

I2C interface

Guide

Visibility and dissemination of the document:

Can be widely distributed

Language: **C**
Language version: **C99**
Endianness: **N/A**

Synchronous: **yes**
Asynchronous: **yes**
OS: **need adaptation**

MCU compatibility:
no limit

Tests: **N/A**

MISRA C: **to be determined**
CERT C: **to be determined**

PBIT: **yes**
CBIT: **possible**

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I2C interface

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This I2C interface definitions for all the <https://github.com/Emandhal> drivers and developments.

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Aucune entrée de table d'illustration n'a été trouvée.

1. INTRODUCTION

1.1. Purpose

The purpose of this document is to explain how to use the definitions to create I2C interfaces for <https://github.com/Emandhal> drivers and developments. All drivers that use I2C will use these interfaces.

The interface:

- Can be used with any MCU (little or big endian)
- Only take care of the I2C interface entries
- All functions are identical which guarantees that all drivers will communicate with the I2C driver the same way

1.2. Documents, References, and abbreviations

1.2.1. Applicable documents

IDENTIFICATION	TITLE	DATE
-	-	-

1.2.2. Reference documents

IDENTIFICATION	TITLE	DATE
-	-	-

1.2.3. Abbreviations and Acronyms

This is the list of all the abbreviations and acronyms used in this document and their definitions. They are arranged in alphabetical order.

CBIT	Continuous Built-In Test
CERT	Computer Emergency Response Team
CLK	Clock
DMA	Direct Memory Access
I2C	Inter-Integrated Circuit
MCU	Micro-Controller Unit
MISRA	Motor Industry Software Reliability Association
OS	Operating System
PBIT	Power Up Built-In Test
PIO	Programmable Input/Output
RAM	Random Access Memory

2. FEATURES

This interface has been designed to:

- Use only one entry for both synchronous and asynchronous (by polling for example) mode
- The driver can ask for an endianness transformation
- The driver can use the result of the interface to correct/change the transfer
- Create virtual I2C ports and link a driver to it

3. PRESENTATION

This interface is the entry point of an I2C driver. The driver will point to the I2C Initialization's function of the I2C driver to configure it, and the driver will point to the I2C Transfer's function of the I2C driver to transfer data.

Example with driver which communicate directly through a hardware I2C peripheral:

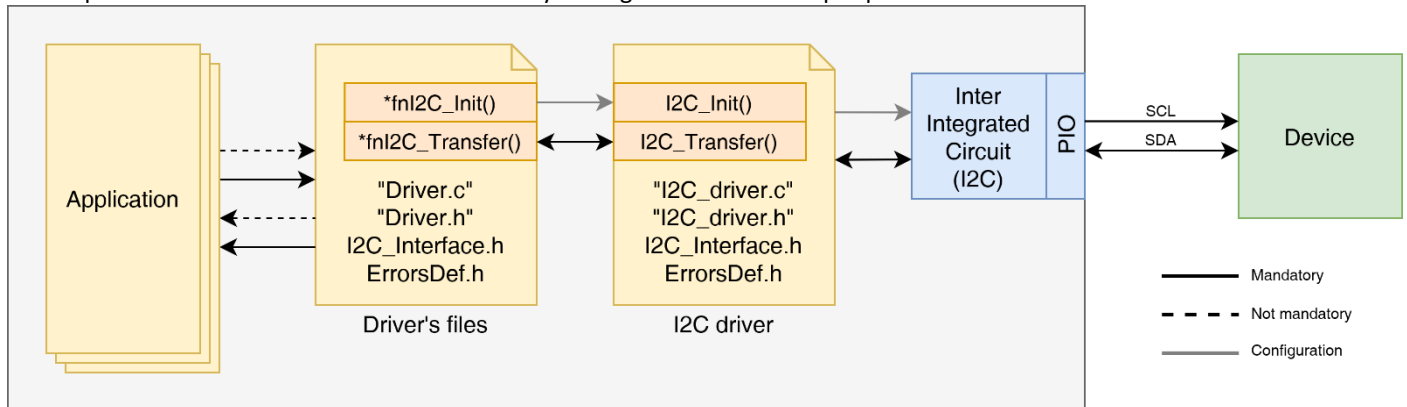


Figure 1 – Interface use with a hardware I2C peripheral

Example with driver which communicate through a software I2C interface:

