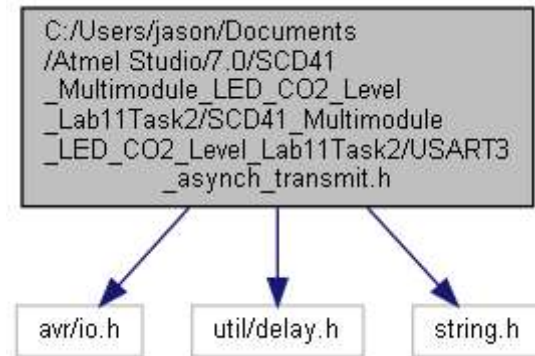


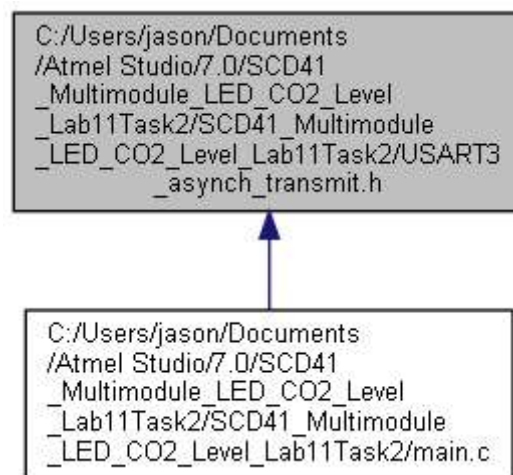
USART3_async_transmit.h File Reference

```
#include <avr/io.h>
#include <util/delay.h>
#include <string.h>
```

Include dependency graph for USART3_async_transmit.h:



This graph shows which files directly or indirectly include this file:



[Go to the source code of this file.](#)

Macros

```
#define F_CPU 4000000
#define USART3_BAUD_RATE(BAUD_RATE) ((float)(F_CPU * 64 / (16 *(float)BAUD_RATE)))
```

Functions

```
void USART3_sendChar (char c)
void USART3_init (uint16_t, uint8_t, unsigned char)
void USART_sw_write (char)
void USART3_sendString (char *input)
```

Macro Definition Documentation

◆ F_CPU

```
#define F_CPU 4000000
```

Definition at line **12** of file **USART3_asynch_transmit.h**.

◆ USART3_BAUD_RATE

```
#define USART3_BAUD_RATE ( BAUD_RATE ) ((float)(F_CPU * 64 / (16 *(float)BAUD_RATE)))
```

Definition at line **13** of file **USART3_asynch_transmit.h**.

Function Documentation

◆ USART3_init()

```
void USART3_init ( uint16_t      baud,  
                  uint8_t      data_bits,  
                  unsigned char parity  
                )
```

Definition at line **27** of file **USART3_asynch_transmit.h**.

Here is the caller graph for this function:



◆ USART3_sendChar()

```
void USART3_sendChar ( char c )
```

◆ USART3_sendString()

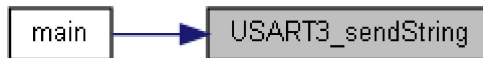
```
void USART3_sendString ( char * input )
```

Definition at line **40** of file **USART3_asynch_transmit.h**.

Here is the call graph for this function:



Here is the caller graph for this function:



◆ USART_sw_write()

```
void USART_sw_write ( char c )
```

Definition at line **50** of file **USART3_asynch_transmit.h**.

Here is the caller graph for this function:

