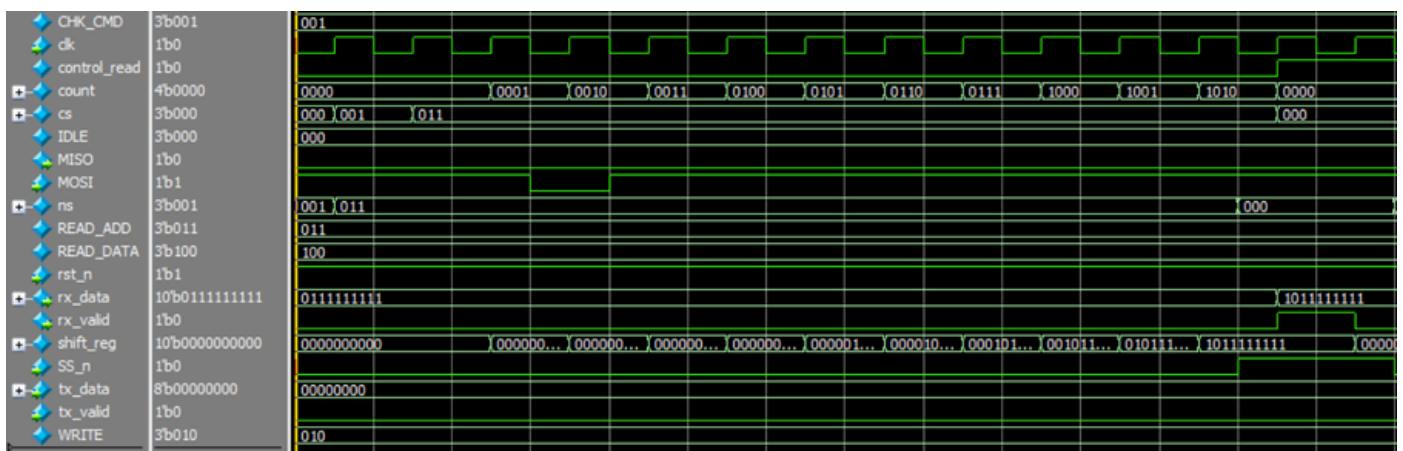


```

SS_n = 0; @(negedge clk);
// read command
MOSI = 1; @(negedge clk);
// read address 1011111111
MOSI = 1; @(negedge clk);
MOSI = 0; @(negedge clk);
repeat(8) begin
    MOSI = 1; @(negedge clk);
end
SS_n = 1;
repeat(2) @(negedge clk);

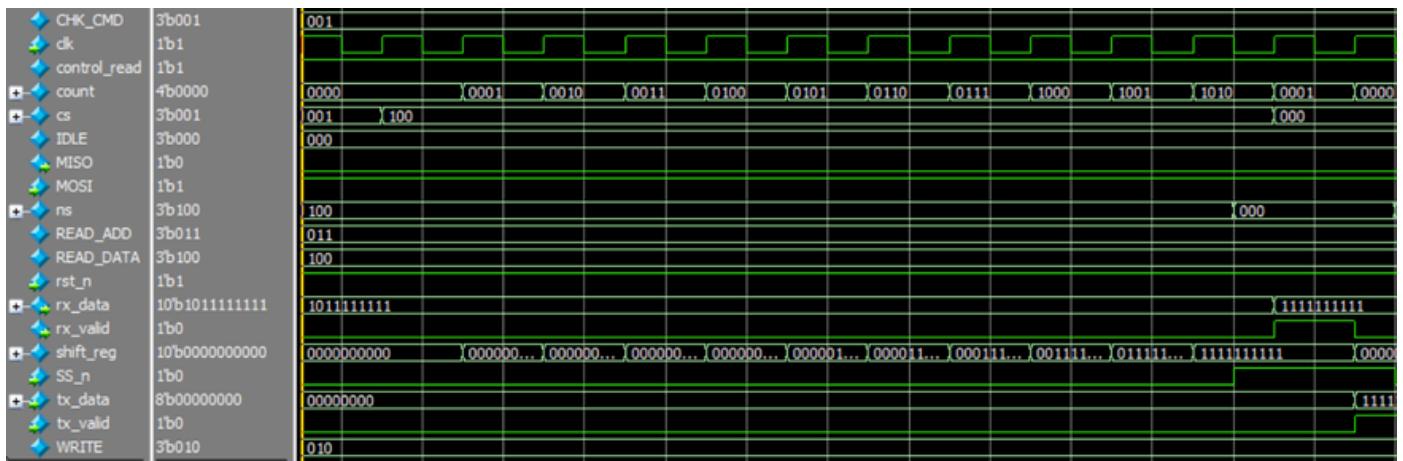
```



```

SS_n = 0; @(negedge clk);
// read command
MOSI = 1; @(negedge clk);
// read data 1111111111
MOSI = 1; @(negedge clk);
MOSI = 1; @(negedge clk);
repeat(8) begin
    MOSI = 1; @(negedge clk);
end
SS_n = 1;
repeat(2) @(negedge clk);