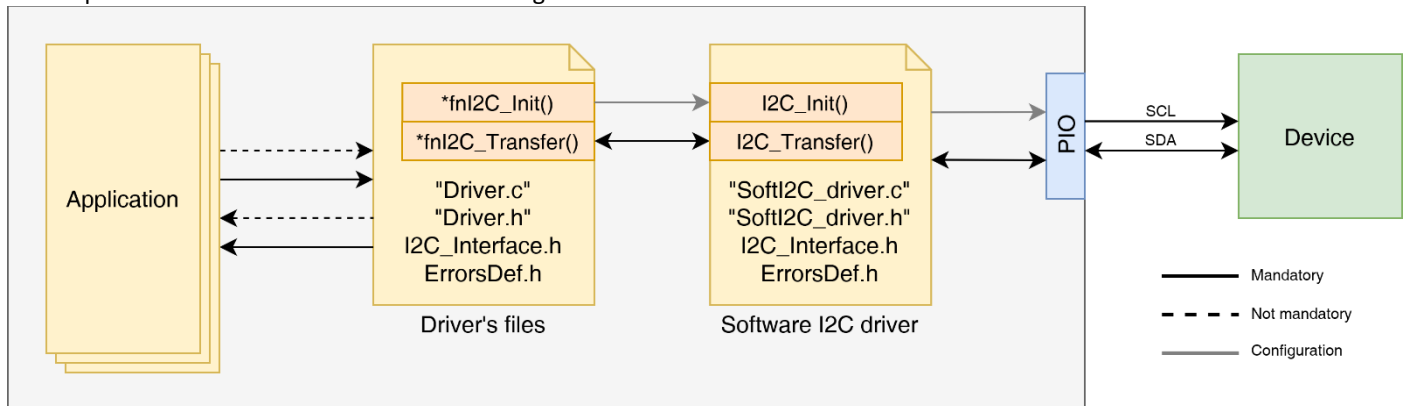


Figure 2 – Interface use with a software I2C interface

Example with a driver which communicate through a SPI to I2C device:

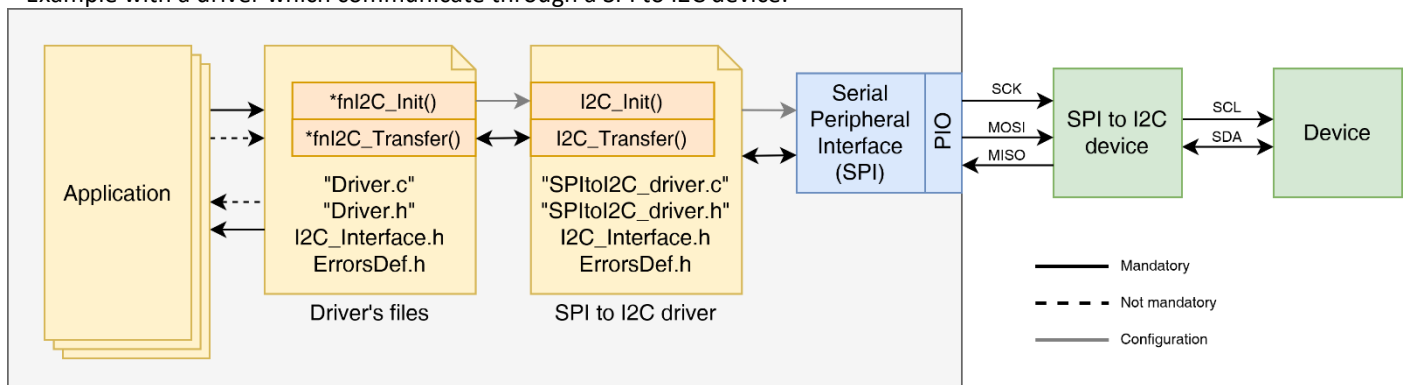


Figure 3 – Interface use with a SPI to I2C device

4. INTERFACE FILE CONFIGURATION

There is no Interface File specific configuration.

