

# I2C Driver

Version 1.0.0

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# Contents



# Chapter 1

## Data Structure Index

### 1.1 Data Structures

Here are the data structures with brief descriptions:

<a href="#">i2c_config_t</a>	.....	??
<a href="#">i2c_transfer_t</a>	.....	??



## Chapter 2

# File Index

### 2.1 File List

Here is a list of all documented files with brief descriptions:

<a href="#">/home/marko/Documents/embedded_workspace/i2c_driver/i2c_interface.h</a>	
General interface covering user accesses to the i2c communication bus . . . . .	??
<a href="#">/home/marko/Documents/embedded_workspace/i2c_driver/i2c_stm32f411.c</a>	
Chip specific implementation for i2c communication . . . . .	??
<a href="#">/home/marko/Documents/embedded_workspace/i2c_driver/i2c_stm32f411_config.c</a>	
Contains the configuration information for each I2C channel . . . . .	??
<a href="#">/home/marko/Documents/embedded_workspace/i2c_driver/i2c_stm32f411_config.h</a>	
Contains the definitions and structures required to configure the i2c peripherals on an stm32f411	??
<a href="#">/home/marko/Documents/embedded_workspace/i2c_driver/util.h</a>	??





## Chapter 3

# Data Structure Documentation

### 3.1 i2c\_config\_t Struct Reference

```
#include <i2c_stm32f411_config.h>
```

#### Data Fields

- [i2c\\_control\\_t](#) en
- [i2c\\_ack\\_en\\_t](#) ack\_en
- [uint32\\_t](#) [periph\\_clk\\_freq\\_MHz](#)
- [uint32\\_t](#) [i2c\\_op\\_freq\\_kHz](#)
- [i2c\\_fast\\_slow\\_t](#) fast\_or\_std
- [i2c\\_fm\\_duty\\_cycle\\_t](#) duty\_cycle

#### 3.1.1 Detailed Description

Struct contains the settings required to configure an i2c device.

#### 3.1.2 Field Documentation

##### 3.1.2.1 ack\_en

[i2c\\_ack\\_en\\_t](#) ack\_en

Whether the device sends ACK upon byte reception

##### 3.1.2.2 duty\_cycle

[i2c\\_fm\\_duty\\_cycle\\_t](#) duty\_cycle

The ratio of the period of low vs high cycles of bit pulses

### 3.1.2.3 `en`

`i2c_control_t` `en`

Whether the device is enabled or not

### 3.1.2.4 `fast_or_std`

`i2c_fast_slow_t` `fast_or_std`

Whether the I2C device will be in fast or standard mode

### 3.1.2.5 `i2c_op_freq_kHz`

`uint32_t` `i2c_op_freq_kHz`

The operational frequency of the I2C bus

### 3.1.2.6 `periph_clk_freq_MHz`

`uint32_t` `periph_clk_freq_MHz`

The frequency of the device in MHz

The documentation for this struct was generated from the following file:

- `/home/marko/Documents/embedded_workspace/i2c_driver/i2c_stm32f411_config.h`

## 3.2 `i2c_transfer_t` Struct Reference

```
#include <i2c_interface.h>
```

### Data Fields

- `i2c_channel_t` `channel`
- `uint8_t *` `buffer`
- `uint32_t` `data_length`
- `uint8_t` `slave_address`

### 3.2.1 Detailed Description

Generic transfer structure, independent of implementation. Passed into transmission functions.

