



STM8 I<sup>2</sup>C optimized examples

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## Introduction

This document describes how to use the following I<sup>2</sup>C optimized examples

- Hardware configuration example of a common I<sup>2</sup>C bus
- Master firmware examples in polling mode
- Master firmware examples with interrupt
- Slave firmware examples

## Reference documents

- I<sup>2</sup>C-bus specification, version 2.1, January 2000, NXP
- RM0016 (STM8S microcontroller family reference manual)
- RM0031 (STM8L15x and STM8L16x microcontroller family reference manual)
- RM0013 (STM8L101xx microcontroller family reference manual)
- RM0009 (STM8A microcontroller family reference manual)

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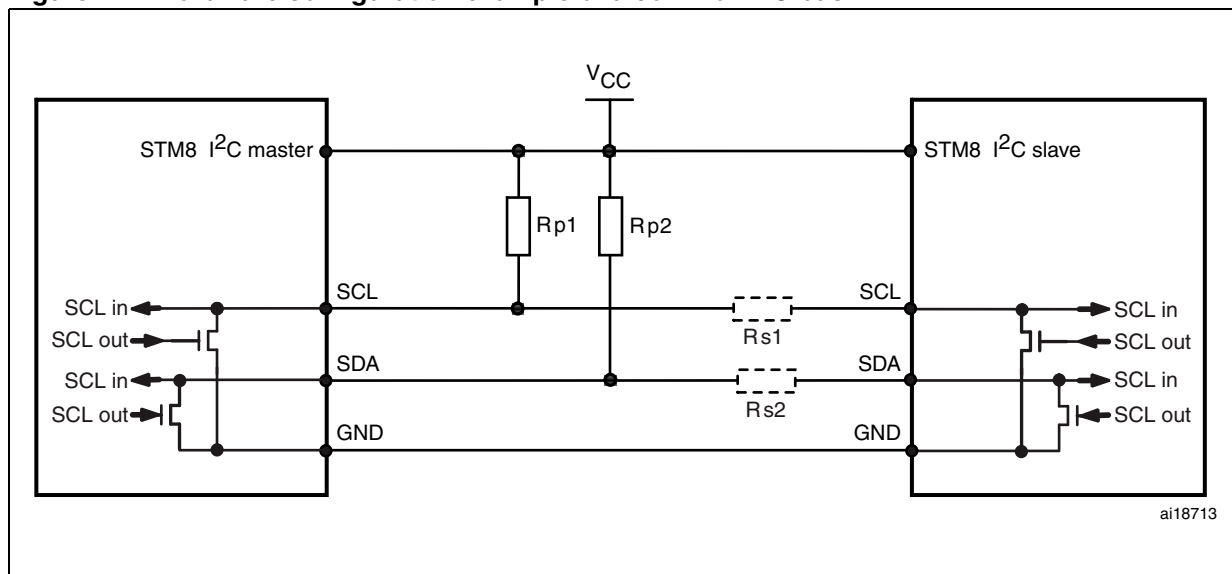
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# 1 Hardware configuration example of a common I<sup>2</sup>C bus

Firmware examples provided with this application note illustrate the basics of I<sup>2</sup>C communication protocol on STM8 microcontrollers. In these examples, the I<sup>2</sup>C peripheral is used to communicate between two STM8 devices. The I<sup>2</sup>C can also be reused and customized to fit a specific application which requires I<sup>2</sup>C communication with another device using the I<sup>2</sup>C protocol. In these examples, the master and slave work together and transmit data through the bus. At all times, the I<sup>2</sup>C protocol is respected (see the I<sup>2</sup>C-bus specification). *Figure 1* shows the hardware configuration which must be followed.

**Figure 1. Hardware configuration example of a common I<sup>2</sup>C bus**



- Legend:
  - V<sub>CC</sub> = supply voltage, typically ranging from 1.8 V to 5 V
  - SDA = Serial data (I<sup>2</sup>C data line)
  - SCL = Serial clock (I<sup>2</sup>C clock line)
  - Rp1, Rp2 = Pull-up resistor used to set the bus idle voltage to V<sub>CC</sub>. Also called the I<sup>2</sup>C termination.
  - Rs1, Rs2 = Optional 100 Ohm serial resistor used to ease differentiation between master and slave when analyzing communication waveforms on the oscilloscope. These resistors must be placed on one extremity of the bus (on the master or slave side).

## 1.1 Software

The software of all I<sup>2</sup>C firmware examples is divided into two basic levels:

- **An application layer** (main.c) - which is an example of how to implement all the I<sup>2</sup>C procedures. It must be replaced by the usercode in the final application.
- **A data link layer** (I2C\_XXX.c) - which manages the data flow process and hardware control. The user should not change the software at this level. All processes at data link level are managed by a set of predefined functions contained in the data link layer. These functions are called from the application level.

