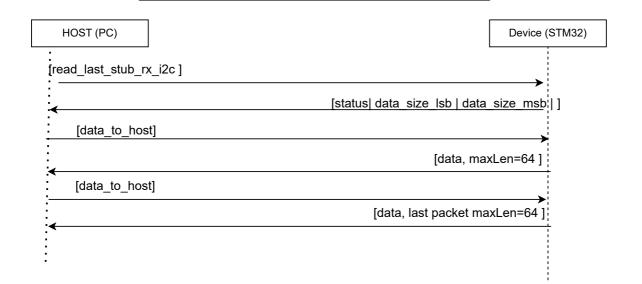


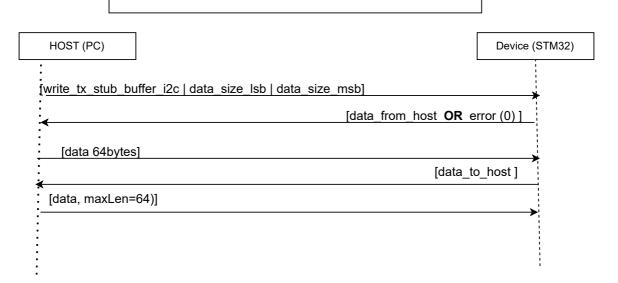
the "status" may be sucess or fail

READ last received internal data from I2C1 (slave) The host fill new data inside the internal slave I2C1 device



WRITE transmitter slave buffer (I2C1)

The host reads last received data from the slave I2C1 device



Error codes a)adapter success =0; b)adapter_AF =1; c)adapter_BERR =2; d)adapter_ARLO =3; e)adapter_OVR =4; f)adapter_timeout g)adapter_other_error =5; =6; e)adapter_busy =7;

Data markers	
a)data_from_host =18; b)data_to_host =19;	
Commands	

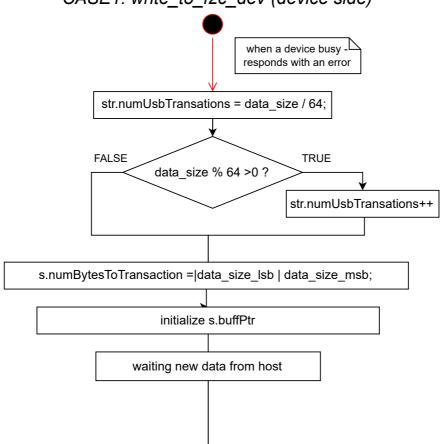
Commands
a)write_to_i2c_dev =24;
b)read from i2c dev =25;
c)reset interface i2c =26;
d)setup interface i2c =27;
e)read last stub rx i2c =28;
f)write tx stub buffer i2c = 29;

