

# **“MSSP” – SPI** (Master Synchronous Serial Port)

**COMMUNICATION**

**SYSTEM**

**USING**

**HITECH - PIC - ‘C’**



# What is MSSP?



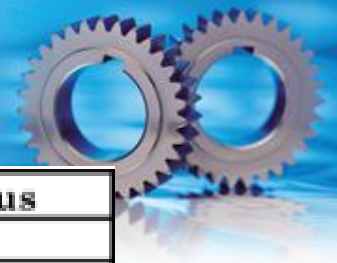
- MSSP module is a serial interface useful for communicating with other Peripheral or Microcontroller devices.
- These peripheral devices may be
  - Serial RTCs Interface,
  - EEPROMs,
  - Display drivers,
  - A/D converters, etc.
- Easy 2 or 3 wire Communication Method

# What is SPI?



- SPI is a synchronous serial data link
- The SPI interface supports the following modes in
  - Master mode
  - Multi-Slave mode
  - Slave mode.
- Easy 3 or 4 wire Communication System

# Comparison of Serial Interfaces



	<b>Synchronous</b>		<b>Asynchronous</b>
<b>Peripheral</b>	<b>SPI</b>	<b>I<sup>2</sup>C</b>	<b>UART</b>
<b>Max Bit Rate</b>	10Mbit/s	1Mbit/s	500kbit/s
<b>Max Bus Size</b>	Limited by no. of pins	128 devices	Point to point (RS232) 256 devices (RS485)
<b>Number of pins</b>	3 + n x CS	2	2
<b>Pros</b>	Simple, low cost, high speed	Small pin count, allows multiple masters	Longer distance, improved noise immunity (requires transceivers)
<b>Cons</b>	Single master, short distance	Slowest, short distance	Requires accurate clock frequency
<b>Typical Application</b>	Direct connection to ASICs and other peripherals on same PCB	Bus connection with peripherals on same PCB	Interface with terminals, personal computers and other data acquisition systems
<b>Examples</b>	Serial EEPROMs (25CXXX series), MCP320X A/D converter, ENC28J60 Ethernet controller, MCP251X CAN controller...	Serial EEPROMs (24CXXX series), MCP98XX temperature sensors, MCP322x A/D converters...	RS232, RS422, RS485, LIN bus, MCP2550 IrDA interface...

# Advantages of SPI



- Full duplex communication
- Higher throughput than I2C
- Complete protocol flexibility for the bits transferred
- Extremely simple hardware interfacing
- Slaves use the master's clock, and don't need precision oscillators
- Not limited to 8-bit words



# SPI Communication:

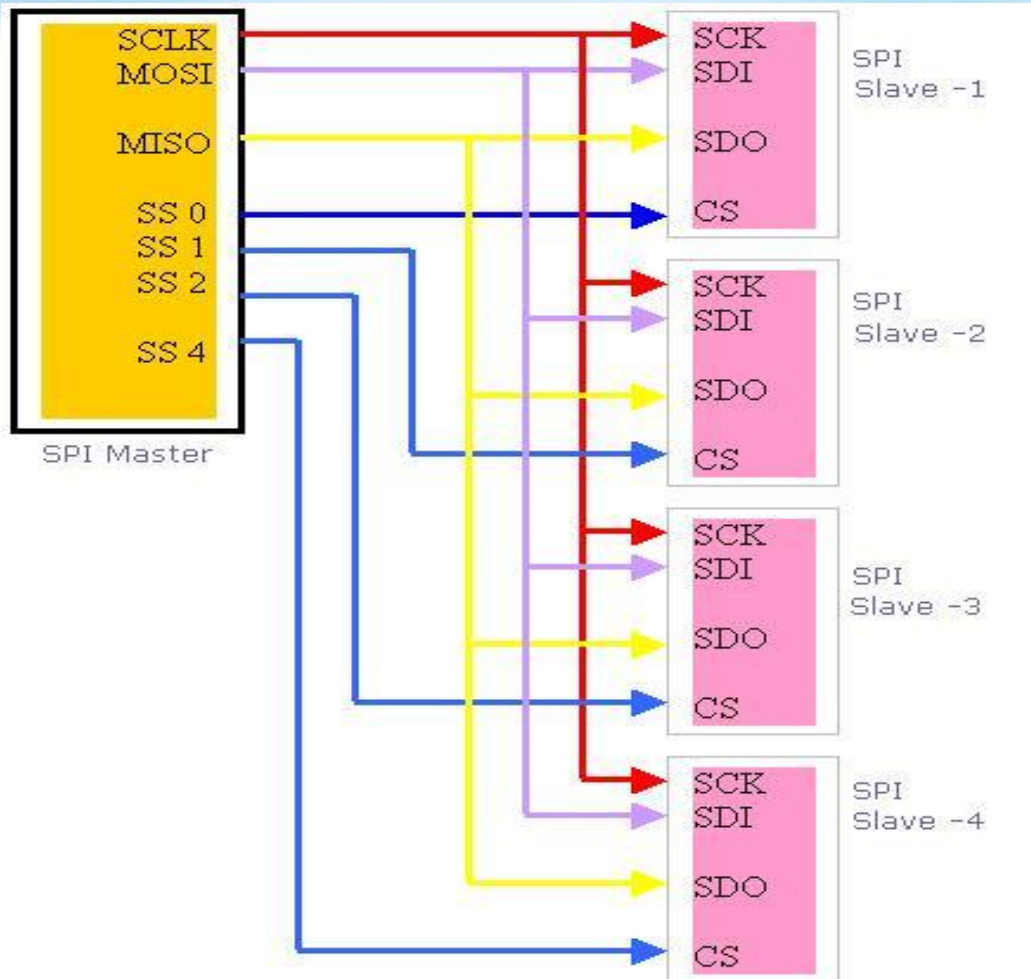


Fig - 4 (SPI bus in independent slave configuration)