## 2 Master firmware examples in polling mode

### 2.1 Application layer example

This layer simulates an I<sup>2</sup>C memory access with an offset command. It should be used with the example of the provided I<sup>2</sup>C slave.

After peripheral initialisation, the program runs in a testing loop. This sends a succession of bytes to be stored in the slave memory and then reads them back. After each loop, all sent and received values are compared for integrity checking purposes. The first byte of every message is used as a memory offset command for the data storage register.

All read and write procedures performed on the I<sup>2</sup>C bus are managed by calling dedicated functions from the data link layer. Their execution times are guarded by a timeout which is serviced by a dedicated timer. This timeout is reset at the start of every testing loop and is checked at the end of every loop. If the timer counter reaches 0, it means that one I<sup>2</sup>C communication is stuck.

### 2.2 Data link layer example

All I<sup>2</sup>C activities of the data link layer except errors are performed and checked by polling. Errors are handled by the I<sup>2</sup>C interrupt service. The specific functions for I<sup>2</sup>C flow control are predefined in this part of the firmware. They are called by the application layer to control all I<sup>2</sup>C processes. These procedures follow specific processes which cover all the known I<sup>2</sup>C errata issues (see [Figure 4](#) and [Figure 7](#)).

## 2.2.1 Examples of data link functions predefined for the application layer

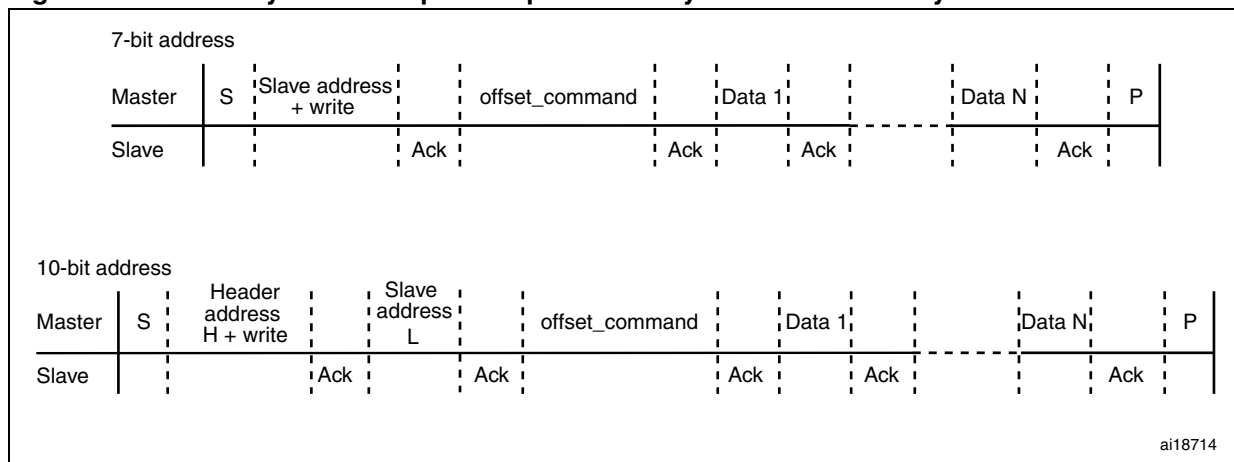
### I2C\_WriteRegister function

#### Prototype

```
void Function I2C_WriteRegister (u8 offset_command, u8
number_of_data_bytes, u8 *data_field_address);
```

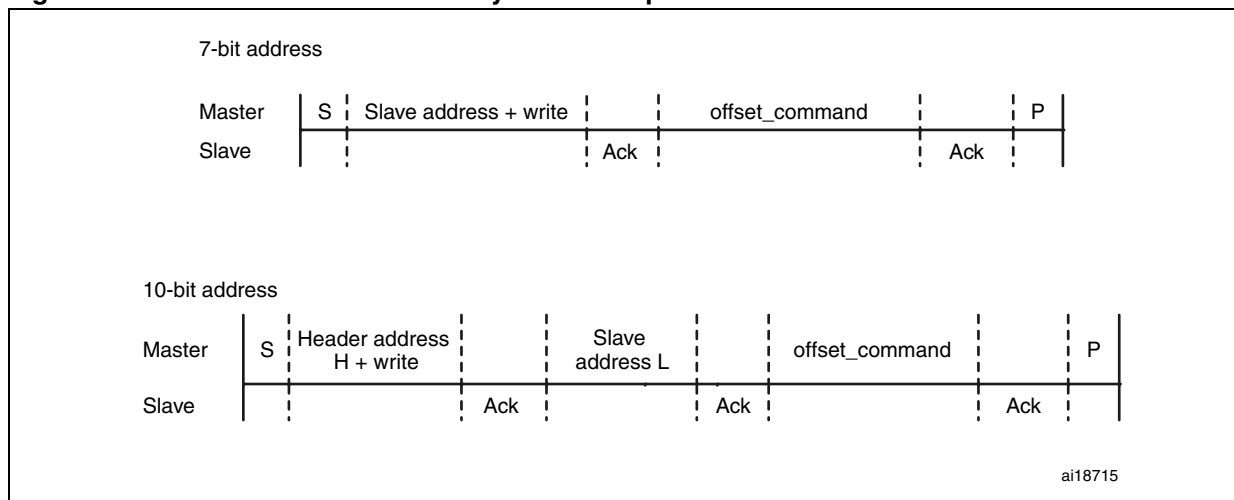
The I<sup>2</sup>C write register function sends, one byte (offset\_command value) followed by a defined number of data bytes from a specific data field. This function can also be used to send one byte if it is called with zero number of data bytes. In the example in [Figure 2](#), the first (command) byte is interpreted as an offset from which data is stored in the slave device.

