1 External signal description

All signals are designed to comply with the timings in the I^{2}C specification found here:

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

Note that the following optional parts of the I^{2}C 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

I^{2}C 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 I^{2}C specification.

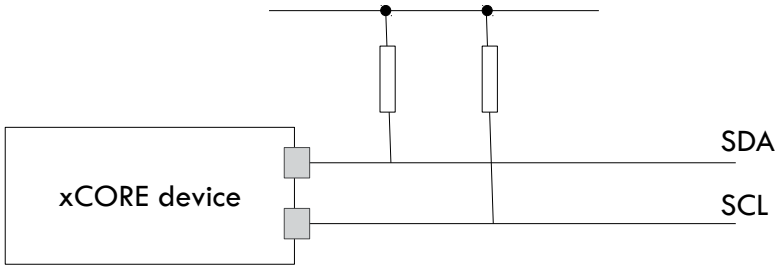

Figure 1: I^{2}C open-drain layout

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: I^{2}C 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 siginificant 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

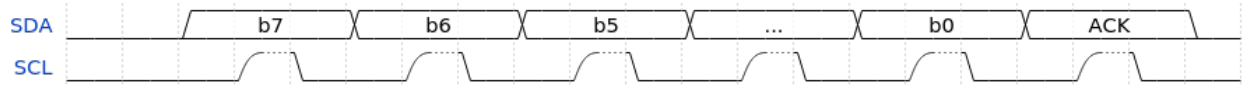

Figure 3: I^{2}C read byte

If the read/write bit of the transaction start is 1 then the master will execute a sequence of writess. Each read consists of the master driving the clock whilst and also driving he data for 8-bits (most siginificant bit first). At the end of each byte, the slave drives another clock pulse and will either drive either an ACK (0) (signalling that is can accept more data) or a NACK (1) (signalling that is 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 show in Figure 4

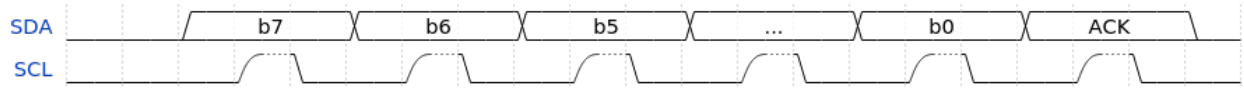

Figure 4: I^{2}C write byte

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).

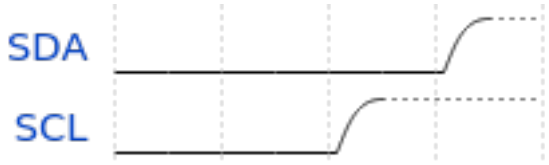

Figure 5: I^{2}C stop bit

1.1 Connecting to the xCORE device

When the xCORE is the I^{2}C master, the normal configuration is to connect the clock and data lines to different 1-bit ports as shown in Figure 6.

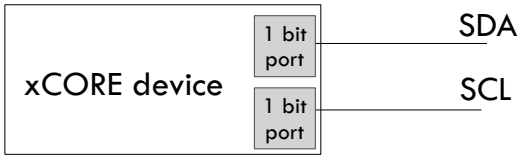

Figure 6: I^{2}C master (1-bit ports)

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:

- On L-series and U-series devices in this configuration, the xCORE can only perform write transactions to the I^{2}C bus.
- On L-series and U-series clock stretching is not supported in this configuration.
- The other bits of the multi-bit port cannot be used for any other function.

The restrictions on reading and clock stretching do not apply to xCORE-200 devices.

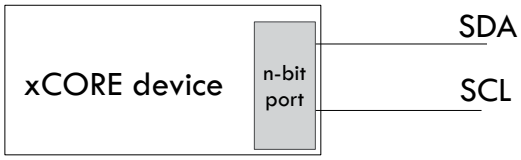

Figure 7: I^{2}C master (single n-bit port)

When the xCORE is acting as I^{2}C slave the two lines *must* be connected to two 1-bit ports (as shown in Figure 8).

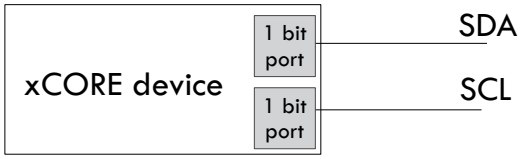

Figure 8: I^{2}C slave connection

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 oepration, the application can connect via an interface connection using the `i2c_master_if` interface type:

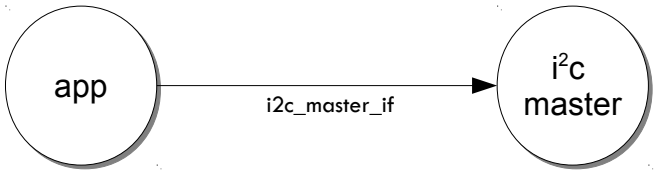

Figure 9: I²C master task diagram

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;
}
```

For the single multi-bit port version of I²C the top level instantiation would look like:

```
port p_i2c = XS1_PORT_4C;

int main(void) {
  i2c_master_if i2c[1];
  par {
    i2c_master_single_port(i2c, 1, p_i2c, 100, 1, 3, 0);
    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 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 provide 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, uin8_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_send != 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.