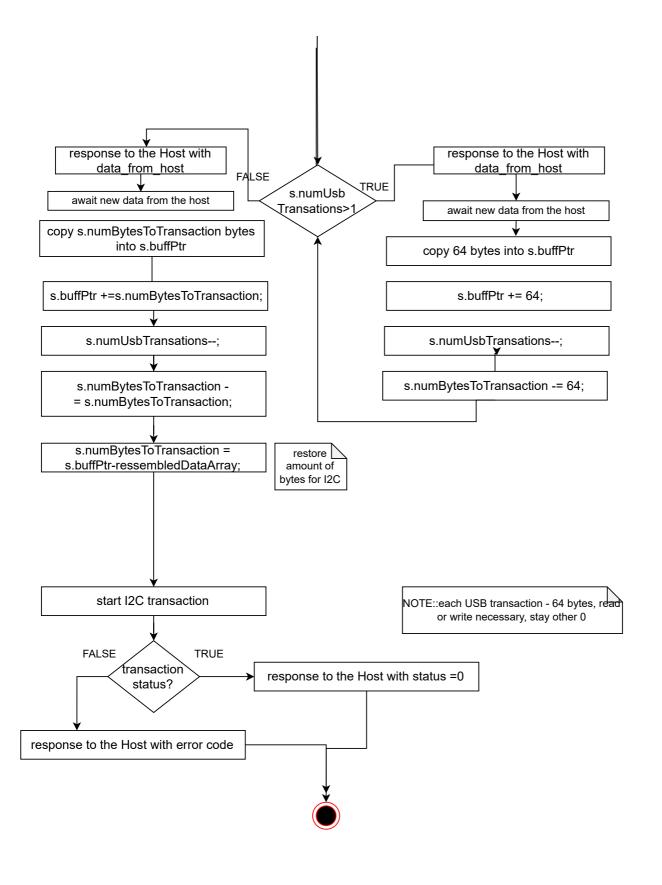
USB Device : the state maschine

the structure must be aligned to 4 to improve CPU (Corerx-M3) and peripheral performance STRUCT {
uchar typeOfAction;
uchar slaveAddr;
uchar* buffPtr; //changes during exec.
uin16_t numUsbTransations;
uint16_t numBytesToTransaction;
uchar* reassembledDataArray; //not

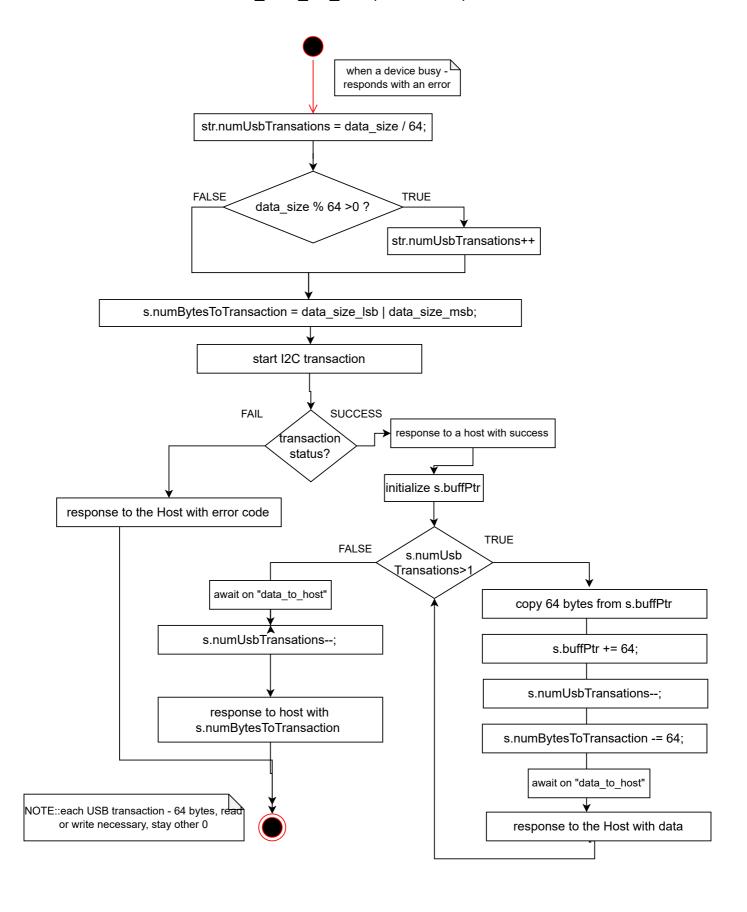
CASE1: write_to_i2c_dev (device side)

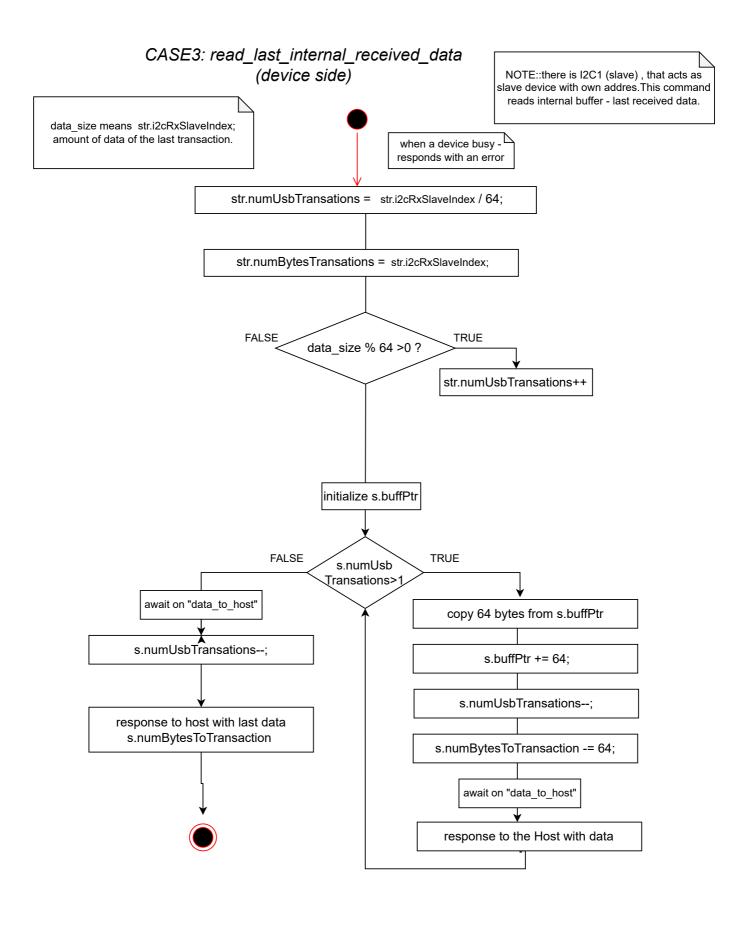
changed
}statesHandle;

