

AVR317: Using the Master SPI Mode of the USART module

Features

- Enables Two SPI buses in one device
- Hardware buffered SPI communication
- Polled communication example
- Interrupt-controlled communication example

Introduction

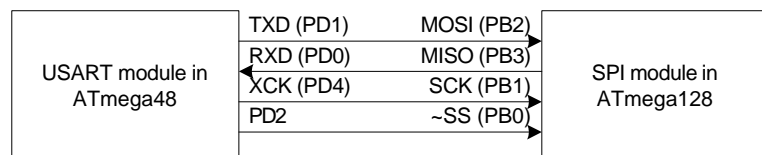
For the majority of applications, one Serial Peripheral Interface (SPI) module is enough. However, some applications might need more than one SPI module. This can be achieved using the Master SPI Mode of the devices with this feature such as Atmega48.

The Synchronous Mode of the USART already has an external clock line to synchronize the communication, but the start, stop and parity bits used in USART communication are incompatible with SPI communication standards. In Master SPI Mode, these extra bits are stripped off so that only the data bits are used. This mode is therefore fully compatible with SPI communication standard, and it is possible to use the USART as a SPI master.

The Master SPI Mode uses the same module as ordinary USART communication, and therefore use the receive and transmit buffers. This makes hardware-buffered SPI communication possible, which is not available in the standard SPI module.

This application note describes the steps necessary to setup and use the USART in Master SPI Mode. It also provides code examples for both polled and interrupt controlled communication. Detailed descriptions for the USART and SPI modules and SPI communication in general are outside the scope of this document. The reader should see the datasheets for this information.

Figure 1. Example application setup



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Application Note

Rev. 2577A-AVR-09/04





Theory of Operation

Overview

As described in the introduction, the ATmega48 USART has an extra mode called Master SPI Mode (MSPIM). In this mode, the start, stop and parity bits are stripped off from the communication frame, leaving only the data bits. Just as in Synchronous Mode, the MSPIM use an external clock line (XCK) to synchronize master and slave.

Even if the USART supports 5 to 9 data bits and both master and slave operation, enabling MSPIM automatically sets the USART in master mode with 8 data bits.

MSPIM uses the RXD, TXD and XCK lines, like the USART in Synchronous Mode. These lines should be connected as shown in Figure 1. The USART Baud Rate Register (UBRR) also has equal functionality in MSPIM and Synchronous Mode. This means that the formulas for the UBRR value and resulting communication speed (bits per second) are the same, as in Equation 1 below.

Equation 1. Communication speed calculation

$$bps = \frac{f_{osc}}{2 \cdot (UBRR + 1)} \Leftrightarrow UBRR = \frac{f_{osc}}{2 \cdot bps} - 1$$

SPI Compatibility

As a SPI Master, MSPIM is fully compatible with the SPI module. All four SPI modes are available using the clock polarity and phase settings of the USART. The data bit order can also be set to either LSB first or MSB first. The control bits are functionally equivalent to the native SPI module.

All communication speeds available using the SPI prescaler can be generated with the USART. UBRR is used instead of a prescaler; hence finer control of the communication speed is possible.

Setup

The MSPIM is initialized in the same way as ordinary USART operation, except that the USART Mode Select bits (UMSELn1:0) must be set to one to select MSPIM. The XCK I/O pin must be configured manually as an output to enable master clock generation.

To ensure that the XCK line is initialized correctly according to the SPI mode settings, it is important that the UBRR is set to zero at the time the transmitter is enabled. After enabling the transmitter, the correct value can be set.

Note that enabling the receiver is optional. It is ok to use the MSPIM as a SPI transmitter only. Incoming data bits will be ignored and the RXD pin functionality will not be overridden by the USART.

Byte transfer

When transferring bytes using the MSPIM, the three status flags have the same functionality as in standard USART operation:

- The Receive Complete (RXC) flag is set when a byte has been received.
- The Transmit Complete (TXC) flag is set when a byte has been transmitted and there are no more bytes waiting to be transmitted in the UDR buffer.
- The USART Data Register Empty (UDRE) flag is set when the UDR buffer is empty, i.e. the UDR is ready for the next byte to be transmitted.