5. HOW TO DESIGN A DRIVER THAT USE THIS INTERFACE AS INPUT

Depending on device or peripheral that will be in use, the implementation will differ.

The `I2CInterface_Packet.Config` indicates to the driver what it can do with the packet to help the driver but may not be used. If not used, the I2C driver will be compatible with all of device's drivers. This configuration is design to be discarded without any problems.

On some device drivers some transformation can be done directly by the I2C driver to reduce the amount of CPU used by the driver, like asking the I2C driver to take care of the endianness transformation or the use of DMA because the driver work by polling.

5.1. Basic use of the I2C_Interface structure

In case of a basic use of a I2C peripheral, the `I2CInterface_Packet.Config` is not used, and it will be compatible with all of drivers. This configuration is design to be discarded without any problems. The driver design should look like this:

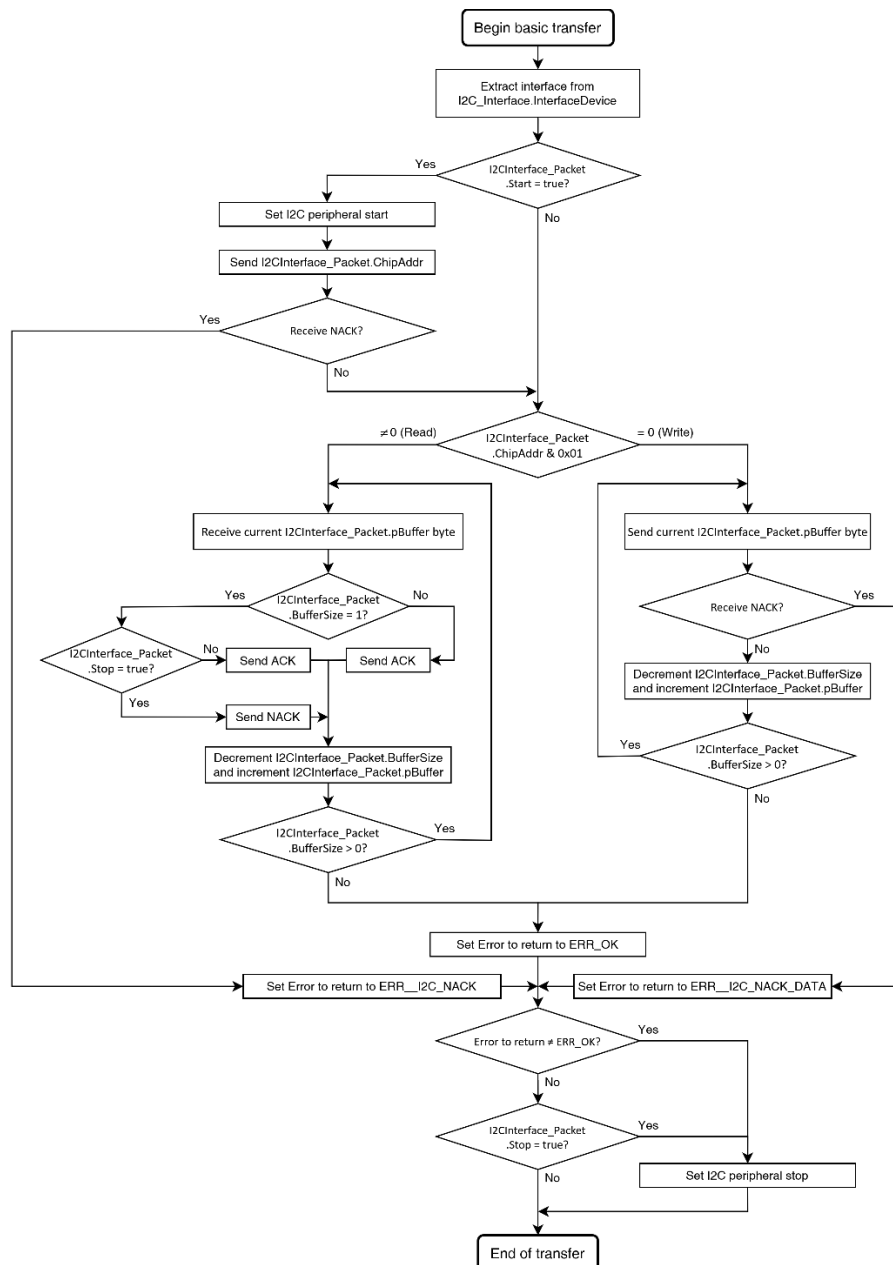


Figure 4 - Basic transfer diagram

5.1.1. Example

Example of a driver .c file:

```
static bool I2Cconfigured = false;
static bool I2CstopSent = true;

//=====
// Soft I2C driver interface configuration
//=====
eERRORRESULT SoftI2C_InterfaceInit(I2C_Interface *pIntDev, const uint32_t sclFreq)
{
    if (pIntDev == NULL) return ERR_I2C_PARAMETER_ERROR;
    if (I2Cconfigured) return ERR_OK;

    //--- Pin configuration of the soft I2C ---
    SDA_SOFT_PIO_En;
    SDA_SOFT_High; // SDA = 1
    SDA_SOFT_In; // SDA in

    SCL_SOFT_PIO_En;
    SCL_SOFT_High; // SCL = 1
    SCL_SOFT_Out; // SCL out

    //--- Bus initialization/recovery ---
    size_t z = 9; // Clock up to 9 cycles. Here we force I2C SCL to clock until a device stuck in communication respond
    while (SDA_SOFT_Status == 0) // Look for SDA high in each cycle while SCL is high and then break
    {
        delay_us(1);
        SCL_SOFT_Low; // SCL = 0
        delay_us(1);
        SCL_SOFT_High; // SCL = 1