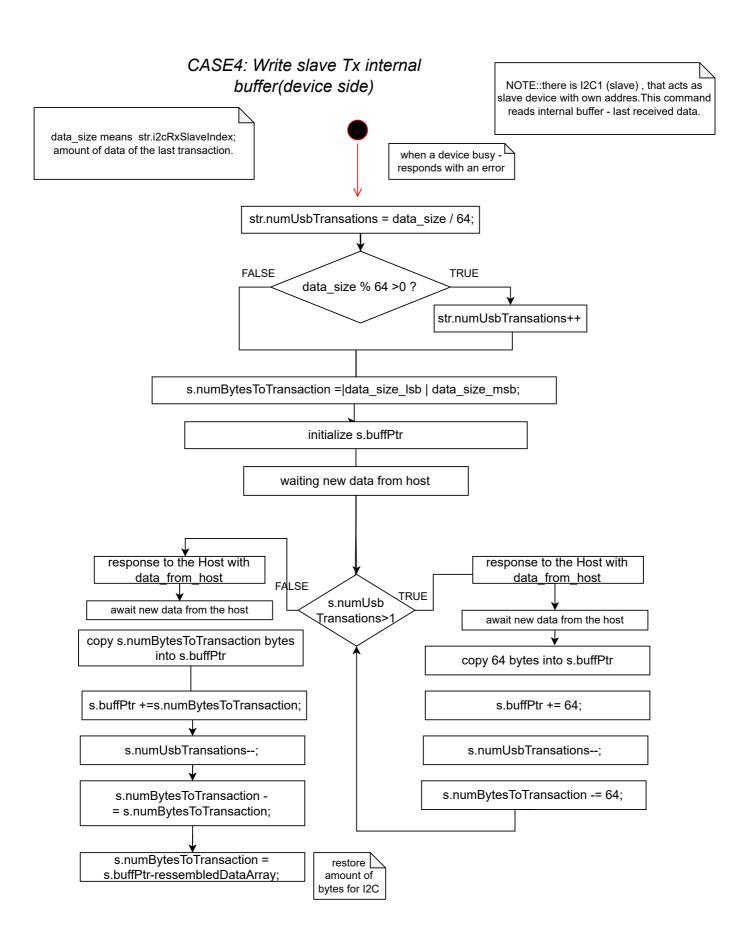




CASE2: read_from_i2c_dev (device side)







USB Device: the state maschine

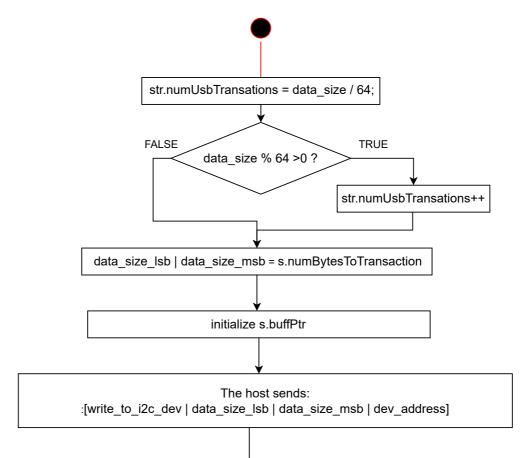
STRUCT { uchar typeOfAction; uchar slaveAddr; uchar* buffPtr; //changes during exec. uin16_t numUsbTransations; uint16_t numBytesToTransaction; uchar* reassembledDataArray; //not changed }statesHandle;