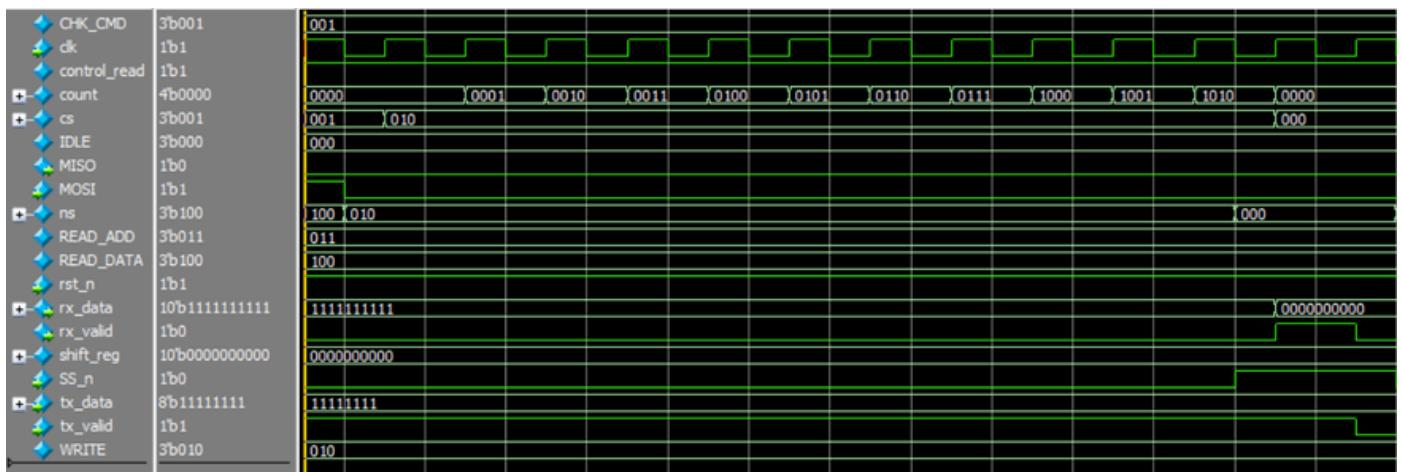
```



```

SS_n = 0; @(negedge clk);
// write command
MOSI = 0; @(negedge clk);
// write address 0000000000
MOSI = 0; @(negedge clk);
MOSI = 0; @(negedge clk);
repeat(8) begin
    MOSI = 0; @(negedge clk);
end
SS_n = 1;
repeat(2) @(negedge clk);

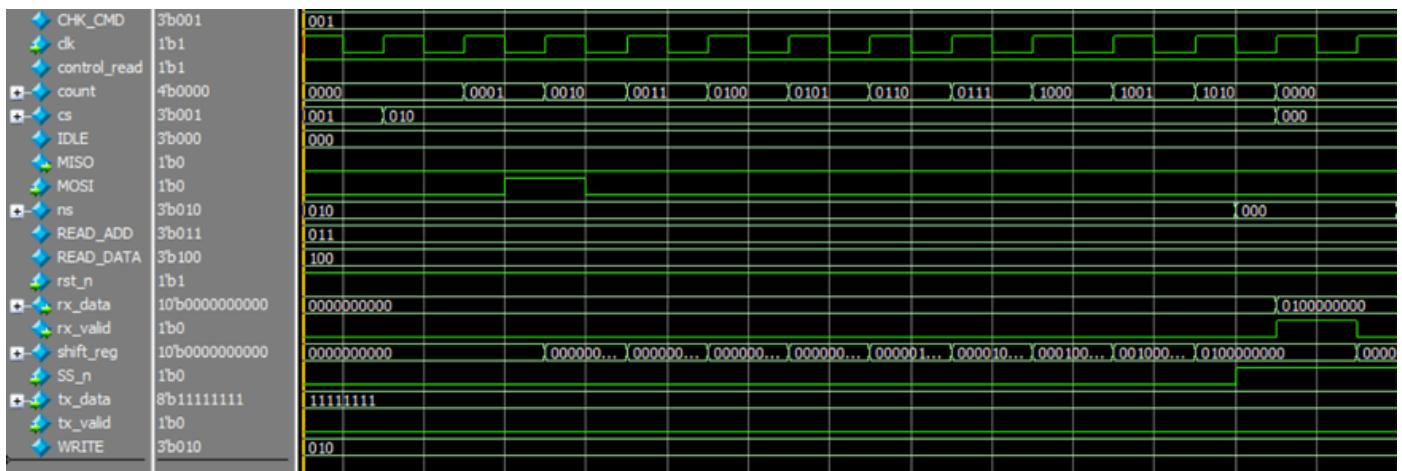
```



```

SS_n = 0; @(negedge clk);
// write command
MOSI = 0; @(negedge clk);
// write data 0100000000
MOSI = 0; @(negedge clk);
MOSI = 1; @(negedge clk);
repeat(8) begin
    MOSI = 0; @(negedge clk);
end
SS_n = 1;
repeat(2) @(negedge clk);