        if (--z == 0) break;
    }

    I2Cconfigured = true;
    I2CstopSent = true;
    return ERR_OK;
}

//=====
// Software I2C - Transfer data through an I2C communication
//=====
eERRORRESULT SoftI2C_Transfer(I2C_Interface *pIntDev, I2CInterface_Packet* const pPacketDesc)
{
    eERRORRESULT Error = ERR_OK;
    bool DeviceReady = true;
    bool ForceStop = false;
    bool DeviceWrite = ((pPacketDesc->ChipAddr & 0x01) == 0);

    //--- Transfer data ---
    if (pPacketDesc->Start)
    {
        Error = SoftI2C_Start(pIntDev, pPacketDesc->ChipAddr); // Send a start if asked
        if (Error == ERR_I2C_NACK) DeviceReady = false; // If the device receive a NAK, then the device is not ready
        if (Error != ERR_OK) ForceStop = true; // If there is an error while starting the transfer then
    }
    if (ForceStop == false)
    {
        if (DeviceWrite) // Device write
        {
            while (pPacketDesc->BufferSize > 0)
            {
                Error = SoftI2C_TxByte(pIntDev, *pPacketDesc->pBuffer); // Transmit byte
                if (Error == ERR_I2C_NACK) Error = ERR_I2C_NACK_DATA; // If we receive a NACK here then it is a NACK on data transfer
                if (Error != ERR_OK) { ForceStop = true; break; } // If there is an error while receiving data from I2C then stop the
transfer
                pPacketDesc->pBuffer++;
                pPacketDesc->BufferSize--;
            }
        }
        else // Device read
        {
            while (pPacketDesc->BufferSize > 0)
            {
                Error = SoftI2C_RxByte(pIntDev, pPacketDesc->pBuffer, !(pPacketDesc->Stop && (pPacketDesc->BufferSize == 1))); // Receive byte and send ACK if not last byte to receive and stop else send NACK
                if (Error != ERR_OK) { ForceStop = true; break; } // If there is an error while receiving data from I2C then stop the transfer
                pPacketDesc->pBuffer++;
                pPacketDesc->BufferSize--;
            }
        }
    }
}
```