The closest equivalent to the SPI flag in the native SPI module is the TXC flag. However, having the transmit buffers in the USART, there is no need to wait for the TXC flag. A new byte can be written to UDR as soon as the UDRE flag is set. The transmit buffers can therefore be used to achieve continuous transmission without any delay between the bytes. This is not possible with the native SPI module.

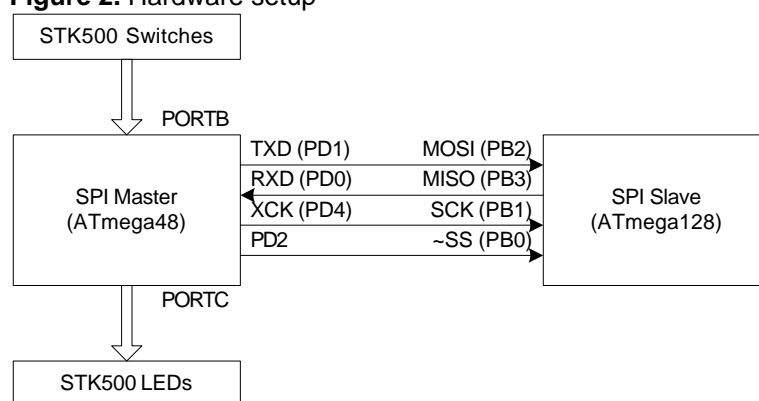
When using the receiver, wait for the RXC flag and then read the received byte from UDR. Note that it is the master device's responsibility to give the slave device time to prepare its next byte before starting a new transfer.

Implementation

The code examples that come with this application note show how to setup and use the USART in MSPIM. There are two separate examples included, both written for ATmega48. The first example uses software polling to check the USART flags. The second example uses a circular buffer and interrupt-controlled communication.

The examples are designed for the STK500 Starter Kit with switches connected to PORTB and LEDs connected to PORTC. The complete setup is shown in Figure 1 below.

Figure 2. Hardware setup



To be able to run the examples, a simple SPI slave is needed. This application note therefore includes a small SPI slave application. The example is written for ATmega128, but could easily be ported to any AVR with SPI. The SPI slave only receives a byte, increments it and then transmits it when the connected master starts the next SPI transfer. The detailed description of the SPI slave is outside the scope of this document. Please refer to the datasheet of any AVR with SPI for details.

Polled version

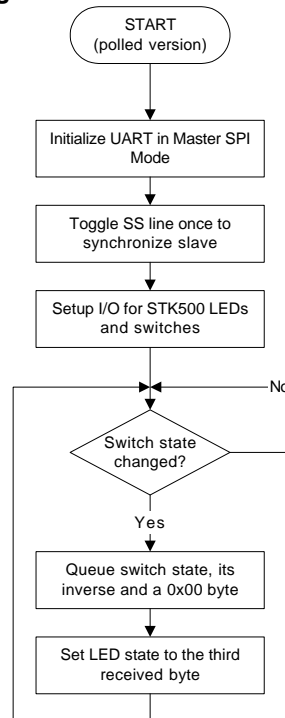
The first example is very simple. It waits for the switches to be pressed or released, transmits the value and puts the received value on the LEDs.

Note: STK500 outputs logic low when switches are pressed, and the LEDs light up when logic low is applied. Therefore the switch state is inverted before transmitting the value, and the received value is inverted before being output to the LEDs. This is done because it is more intuitive to let logic high represent switches pressed and LEDs on.

Main program flow

The main program first initializes the USART in MSPIM. Then the SS line of the slave is toggled once, to synchronize its SPI module. Finally the program enters an infinite loop, transmitting switch states and outputting received values to the LEDs. The flowchart is shown in Figure 3 below.

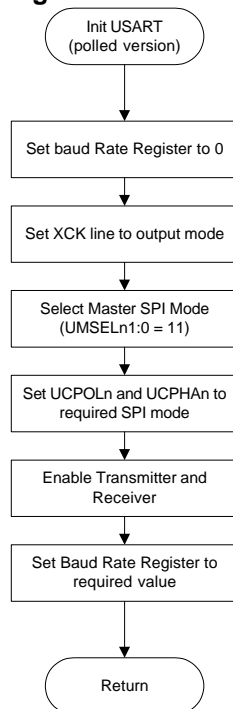
Figure 3. Polled version - Main program flow



USART initialization

The USART initialization subroutine performs the necessary operations to configure the USART in Master SPI Mode. The flowchart is shown in Figure 4 below.

