

	Assembly Code Example	C Example	Comments
1	<pre>ldi r16, (1<<TWINT) (1<<TWSTA) (1<<TWEN) out TWCR, r16</pre>	<pre>TWCR = (1<<TWINT) (1<<TWSTA) (1<<TWEN)</pre>	Send START condition
2	<pre>wait1: in r16,TWCR sbrs r16,TWINT rjmp wait1</pre>	<pre>while (!(TWCR & (1<<TWINT))) ;</pre>	Wait for TWINT Flag set. This indicates that the START condition has been transmitted
3	<pre>in r16,TWSR andi r16, 0xF8 cpi r16, START brne ERROR</pre>	<pre>if ((TWSR & 0xF8) != START) ERROR();</pre>	Check value of TWI Status Register. Mask prescaler bits. If status different from START go to ERROR
	<pre>ldi r16, SLA_W out TWDR, r16 ldi r16, (1<<TWINT) (1<<TWEN) out TWCR, r16</pre>	<pre>TWDR = SLA_W; TWCR = (1<<TWINT) (1<<TWEN);</pre>	Load SLA_W into TWDR Register. Clear TWINT bit in TWCR to start transmission of address
4	<pre>wait2: in r16,TWCR sbrs r16,TWINT rjmp wait2</pre>	<pre>while (!(TWCR & (1<<TWINT))) ;</pre>	Wait for TWINT Flag set. This indicates that the SLA+W has been transmitted, and ACK/NACK has been received.
5	<pre>in r16,TWSR andi r16, 0xF8 cpi r16, MT_SLA_ACK brne ERROR</pre>	<pre>if ((TWSR & 0xF8) != MT_SLA_ACK) ERROR();</pre>	Check value of TWI Status Register. Mask prescaler bits. If status different from MT_SLA_ACK go to ERROR
	<pre>ldi r16, DATA out TWDR, r16 ldi r16, (1<<TWINT) (1<<TWEN) out TWCR, r16</pre>	<pre>TWDR = DATA; TWCR = (1<<TWINT) (1<<TWEN);</pre>	Load DATA into TWDR Register. Clear TWINT bit in TWCR to start transmission of data
6	<pre>wait3: in r16,TWCR sbrs r16,TWINT rjmp wait3</pre>	<pre>while (!(TWCR & (1<<TWINT))) ;</pre>	Wait for TWINT Flag set. This indicates that the DATA has been transmitted, and ACK/NACK has been received.
7	<pre>in r16,TWSR andi r16, 0xF8 cpi r16, MT_DATA_ACK brne ERROR</pre>	<pre>if ((TWSR & 0xF8) != MT_DATA_ACK) ERROR();</pre>	Check value of TWI Status Register. Mask prescaler bits. If status different from MT_DATA_ACK go to ERROR
	<pre>ldi r16, (1<<TWINT) (1<<TWEN) (1<<TWSTO) out TWCR, r16</pre>	<pre>TWCR = (1<<TWINT) (1<<TWEN) (1<<TWSTO);</pre>	Transmit STOP condition