**Figure 2. N-data byte write sequences preceded by a one-command byte**



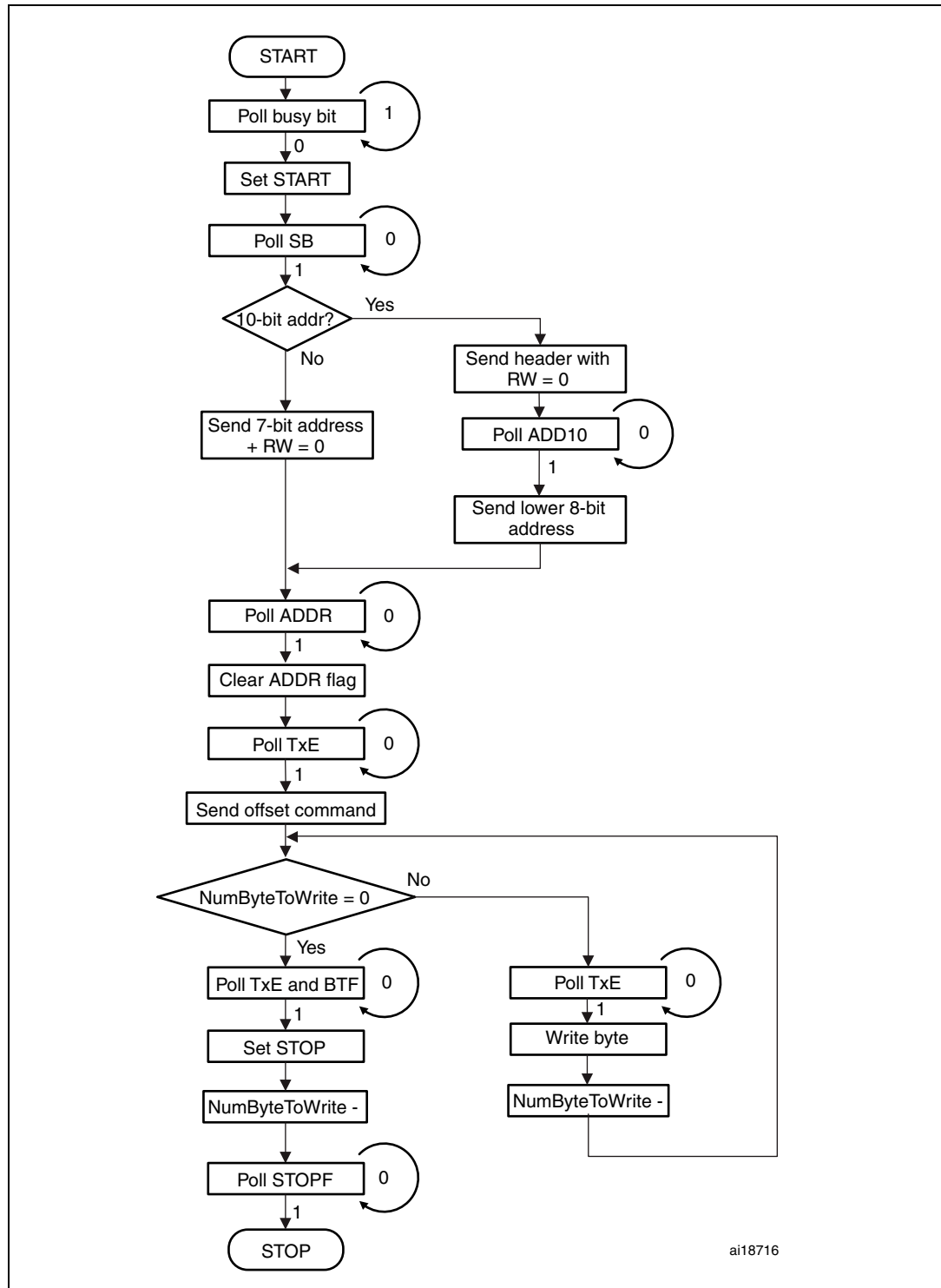
1. Legend: S = start, P = stop, H = high, L = low