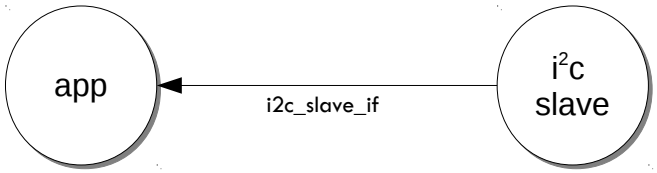

Figure 10: I²C slave task diagram

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 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	**i2c_master**
Description	Implements I2C on the i2c_master_if interface using two ports.

Type	`[[distributable]]`
	`void`
	`i2c_master(server interface i2c_master_if i[n],`
	`size_t n,`
	`port p_scl,`
	`port p_sda,`
	`unsigned kbits_per_second)`

Parameters	`i` An array of server interface connections for clients to connect to `n` The number of clients connected `p_scl` The SCL port of the I2C bus `p_sda` The SDA port of the I2C bus `kbits_per_second` The speed of the I2C bus

Function	i2c_master_single_port
Description	Implements I2C on a single multi-bit port. This function implements an I2C master bus using a single port. However, If this function is used with an L-series or U-series xCORE device then reading from the bus and clock stretching are not supported. The user needs to be aware that these restriction are appropriate for the application. On xCORE-200 devices, reading and clock stretching are supported.

Type	`[[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)`

Parameters	`c` An array of server interface connections for clients to connect to
	
	`n` The number of clients connected
	
	`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
	
	`kbits_per_second`
	The speed of the I2C bus
	
	`sda_bit_position`
	The bit position of the SDA line on the port
	
	`scl_bit_position`
	The bit position of the SCL line on the port
	
	`other_bits_mask`
	The mask for the other bits of the port to use when driving it. Note that, on occassions, the other bits are left to float, so external resistors shall be used to reinforce the default value

Function	i2c_master_async
Description	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+orthoganol

Type	`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)`

Parameters	`i` the interface to connect to the client of the component `p_scl` The SCL port of the I2C bus `p_sda` The SDA port of the I2C bus `kbits_per_second` The speed of the I2C bus

3.2 I²C master supporting typedefs

Type	i2c_res_t
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	I2C_NACK The slave has nack-ed the last byte. I2C_ACK The slave has ack-ed the last byte.

Type	i2c_regop_res_t
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	I2C_REGOP_SUCCESS The operation was successful. I2C_REGOP_DEVICE_NACK The operation was NACK-ed when sending the device address, so either the device is missing or busy. I2C_REGOP_INCOMPLETE The operation was NACK-ed halfway through by the slave.

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	

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

`device_addr`
t the address of the slave device to write to.

`buf` the buffer containing data to write.

`n` the number of bytes to write.

`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.

`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.

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. Note that no stop bit is transmitted between the write and the read. The operation is performed as one transaction using a repeated start.

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. Note that no stop bit is transmitted between the write and the read. The operation is performed as one transaction using a repeated start.

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. Note that no stop bit is transmitted between the write and the read. The operation is performed as one transaction using a repeated start.

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. Note that no stop bit is transmitted between the write and the read. The operation is performed as one transaction using a repeated start.

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	

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.

Continued on next page

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 init_rx(), 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 send_stop_bit argument was not set when calling the rx() or write() 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 I^{2}C 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	i2c_slave
Description	I2C slave task. This function instantiates an i2c_slave component.

Type	`[[combinable]]`
	`void`
	`i2c_slave(client i2c_slave_callback_if i,`
	`port p_scl,`
	`port p_sda,`
	`uint8_t device_addr)`

Parameters	`i` the client end of the i2c_slave_if interface. The component takes the client end and will make calls on the interface when the master performs reads or writes.
	
	`p_scl` The SCL port of the I2C bus
	
	`p_sda` The SDA port of the I2C bus
	
	`device_addr`
	The address of the slave device
	
	`max_transaction_size`
	The maximum number of bytes that will be read or written by the master.

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 *client* to this interface. So the application must respond to these calls (i.e. the members of the interface are callbacks to the application).
Functions	

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 `ack_read_request()` will request the slave to ack the request or not.
Type	`[[guarded]]` `void start_read_request(void)`

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 `start_read_request()` 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]]` `i2c_slave_ack_t ack_read_request(void)`
Returns	the callback must return either `I2C_SLAVE_ACK` or `I2C_SLAVE_NACK`.

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 `ack_write_request()` will request the slave to ack the request or not.
Type	`[[guarded]]` `void start_write_request(void)`

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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 `start_write_request()` 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]]` `i2c_slave_ack_t ack_write_request(void)`
Returns	the callback must return either `I2C_SLAVE_ACK` or `I2C_SLAVE_NACK`.

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]]` `void start_master_read(void)`

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]]` `uint8_t master_requires_data()`
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]]` `void start_master_write(void)`

Continued on next page

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 3.1.4

- Remove invalid app notes.

B.2 3.1.3

- Update to source code license and copyright

B.3 3.1.2

- Fix incorrect reading of r/w bit in slave component

B.4 3.1.1

- Minor user guide updates

B.5 3.1.0

- Add support for reading on i2c_master_single-port for xCORE-200 series.
- Document reg_read functions more clearly with respect to stop bit behavior.

B.6 3.0.0

- Consolidated version, major rework from previous I2C components.
- Changes to dependencies:
  - lib_logging: Added dependency 2.0.0
  - lib_xassert: Added dependency 2.0.0