## 3.2.2 Field Documentation

### 3.2.2.1 buffer

```
uint8_t* buffer
```

The data buffer

### 3.2.2.2 channel

```
i2c_channel_t channel
```

The target I2C peripheral

### 3.2.2.3 data\_length

```
uint32_t data_length
```

The number of bytes to be receive/sent

### 3.2.2.4 slave\_address

```
uint8_t slave_address
```

The 7-bit slave address

The documentation for this struct was generated from the following file:

- [/home/marko/Documents/embedded\\_workspace/i2c\\_driver/i2c\\_interface.h](#)



## Chapter 4

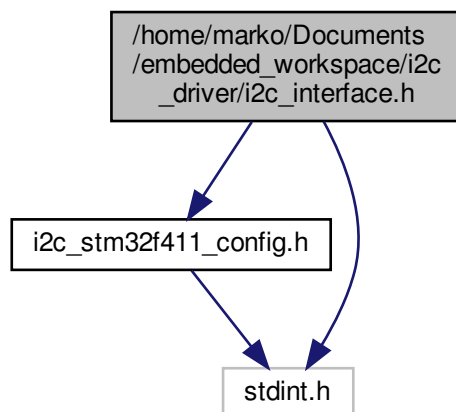
# File Documentation

### 4.1 /home/marko/Documents/embedded\_workspace/i2c\_driver/i2c\_interface.h File Reference

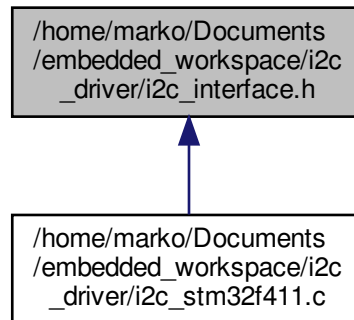
General interface covering user accesses to the i2c communication bus.

```
#include "i2c_stm32f411_config.h"  
#include <stdint.h>
```

Include dependency graph for i2c\_interface.h:



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



## Data Structures

- struct [i2c\\_transfer\\_t](#)

## Enumerations

- enum [i2c\\_interrupt\\_control\\_t](#) { **INTERRUPT\_DISABLED**, **INTERRUPT\_ENABLED** }

## Functions

- void [i2c\\_init](#) (const [i2c\\_config\\_t](#) \*config\_table)
- void [i2c\\_irq\\_handler](#) ([i2c\\_channel\\_t](#) channel)
- void [i2c\\_control](#) ([i2c\\_channel\\_t](#) channel, [i2c\\_control\\_t](#) signal)
- void [i2c\\_interrupt\\_control](#) ([i2c\\_channel\\_t](#) channel, [i2c\\_interrupt\\_dma\\_t](#) interrupt, [i2c\\_interrupt\\_control\\_t](#) signal)
- void [i2c\\_master\\_transmit](#) ([i2c\\_transfer\\_t](#) \*transfer)
- void [i2c\\_master\\_receive](#) ([i2c\\_transfer\\_t](#) \*transfer)
- void [i2c\\_slave\\_transmit](#) ([i2c\\_transfer\\_t](#) \*transfer)
- void [i2c\\_slave\\_receive](#) ([i2c\\_transfer\\_t](#) \*transfer)
- uint32\_t [i2c\\_master\\_transmit\\_it](#) ([i2c\\_transfer\\_t](#) \*transfer)
- uint32\_t [i2c\\_master\\_receive\\_it](#) ([i2c\\_transfer\\_t](#) \*transfer)
- uint32\_t [i2c\\_slave\\_transmit\\_it](#) ([i2c\\_transfer\\_t](#) \*transfer)
- uint32\_t [i2c\\_slave\\_receive\\_it](#) ([i2c\\_transfer\\_t](#) \*transfer)
- void [i2c\\_register\\_write](#) (uint32\_t i2c\_register)
- uint32\_t [i2c\\_register\\_read](#) (uint32\_t i2c\_register)

### 4.1.1 Detailed Description

General interface covering user accesses to the i2c communication bus.

## 4.1.2 Function Documentation

### 4.1.2.1 i2c\_control()

```
void i2c_control (
    i2c_channel_t channel,
    i2c_control_t signal )
```

#### Description:

"Emergency" function used to enable or disable a desired i2c channel. I2C channels that have been enabled through the config table are enabled automatically after initialisation. Mainly used to change configs at runtime.