**Figure 3. One-datum or command byte write sequence**



1. Legend: S = start, P = stop, H = high, L = low

Figure 4. Flowchart of data-write sequences made by the I2C\_WriteRegister() function



1. Legend: SB = start bit, RW = read/write bit



### I2C\_ReadRegister function

This function sends one byte (offset\_command value) to the slave. It then restarts the bus and continues communication by reading a defined number of data bytes. Bytes are stored in a specific data field starting from a specified address. The offset\_command value depends on the slave device interpretation. In this example, it is used as a memory offset. It can be used in other applications as a command for specific I<sup>2</sup>C peripherals.

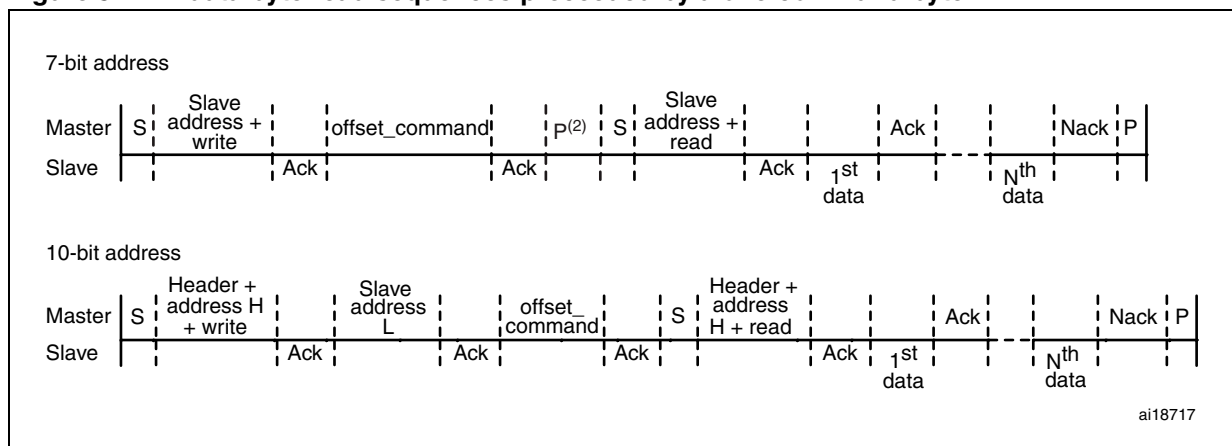
#### Prototype

```
void Function I2C_ReadRegister (u8 offset_command, u8
number_of_data_bytes, u8 *data_field_address)
```

#### Parameters

- offset\_command : First byte to send during communication. Can be used as offset, command, or first datum
- number\_of\_data\_bytes: Number of bytes to read. Value from 0 to 255
- \*data\_field\_address : pointer to first address of data to send buffer

**Figure 5. N-data byte read sequences preceded by a one-command byte**



1. Legend: S = start, P = stop, H = high, L = low
2. Stop is not mandatory in this sequence and can be skipped by defining the "NO\_RESTART" constant in the driver header file (I2C\_master\_poll.h).

