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\* PSerial.h

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#include <stdint.h>

#ifndef PSERIAL\_H\_

#define PSERIAL\_H\_

#define DATABITS 1

#define STOPBITS 3

#define PARITYBITS 4

#define SERIAL\_5N1 (0x00 | (0 << DATABITS))

#define SERIAL\_6N1 (0x00 | (1 << DATABITS))

#define SERIAL\_7N1 (0x00 | (2 << DATABITS))

#define SERIAL\_8N1 (0x00 | (3 << DATABITS)) // (the default)

#define SERIAL\_5N2 (0x08 | (0 << DATABITS))

#define SERIAL\_6N2 (0x08 | (1 << DATABITS))

#define SERIAL\_7N2 (0x08 | (2 << DATABITS))

#define SERIAL\_8N2 (0x08 | (3 << DATABITS))

#define SERIAL\_5E1 (0x20 | (0 << DATABITS))

#define SERIAL\_6E1 (0x20 | (1 << DATABITS))

#define SERIAL\_7E1 (0x20 | (2 << DATABITS))

#define SERIAL\_8E1 (0x20 | (3 << DATABITS))

#define SERIAL\_5E2 (0x28 | (0 << DATABITS))

#define SERIAL\_6E2 (0x28 | (1 << DATABITS))

#define SERIAL\_7E2 (0x28 | (2 << DATABITS))

#define SERIAL\_8E2 (0x28 | (3 << DATABITS))

#define SERIAL\_5O1 (0x30 | (0 << DATABITS))

#define SERIAL\_6O1 (0x30 | (1 << DATABITS))

#define SERIAL\_7O1 (0x30 | (2 << DATABITS))

#define SERIAL\_8O1 (0x30 | (3 << DATABITS))

#define SERIAL\_5O2 (0x38 | (0 << DATABITS))

#define SERIAL\_6O2 (0x38 | (1 << DATABITS))

#define SERIAL\_7O2 (0x38 | (2 << DATABITS))

#define SERIAL\_8O2 (0x38 | (3 << DATABITS))

#define UART\_0 (UART\_PORT \*) 0x0C0;

#define UART\_1 (UART\_PORT \*) 0x0C8;

#define UART\_2 (UART\_PORT \*) 0x0D0;

#define UART\_3 (UART\_PORT \*) 0x130;

typedef struct

{

*uint8\_t* UCSRnA;

*uint8\_t* UCSRnB;

*uint8\_t* UCSRnC;

*uint8\_t* reserved;

*uint16\_t* UBRRn;

*uint8\_t* UDRn;

} volatile UART\_PORT;

void PSerial\_open(*uint8\_t* port, long speed, int framing);

int PSerial\_read(*uint8\_t* port);

char PSerial\_readw(*uint8\_t* port);

int PSerial\_write(*uint8\_t* port, *uint8\_t* data);

void PSerial\_writew(*uint8\_t* port, *uint8\_t* data);

#endif /\* PSERIAL\_H\_ \*/