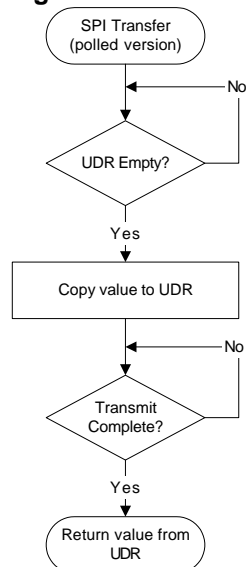
Figure 4. Polled version - USART initialization



Byte transfer

The transfer subroutine takes care of the byte transfer on the bus. It is named transfer because SPI communication always transfers data. Separate transmission and reception is not possible. The subroutine starts a transfer, waits for it to complete and then returns the received value. The flowchart is shown in Figure 5 below.

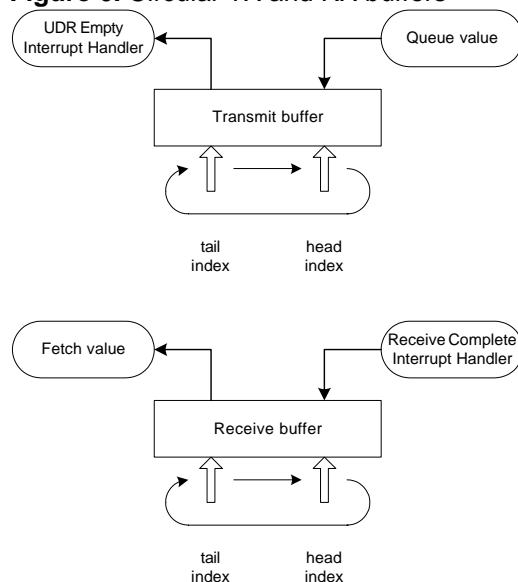
Figure 5. Polled version - Byte transfer



Interrupt Controlled version

The second example is a bit more complex than the first. It uses interrupt handlers for the RXC and UDRE flags. The interrupt handlers communicate with the main program through two circular buffers. One buffer is used for queuing data to be transmitted, and one is used for queuing received data. This means that the communication driver runs in the background, and the main program just have to fill the transmit buffer and read from the receive buffer. The buffer structure is shown in Figure 6 below.

Figure 6. Circular TX and RX buffers



Note: Since SPI communication combines transmission and reception in one operation, every byte put in the TX buffer results in a byte being received and put in the RX buffer. This also means that no byte will be put in the RX buffer without a byte being put in the TX buffer first.

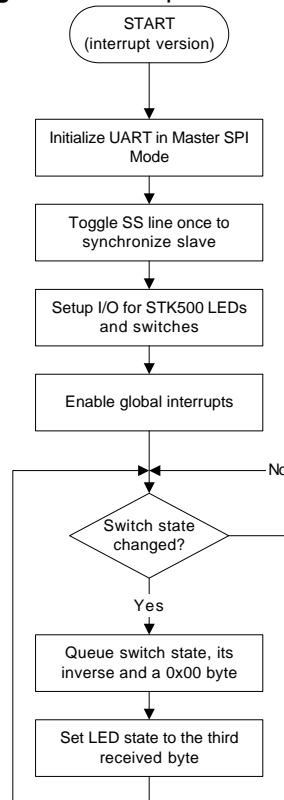
Main program flow

The main program first initializes the USART in MSPIM with interrupts enabled. Then the SS line to the slave is toggled once, to synchronize its SPI module. Finally the program enters the infinite loop. The flowchart is shown in Figure 7 below.

To demonstrate the buffer mechanism, three bytes are queued for transmission when the switch state changes. The background driver performs the three transfers and puts the three received bytes in the receive buffer. The last of the three bytes are output on the LEDs. Using the example slave application that comes with this application note, the third byte received is equal to the second one transmitted, incremented once.

The three values transmitted are the switch state, its inverse and finally a zero byte.