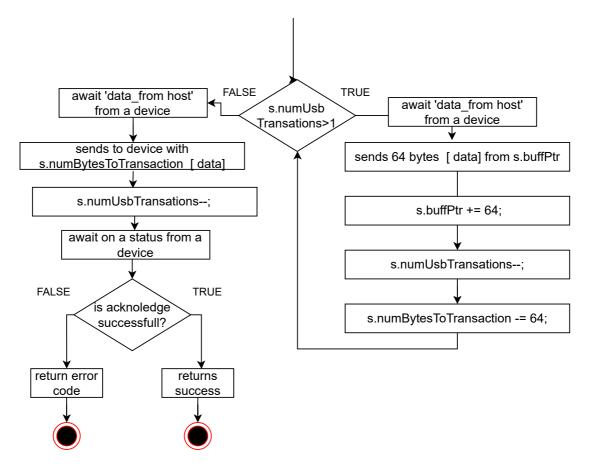
Error codes a)Success =0; b)Acknowledge failure AF =1; c)Bus Error BERR =2; d)Arbitration lost (ARLO) =3; e)Overrun/underrun (OVR) =4; f)Timeout =5; g)Other error =6; e)Busy =7;

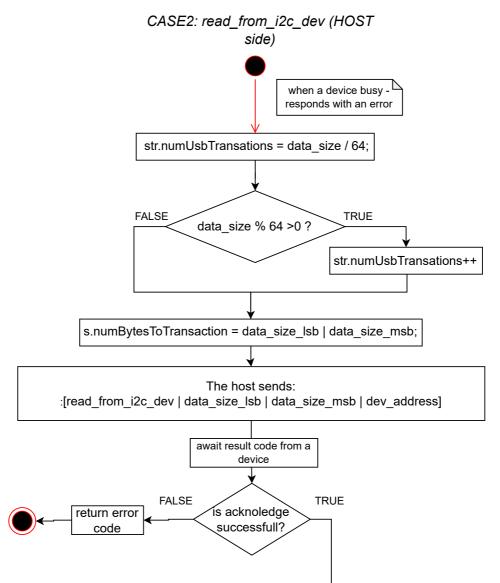
a)data_from_host =18; b)data_to_host =19;

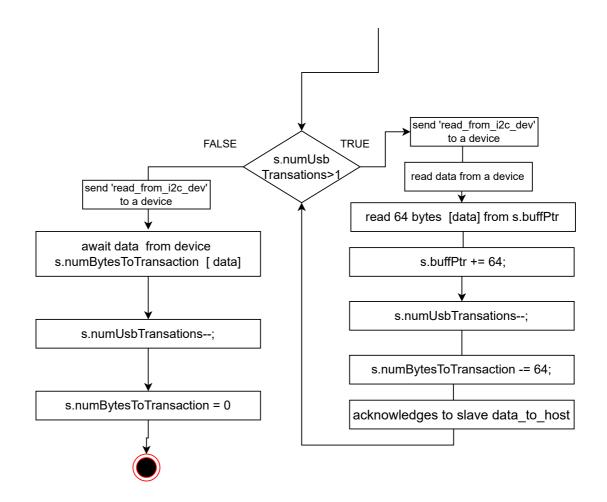
Commands a)write_to_i2c_dev =24; b)read_from_i2c_dev =25; c)reset_interface =26; d)setup_interface_i2c =27; e)read_last_stub_rx_i2c =28 f)write_tx_stub_buffer_i2c = 29;

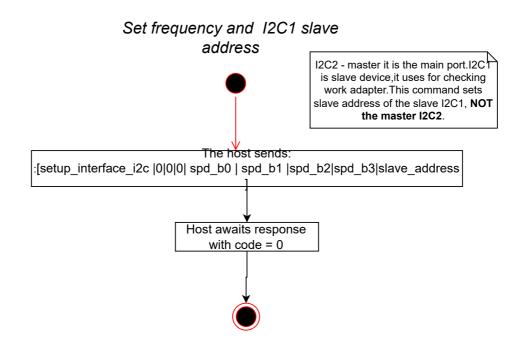
CASE1: write_to_i2c_dev (HOST side)











I2C1 acts as slave device with it`s own address.So, this comand reads last received data packet.

