MICA Common MICA

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| **Common macros used across MICA components** |

# C:\Users\ccheney\AppData\Local\Microsoft\Windows\INetCache\Content.Word\MICA Logo Transparent.pngFeatures

* Allows for easy importing of code and definitions that is shared between MICA components.
* Software only component.

# General Description

Place MICA Common in the schematic whenever another MICA component is used. Not all MICA components require this however. If the error “Cannot find file ‘micaCommon.h’ ” is present at build time, ensure the component is present, enabled, and has the exact name ‘micaCommon’.

# Input/Output Connections

The MICA Common component has no external connections

# Component Parameters

The MICA Common component has no parameters other than the default “built-in” tab.

# Application Programming Interface (API)

The MICA Common component contains a limited API, with no functions.

**Functions**

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| --- | --- |
| **Function** | **Description** |
| *N/A* | *N/A* |

# Component Macros

The following is a list of macros/constants that a user may find useful for interacting with the component. A component may contain macros not listed here.

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| **Macro Name** | **Description** |
| ZERO | Integer Literal 0 |
| ONE | Integer Literal 1 |
| TWO | Integer Literal 2 |
| THREE | Integer Literal 3 |
| FOUR | Integer Literal 4 |
| FIVE | Integer Literal 5 |
| SIX | Integer Literal 6 |
| SEVEN | Integer Literal 7 |
| EIGHT | Integer Literal 8 |
| NINE | Integer Literal 9 |
| BITS\_SINGLE\_BIT | The number of bits in one bit (i.e. 1) |
| BITS\_ONE\_NIBBLE | The number of bits in one nibble (i.e. 4) |
| BITS\_ONE\_BYTE | The number of bits in one byte (i.e. 8) |
| BITS\_TWO\_BYTES | The number of bits in two byte (i.e. 16) |
| BITS\_THREE\_BYTES | The number of bits in three byte (i.e. 24) |
| SHIFT\_BYTE\_HALF | Half byte shift value |
| SHIFT\_BYTE\_ONE | One byte shift value |
| SHIFT\_BYTE\_TWO | Two byte shift value |
| SHIFT\_BYTE\_THREE | Three byte shift value |
| MASK\_NIBBLE\_HIGH | Mask for the high nibble of a byte |
| MASK\_NIBBLE\_LOW | Mask for the low nibble of a byte |
| MASK\_BYTE\_ONE | Mask for one byte |
| MASK\_BYTE\_TWO | Mask for two bytes |
| MASK\_BYTE\_THREE | Mask for three bytes |
| MASK\_BIT\_ONE | Mask for the least significant bit |
| MASK\_BIT\_TWELVE | Mask for 1.5 bytes |
| MASK\_ODD | Mask for checking parity of byte |
| INDEX\_ZERO\_CORRECT | Corrects for a zero indexed array |

# Change Log

This sections lists changes to the component from previous versions

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| --- | --- | --- | --- |
| **Version** | **Revision** | **Description of Changes** | **Reason for Changes / Impact** |
| v1.0 | r0 | Initial implementation of the component and datasheet |  |