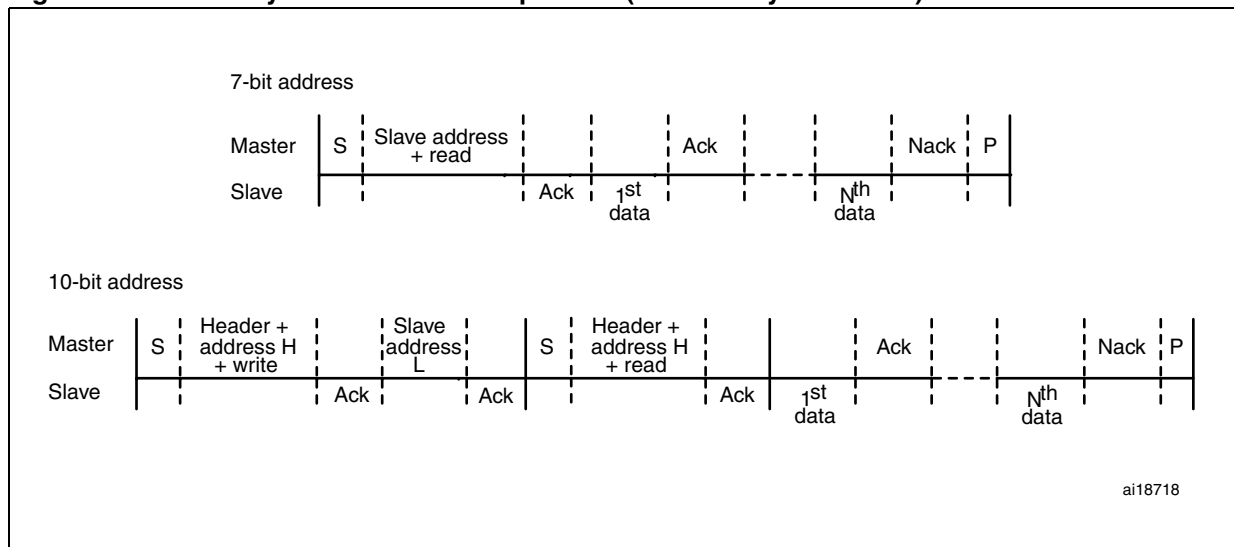
### I2C\_RandomRead function

#### Prototype

```
void Function I2C_RandomRead (u8 number_of_data_bytes, u8
*data_field_address)
```

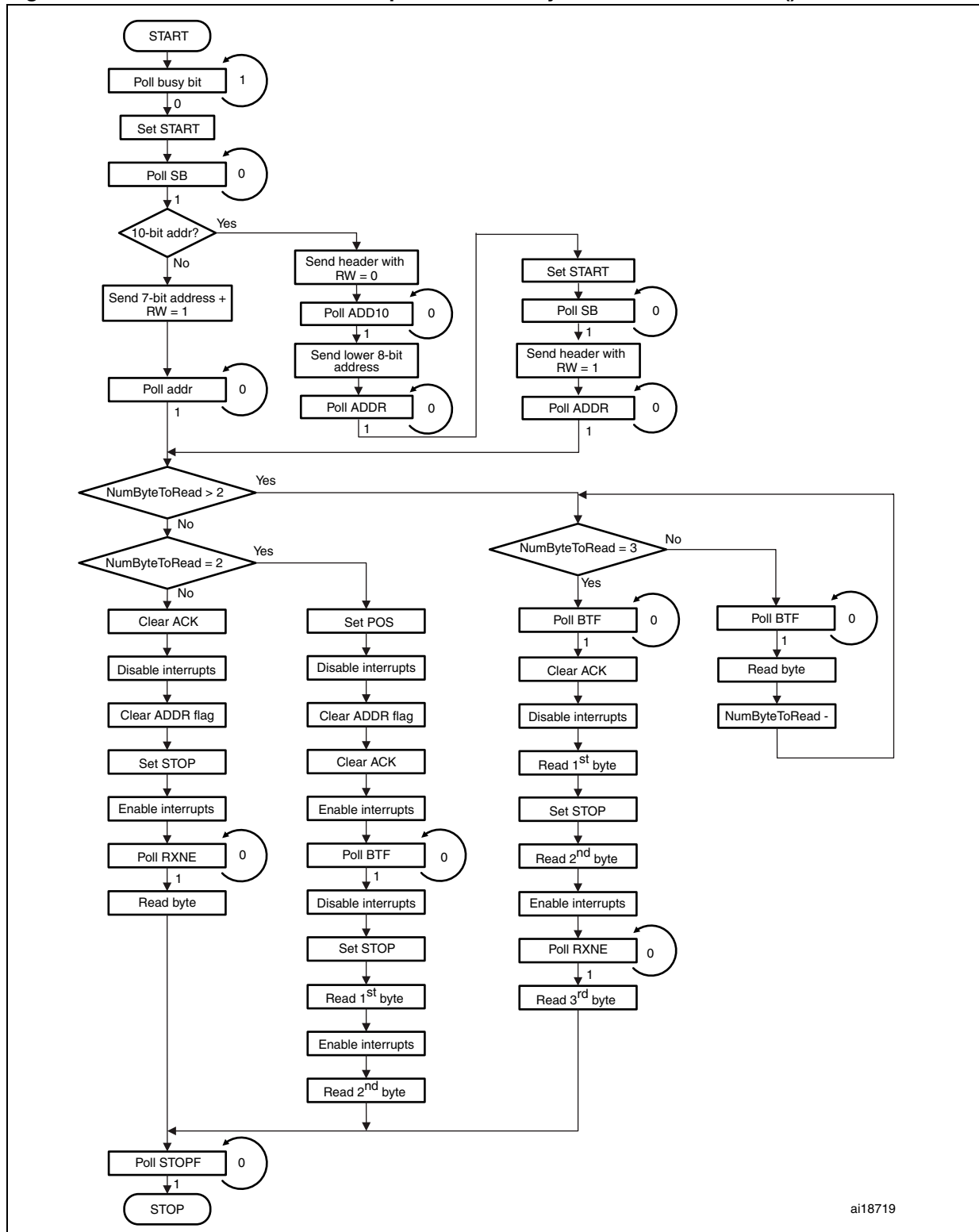
This function reads directly requested data from the slave. No offset or command byte is written previously. It can be used as a standard or continuous read (where auto-incrementation of addresses is available on the slave side). Received bytes are stored in data fields starting from specified data field addresses.