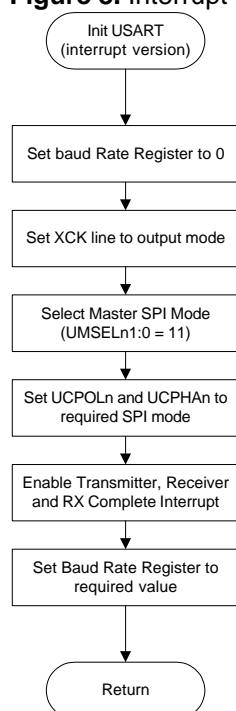
Figure 7. Interrupt version - Main program flow



USART initialization

The USART initialization subroutine for the interrupt-controlled version is almost identical to the polled version. The only exception is that the RXC interrupt is enabled. The UDRE interrupt, however, is not enabled in this subroutine. It is enabled by the queuing subroutine when there are bytes to transmit in the TX buffer. The flowchart is shown in Figure 8 below.

Figure 8. Interrupt version - USART initialization

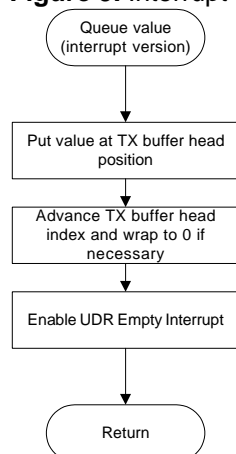


Queue value

The main program calls this subroutine when it wants to transmit a byte. It puts the byte in the TX buffer and enables the UDRE interrupt. The interrupt handler will disable the UDRE interrupt when the TX buffer is empty. The flowchart is shown in Figure 9 below.

Note: The example application does not perform any buffer overflow control, but the designer could easily implement that in actual designs if necessary.

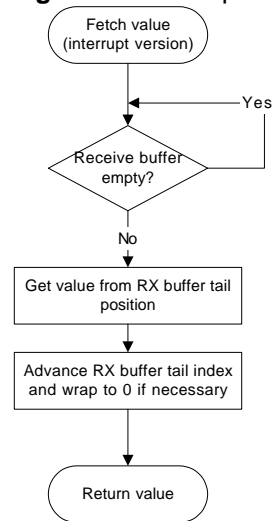
Figure 9. Interrupt version - Queue value



Fetch value

The main program calls this subroutine when it wants to read a byte that has been received. It fetches the oldest byte from the RX buffer and returns it. If the buffer is empty, it waits for a byte to be received. The flowchart is shown in Figure 10 below.

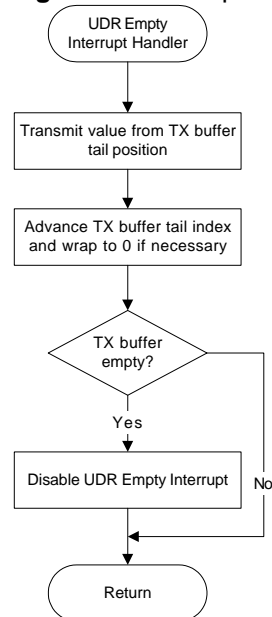
Figure 10. Interrupt version - Fetch value



USART Data Register Empty Interrupt Handler

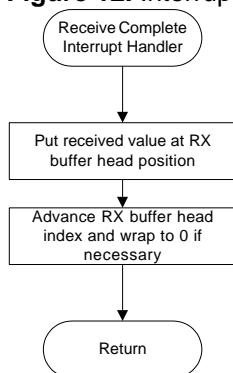
This interrupt handler is called when the USART hardware removes a byte from the UDR and starts transmitting it. The UDR then has room for the next byte. The interrupt handler moves the oldest byte from the TX buffer to the UDR. If the buffer is empty the UDRE interrupt is disabled. The flowchart is shown in Figure 11 below.

Figure 11. Interrupt version - UDRE Interrupt Handler



Receive Complete Interrupt Handler

This interrupt handler is called when the USART has received a byte. In MSPIM this happens automatically when a byte is transmitted. The interrupt handler puts the received value into the receive buffer, without any overflow control. The flowchart is shown in Figure 12 below.

Figure 12. Interrupt version - RXC Interrupt Handler

Literature References

- ATmega48/88/168 Datasheet (Rev. C)



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