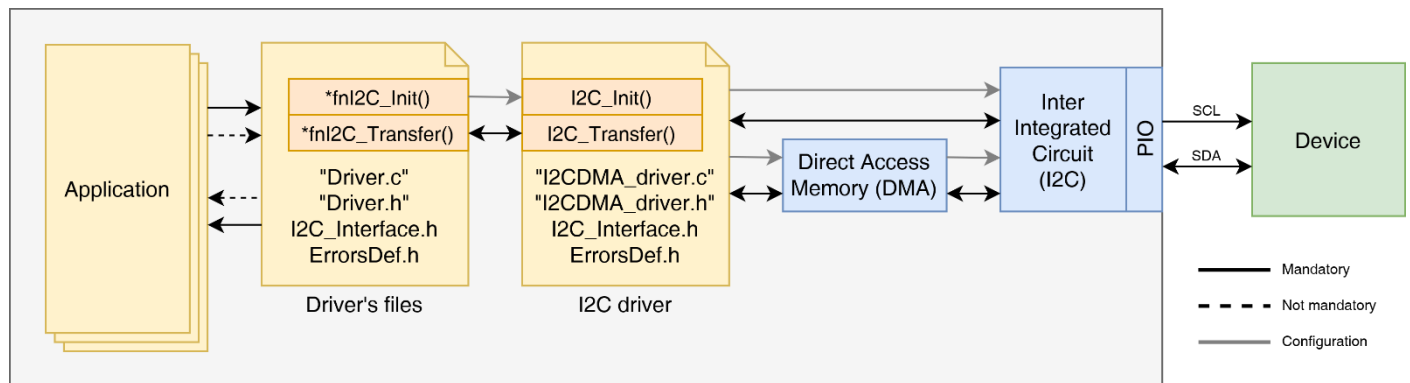
```

if (pPacketDesc->Stop || ForceStop)
{
    //--- Stop transfer ---
    eERRORRESULT ErrorStop = SoftI2C_Stop(pIntDev); // Stop I2C
    if (DeviceReady == false) return ERR_I2C_NACK;
    return (Error != ERR_OK ? Error : ErrorStop);
}

return Error;
}

```

5.2. DMA use of the I2C_Interface structure



To know if the driver that ask for a transfer needs to use a DMA for this transfer, the user have to check if `I2CInterface_Packet.Config.Bits.IsPolling` is set to '1'. The driver design should look like this:

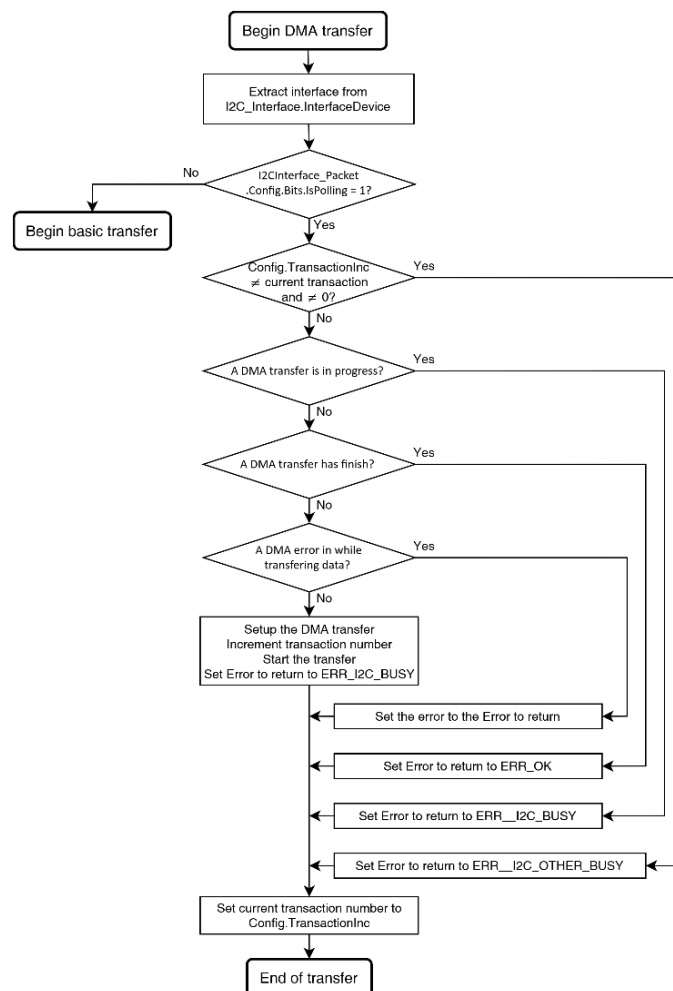


Figure 5 - DMA transfer diagram

5.3. Specific use of the I2C_Interface structure

There are others configurations to that some drivers can ask to adapt for specific use or to reduce CPU consumption.

5.3.1. Switch endianness

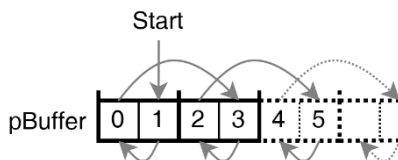
Some devices communicate with data with big-endian, on CPU that use little-endianness, the user or driver need to perform the switch of the endianness which consumes CPU time on big amount of data.

The `I2CInterface_Packet.Config.Bits.EndianTransform` indicate which transformation need to be performed. This transformation can be quickly applied on basic transfers with almost no CPU change. On DMA transfers, the transformation can be done only on complex DMA with data striding. At the end of transfer, set the `I2CInterface_Packet.Config.Bits.EndianResult` with the same value as `I2CInterface_Packet.Config.Bits.EndianTransform` to indicate to the driver that asks for this transfer that the endian transformation have been performed. If the transformation have not been performed, leave the `I2CInterface_Packet.Config.Bits.EndianResult` to 0 (`I2C_NO_ENDIAN_CHANGE`).

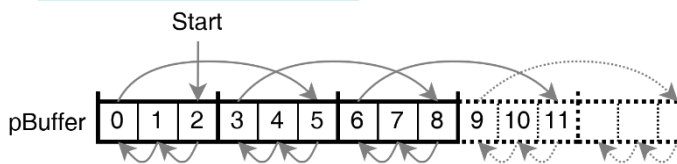
5.3.1.1. Switch endianness on basic transfers

First of all, the user shall verify that the size of buffer is a multiple of the byte size of the endian transformation. The byte size of the endian transformation can be extracted from the value of `I2CInterface_Packet.Config.Bits.EndianTransform` which is the block size of the transfer.

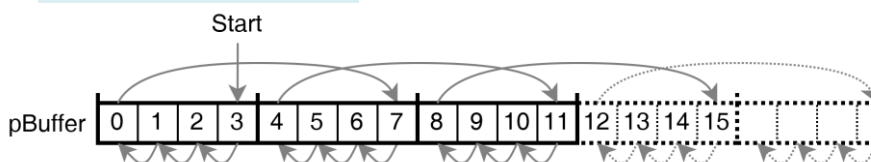
For `I2C_SWITCH_ENDIAN_16BITS`, this is how the address for the pBuffer should walk to perform the endianness transformation:



For `I2C_SWITCH_ENDIAN_24BITS`, this is how the address for the pBuffer should walk to perform the endianness transformation:



For `I2C_SWITCH_ENDIAN_32BITS`, this is how the address for the pBuffer should walk to perform the endianness transformation:



5.3.1.2. Switch endianness on DMA transfers

In this case, refer to the DMA controller of the device MCU/CPU datasheet. There is no specific algorithm to do that, all depends on the DMA controller and the DMA transfer configuration.

5.3.2. Transfer type

The transfer type is for some specific devices like SC18IS600 series from Texas Instrument. To perform write then read or write then write transfers, these devices need to know which part of the transfer they have to perform. That's what `I2CInterface_Packet.Config.Bits.TransferType` is used for. On basic transfer on standard devices, this is not used.