**Figure 6. N-data byte random read sequences (without any command)**



1. Legend: S = start, P = stop, H = high, L = low

Figure 7. Flowchart of data read sequences made by the I2C\_RandomRead() function



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1. Legend: SB = start bit, RW = read/write bit

The I<sup>2</sup>C read register function is the succession of one I<sup>2</sup>C write register function call and one I<sup>2</sup>C random read function call (see [Figure 4: Flowchart of data-write sequences made by the I2C\\_WriteRegister\(\) function](#) and [Figure 4: Flowchart of data-write sequences made by the I2C\\_WriteRegister\(\) function](#)).

## 3 Master firmware examples with interrupt

### 3.1 Application layer example

The function and purpose of this layer is the same as for polling mode. After peripheral initialization, the program stays in a testing loop. This sends a succession of bytes to be stored into the slave memory and then reads back from the slave. After each loop, all sent and received values are compared for integrity checking purposes. For more details, please refer to [Section 2.1: Application layer example](#).

### 3.2 Data link layer example

All I<sup>2</sup>C activities of the data link layer are handled by the I<sup>2</sup>C interrupt service. This interrupt routine is managed by the internal state machine (see [Figure 8: I<sup>2</sup>C state machine flowchart](#)). The procedures included in this flowchart follow specific processes which cover all known I<sup>2</sup>C errata issues (see [Figure 4](#) and [Figure 7](#)). It is highly recommended not to change this layer to ensure that the application handles specific states on the I<sup>2</sup>C bus. The specific functions for I<sup>2</sup>C flow control are predefined in this part of the firmware. They are called by the application layer to control all I<sup>2</sup>C processes.

#### 3.2.1 Examples of data link functions predefined for the application layer

##### I2C\_WriteRegister function

This function sets up and starts the state machine to perform an I<sup>2</sup>C write process. It returns 1 when the process is started or 0 when the peripheral or line is busy.

##### Prototype

```
u8 I2C_WriteRegister(u16 SlaveAdd, u8 AddType, u8 NoStop, u8  
NumByteToWrite, u8 *DataBuffer)
```

##### Parameters

- SlaveAdd: unsigned short number address of the slave
- AddType: 7-bit (SEV\_BIT\_ADDRESS) or 10-bit addressing (TEN\_BIT\_ADDRESS)
- NoStop: stop is/is not performed after the transmission (STOP; NOSTOP)
- NumByteToWrite: number of bytes to be sent
- DataBuffer: first data buffer address

##### Returns

- 0 is returned if the write process is not started due to other I<sup>2</sup>C operations
- 1 is returned if the write process is started

### I2C\_ReadRegister function

This function sets up and starts the state machine to perform an I<sup>2</sup>C read process. It returns 1 when the process is started or 0 when the peripheral or line is busy.

#### Prototype

```
u8 I2C_ReadRegister(u16 SlaveAdd, u8 AddType, u8 NoStop, u8  
NumByteToRead, u8 *DataBuffer);
```

#### Parameters

- SlaveAdd: unsigned short number address of the slave
- AddType: 7-bit (SEV\_BIT\_ADDRESS) or 10-bit addressing (TEN\_BIT\_ADDRESS)
- NoStop: stop is/is not performed before the transmission (used for 10-bit addressing mode when the complete address or header is sent depending on the STOP or NOSTOP flag).
- NumByteToRead: number of bytes to be received
- DataBuffer: first data buffer address

#### Returns

- 0 is returned if the read process is not started due to other I<sup>2</sup>C operations
- 1 is returned if the read process is started

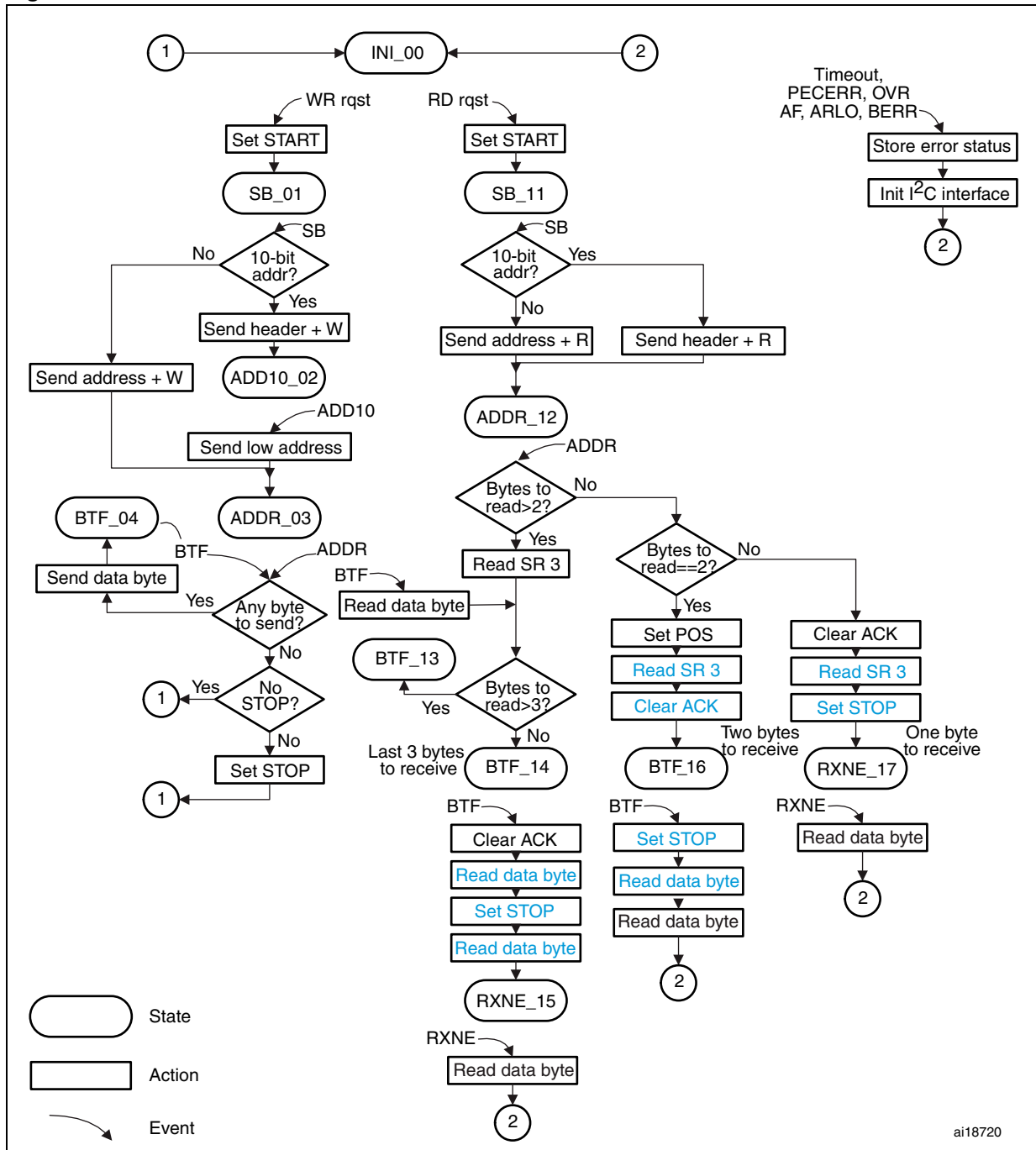
### ErrProc function

This function is called from I<sup>2</sup>C interrupt routines each time an error is detected. It can be customized according to the application needs.

#### Prototype

```
void ErrProc (void)
```

Figure 8. I<sup>2</sup>C state machine flowchart



1. Legend: SB = start bit, W = write, R = read
2. The text in blue indicates the parts of this State machine which must be protected from interrupt by software disabling (see the device errata sheet).

---

**Warning:** For a 10-bit address random read, a WriteRegister function call (without data and STOP) should be performed before a ReadRegister function call.

---

### Example

```
// Send 10-bit slave address
I2C_WriteRegister (0x3F0,TEN_BIT_ADDRESS,NOSTOP,0,Buf);
// Read data from slave
I2C_ReadRegister (0x3F0,TEN_BIT_ADDRESS,STOP,3,Buf);
```

## 3.3 Application layer example

This layer simulates an I<sup>2</sup>C memory with an offset command example. The first datum received is interpreted as a command (memory offset). Interaction with the data link layer is made using specific customizable functions (see [Section 3.4.1: Application layer customizable function examples](#)). These functions can be modified depending on the application needs.

## 3.4 Data link layer example

All I<sup>2</sup>C activities of the data link layer are handled by the I<sup>2</sup>C interrupt service. All procedures in this interrupt service follow specific processes which cover all known I<sup>2</sup>C errata issues (see [Figure 4](#) and [Figure 7](#)). It is highly recommended not to change this layer to ensure that the application handles specific states on the I<sup>2</sup>C bus. All customizations must be performed in the application layer using the customizable functions described in the examples below.

### 3.4.1 Application layer customizable function examples

#### I2C\_transaction\_begin

This function is called every time a transaction with the slave begins (slave address recognised).

**Prototype**

```
void I2C_transaction_begin (void)
```

#### I2C\_transaction\_end

This function is called every time a transaction with the slave ends (stop or Nack detected).

**Prototype**

```
void I2C_transaction_end (void)
```



**I2C\_byte\_received**

This function is called every time a byte is received by the I<sup>2</sup>C peripheral. This example stores data in the memory.