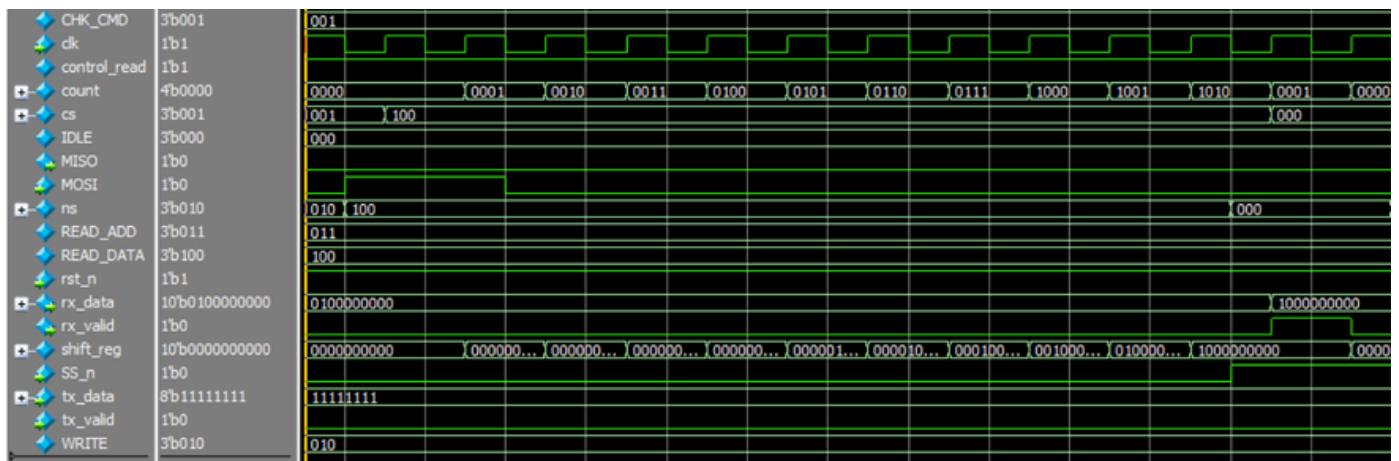
```



```

SS_n = 0; @(negedge clk);
// read command
MOSI = 1; @(negedge clk);
// read address 1000000000
MOSI = 1; @(negedge clk);
MOSI = 0; @(negedge clk);
repeat(8) begin
    MOSI = 0; @(negedge clk);
end
SS_n = 1;
repeat(2) @(negedge clk);

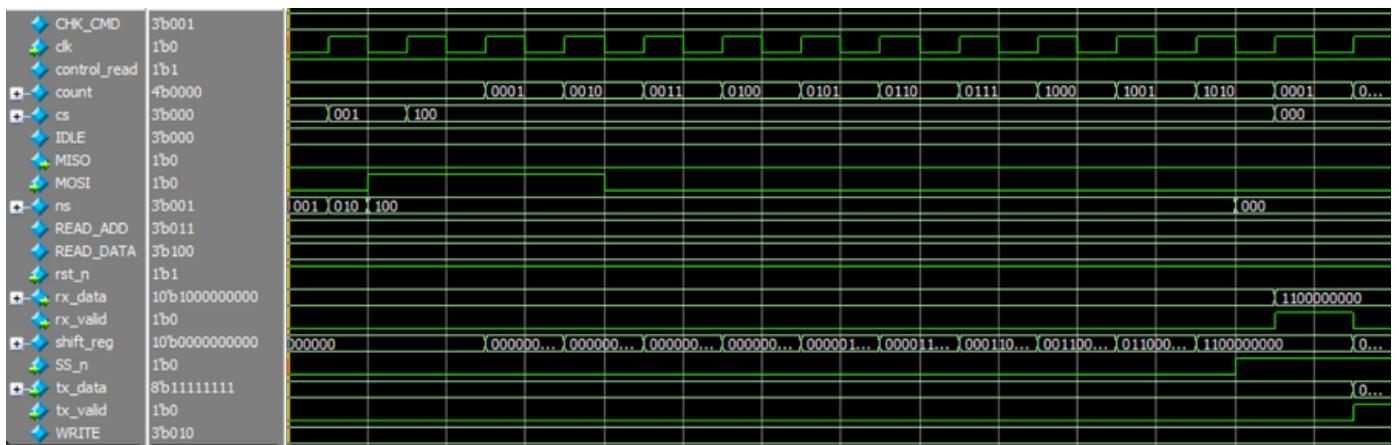
```



```

SS_n = 0; @(negedge clk);
// read command
MOSI = 1; @(negedge clk);
// read data 1100000000
MOSI = 1; @(negedge clk);
MOSI = 1; @(negedge clk);
repeat(8) begin
    MOSI = 0; @(negedge clk);
end
SS_n = 1;
repeat(2) @(negedge clk);

```



→ Full waveform