6. CONFIGURATION STRUCTURES

6.1. Interface object structure

The I2C_Interface object structure contains all information that is mandatory to communicate with a I2C peripheral.
Source code:

```
typedef struct I2C_Interface I2C_Interface;  
  
struct I2C_Interface  
{  
    void *InterfaceDevice;  
    I2CInit_Func fnI2C_Init;  
    I2CTransferPacket_Func fnI2C_Transfer;  
    uint8_t Channel;  
};
```

6.1.1. Data fields

void *InterfaceDevice

This is the pointer that will be in the first parameter of all interface call functions.

I2CInit_Func fnI2C_Init

This function will be called at driver initialization to configure the interface driver.

Type

typedef `eERRORRESULT (*I2CInit_Func)(I2C_Interface *, const uint32_t)`

Initial value / default

This function must point to a function else a `ERR_PARAMETER_ERROR` is returned by the driver's functions that need to use it.

I2CTransferPacket_Func fnI2C_Transfer

This function will be called when the driver needs to transfer data over the I2C communication with the device.

Type

typedef `eERRORRESULT (*I2CTransferPacket_Func)(I2C_Interface *, I2CInterface_Packet* const)`

Initial value / default

This function must point to a function else an `ERR_PARAMETER_ERROR` is returned by the driver's functions that need to use it.

uint8_t Channel

I2C channel of the interface device.

6.1.2. Driver interface handle functions

```
eERRORRESULT (*I2CInit_Func)(  
    I2C_Interface *pIntDev,  
    const uint32_t sclFreq)
```

Interface function for I2C peripheral initialization. This function will be called at driver initialization to configure the interface driver.

Parameters

Input	*pIntDev	Is the I2C interface container structure used for the interface initialization
Input	sclFreq	Is the SCL frequency in Hz to set at the interface initialization

Return

Returns an `eERRORRESULT` value enumerator dependent of how the return error is implemented by the user in the I2C driver. It is recommended, during the implement of the pointer interface function, to return only errors listed in §6.3, and when all when fine, return `ERR_OK`.

```
eERRORRESULT (*I2CTransferPacket_Func)(
    I2C_Interface *pIntDev,
    I2CInterface_Packet* const pPacketDesc)
```

Interface packet function for I2C peripheral transfer. This function will be called when the driver needs to transfer data over the I2C communication with the device. The packet gives the possibility to set the address/command where the data will be stored/recall.

Parameters

Input	*pIntDev	Is the I2C interface container structure used for the communication
Input	pPacketDesc	Is the packet description to transfer through I2C

Return

Returns an `eERRORRESULT` value enumerator dependent of how the return error is implemented by the user in the I2C driver. It is recommended, during the implement of the pointer interface function, to return only errors listed in §6.3, and when all when fine, return `ERR_OK`.

6.2. I2C packet object structure

This is the descriptor of the I2C packet to transfer.

Source code:

```
typedef struct
{
    I2C_Conf Config;
    bool Start;
    uint8_t ChipAddr;
    uint8_t* pBuffer;
    size_t BufferSize;
    bool Stop;
} I2CInterface_Packet;
```

6.2.1. Data fields

I2C_Conf Config

Configuration of the I2C transfer.

Type

union `I2C_Conf`

bool Start

Indicate if the transfer needs a start (in case of a new transfer) or restart (if the previous transfer has not been stopped) in case of 'true' else this transfer does not need a start.

uint8_t ChipAddr

I2C slave chip address to communicate with.

uint8_t* pBuffer

In case of write, this is the bytes to send to slave chip, in case of read, this is where data read will be stored.

size_t BufferSize

Buffer size in bytes.

bool Stop

Indicate if the transfer needs a stop after the last byte sent by this function call.