**Prototype**

```
void I2C_byte_received (u8 u8_RxData)
```

**I2C\_byte\_write**

This function is called every time a byte needs to be sent. It must return a u8 value which corresponds to the byte to be written on the I<sup>2</sup>C line. In this example, the function returns selected stored data from the memory.

**Prototype**

```
u8 I2C_byte_write(void)
```

**Return**

To be customized according to the application needs. The returned value is the datum which is written on the I<sup>2</sup>C line.

**ErrProc function**

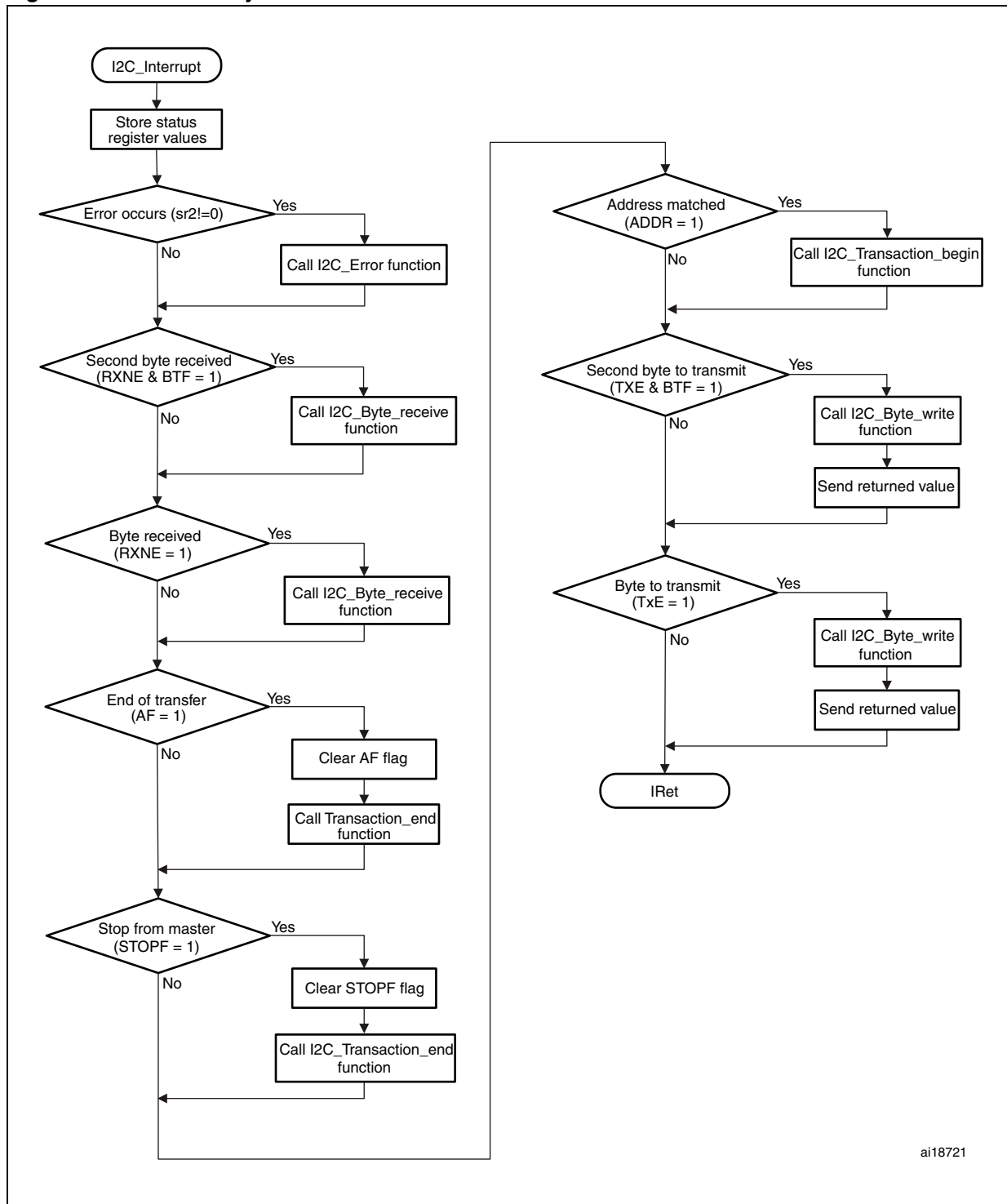
This function is called from the I<sup>2</sup>C interrupt routines each time an error is detected. It can be customized according to the application needs.

**Prototype**

```
void ErrProc (void)
```

### 3.5 Data link layer flowchart

Figure 9. Data link layer flowchart



## 4 Revision history

Table 1. Document revision history

Date	Revision	Changes
20-Oct-2010	1	Initial release

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