# MSSP Registers?



- SSPSTAT (Status Register)
- SSPCON (Control Register – 1)
- SSPBUF (Buffer Register)
- PIR (Interrupt Register)

# SPI-Master Mode



- SSPSTAT-SSP Status Register

1	1	0	0	0	0	0	0
---	---	---	---	---	---	---	---

- SSPCON-SSP Control Register

0	0	1	0	0	0	0	0
---	---	---	---	---	---	---	---



# SPI-Slave Mode



- SSPSTAT-SSP Status Register

0	1	0	0	0	0	0	0
---	---	---	---	---	---	---	---

- SSPCON-SSP Control Register

0	0	1	0	0	1	0	1
---	---	---	---	---	---	---	---

# Master & Slave Selection



## Master:

SDI=1;      → Serial Data In  
SDO=0;      → Serial Data Out  
SCK=0;      → Serial Clock out

## Slave:

SDI=1;      → Serial Data In  
SDO=0;      → Serial Data Out  
SCK=1;      → Serial Clock in

# SPI Master Write Function:



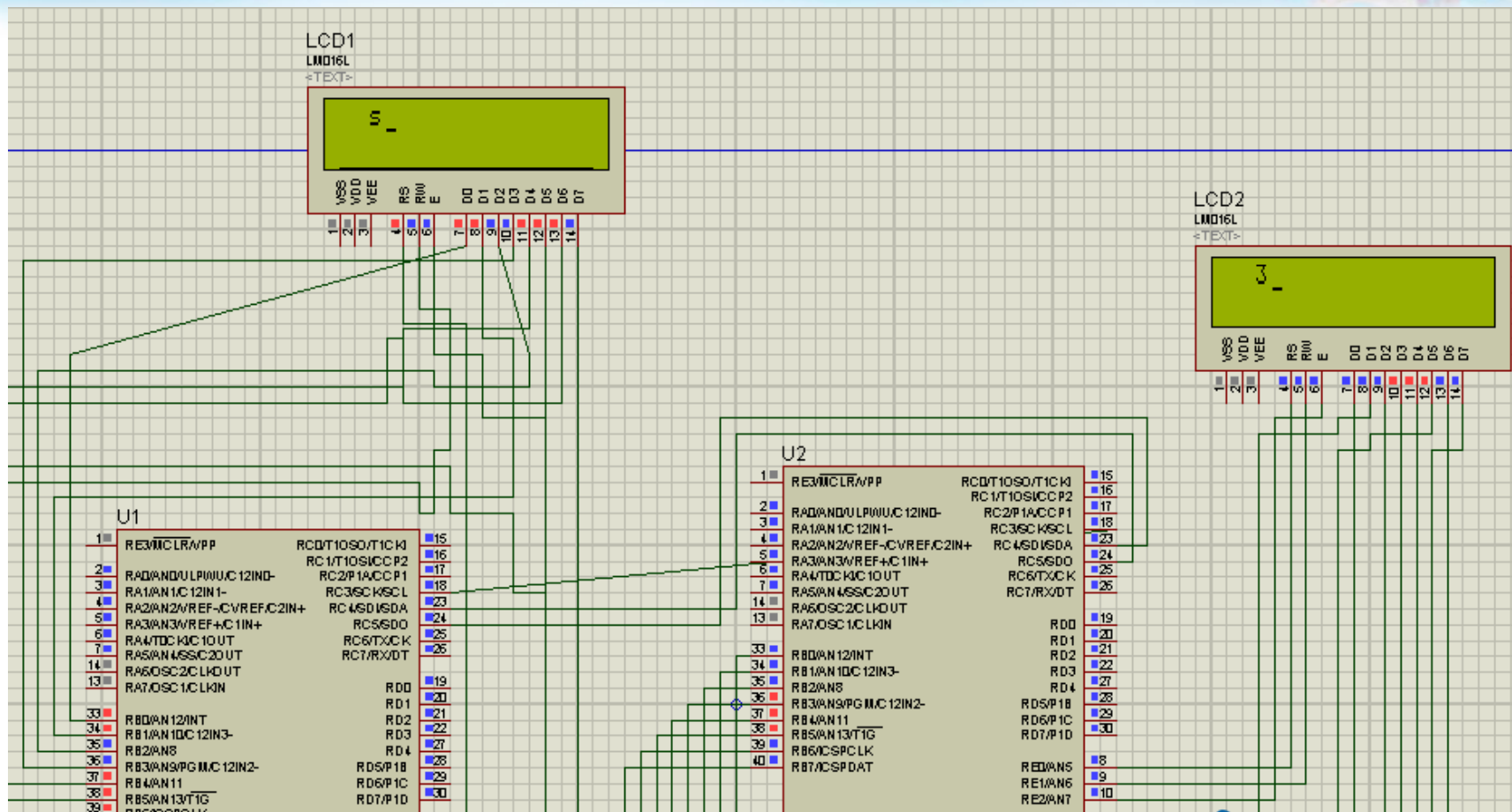
```
void spi_write_hw(unsigned int val)    //    Data send
{
    SPEN=1;
    SSPBUF=val;        //    Value assign to SSPBUF register
    while(!SSPIF);    //    Data transferring
    SPEN=0;
}
```

# SPI Slave Read Function:



```
void spi_Read_hw()    //      Read function
{
    while(!SSPIF);    //      Receiving Data
    val=SSPBUF;        //      Data Transfer to Val
}
```

# SPI-Data Transmitting:



# QUERIES??



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