6.2.2. Structures and unions

This is the I2C configuration to apply to the packet to transfer. Source code:

```
typedef union I2C_Conf
{
    uint16_t Value;
    struct
    {
        uint16_t TransferType : 3;
        uint16_t IsPolling : 1;
        uint16_t EndianResult : 3;
        uint16_t EndianTransform : 3;
        uint16_t TransactionInc : 6;
    } Bits;
} I2C_Conf;
```

6.2.2.1. Data fields

uint16_t Value

This is the value of I2C_Conf.

eI2C_TransferType Bits.TransferType:3

This is the transfer type of the packet.

bool Bits.IsPolling:1

Polling indication for DMA use: 'true' = The driver uses polling for this transfer and the I2C peripheral can use DMA (non-blocking transfer) ; 'false' = No polling therefore do not use DMA (blocking transfer).

eI2C_EndianTransform Bits.EndianResult:3

If the transfer changes the endianness, the peripheral that do the transfer will say it here.

eI2C_EndianTransform Bits.EndianTransform:3

The driver that asks for the transfer needs an endian change from little to big-endian or big to little-endian.

uint8_t Bits.TransactionInc:6

Current transaction number (managed by the I2C+DMA driver). When a new DMA transaction is initiate, set this value to '0', the I2C+DMA driver will return an incremental number. This is for knowing that the transaction has been accepted or the bus is busy with another transaction.

6.2.2.2. Enumerators

enum eI2C_TransferType

Transfer type of the packet.

Enumerator

<i>I2C_SIMPLE_TRANSFER</i>	0b000	This packet is a simple transfer
<i>I2C_WRITE_THEN_READ_FIRST_PART</i>	0b001	This packet is the first part of a dual transfer (with restart). Transfer will be a write then read
<i>I2C_WRITE_THEN_READ_SECOND_PART</i>	0b010	This packet is the second part of a dual transfer (with restart). Transfer will be a write then read
<i>I2C_WRITE_THEN_WRITE_FIRST_PART</i>	0b101	This packet is the first part of a dual transfer (with restart). Transfer will be a write then write
<i>I2C_WRITE_THEN_WRITE_SECOND_PART</i>	0b110	This packet is the second part of a dual transfer (with restart). Transfer will be a write then write

enum eI2C_EndianTransform

Transfer type of the packet.

Enumerator

<i>I2C_NO_ENDIAN_CHANGE</i>	0x0	Do not change endianness therefore read/write byte at the same order as received/sent
<i>I2C_SWITCH_ENDIAN_16BITS</i>	0x2	Switch endianness per read/write 16-bits data received/sent
<i>I2C_SWITCH_ENDIAN_24BITS</i>	0x3	Switch endianness per read/write 24-bits data received/sent
<i>I2C_SWITCH_ENDIAN_32BITS</i>	0x4	Switch endianness per read/write 32-bits data received/sent

6.3. Function's return error enumerator

enum eERRORRESULT

There is only one error code at the same time returned by the functions. The only code that indicates that all went fine is **ERR_OK**.

Enumerator

<i>ERR_OK</i>	0	Succeeded
<i>ERR_I2C_NACK</i>	210	Received a I2C not acknowledge
<i>ERR_I2C_NACK_ADDR</i>	211	Received a I2C not acknowledge while transferring address
<i>ERR_I2C_NACK_DATA</i>	212	Received a I2C not acknowledge while transferring data
<i>ERR_I2C_PARAMETER_ERROR</i>	213	I2C parameter error
<i>ERR_I2C_COMM_ERROR</i>	214	I2C communication error
<i>ERR_I2C_CONFIG_ERROR</i>	215	I2C configuration error
<i>ERR_I2C_TIMEOUT</i>	216	I2C communication timeout
<i>ERR_I2C_DEVICE_NOT_READY</i>	217	I2C device not ready
<i>ERR_I2C_INVALID_ADDRESS</i>	218	I2C invalid address
<i>ERR_I2C_INVALID_COMMAND</i>	219	I2C invalid command
<i>ERR_I2C_FREQUENCY_ERROR</i>	220	I2C frequency error
<i>ERR_I2C_OVERFLOW_ERROR</i>	221	I2C overflow error
<i>ERR_I2C_UNDERFLOW_ERROR</i>	222	I2C underflow error
<i>ERR_I2C_BUSY</i>	223	I2C busy
<i>ERR_I2C_OTHER_BUSY</i>	224	I2C busy by other transfer