PRE-CONDITION: The i2c\_init function has been carried out successfully

POST-CONDITION: The desired i2c device has been activated/disabled

#### Returns

void

#### Example:

```
i2c_control(I2C_2, I2C_DISABLED);
```

#### See also

[i2c\\_init](#)

[i2c\\_interrupt\\_control](#)

- CHANGE HISTORY -

Date	Software Version	Initials	Description
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### 4.1.2.2 i2c\_init()

```
void i2c_init (
    const i2c_config_t * config_table )
```

#### Description:

Carries out the initialisation of the I2C channels as per the information in the config table

PRE-CONDITION: The config table has been obtained and is non-null  
 PRE-CONDITION: The required GPIO pins for i2c combination have been configured correctly with gpio\_init  
 PRE-CONDITION: The appropriate peripheral clocks have been activated

POST-CONDITION: The selected i2c channels have been activated and ready to be used

#### Returns

void

#### Example:

```
const i2c_config_t *config_table = i2c_config_get();
i2c_init(config_table);
```

POST-CONDITION: The appropriate trise value has been calculated and placed in the register

#### See also

[i2c\\_config\\_get](#)

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#### 4.1.2.3 i2c\_interrupt\_control()

```
void i2c_interrupt_control (
    i2c_channel_t channel,
    i2c_interrupt_dma_t interrupt,
    i2c_interrupt_control_t signal )
```

#### Description:

Enabled or disables the selected interrupt on the selected channel. Called both by users and within the driver itself

PRE-CONDITION: The i2c\_init function has been carried out successfully

POST-CONDITION: The desired interrupt on the selected device has been activated/disabled



**Returns**

void

**Example:**

```
i2c_interrupt_control(I2C_2, IT_BUF, INTERRUPT_ENABLED);
```

**See also**

[i2c\\_init](#)  
[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)

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**4.1.2.4 i2c\_irq\_handler()**

```
void i2c_irq_handler (
    i2c_channel_t channel )
```

**Description:**

User level function, to be placed within IRQ handlers at the main.c level. When called, it checks callback table for the appropriate i2c. If it isn't null, it feeds a pointer to the appropriate transfer to said callback.

PRE-CONDITION: None

POST-CONDITION: The previously mapped callback has been called.

**Parameters**

<i>channel</i>	refers to any i2c device on chip
----------------	----------------------------------

**Returns**

void

**Example:**

```
called automatically within IRQ handlers, e.g.
I2C1_EV_IRQHandler(void)
{
    i2c_irq_handler(I2C_1);
}
```

## - CHANGE HISTORY -

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### 4.1.2.5 i2c\_master\_receive()

```
void i2c_master_receive (
    i2c_transfer_t * i2c_transfer )
```

#### Description:

Initiates a blocking reception in master mode using the parameters specified in transfer

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The data has been received from the slave

#### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer.
---------------------	---

#### Returns

void

#### Example:

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
accelerometer_comm.channel = I2C_2;
accelerometer_comm.buffer = &data_from_accel;
accelerometer_comm.length = 2;
accelerometer_comm.address = ACCELEROMETER_ADDRESS;
i2c_master_receive(&accelerometer_comm);
```

#### See also

[i2c\\_init](#)  
[i2c\\_master\\_transmit](#)  
[i2c\\_slave\\_transmit](#)  
[i2c\\_slave\\_receive](#)

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#### 4.1.2.6 i2c\_master\_receive\_it()

```
uint32_t i2c_master_receive_it (
    i2c_transfer_t * i2c_transfer )
```

##### Description:

User level function used to initiate an interrupt based reception. Creates a safe (static) copy of the transmission data, maps the appropriate callback to the i2c channel, enables interrupts, and sends the slave address. The rest of the communication is managed by the callback.

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero. PRE-CONDITION: No other interrupt based transmission is currently running on the same channel

POST-CONDITION: The interrupt transmission is ready to continue upon the next interrupt

##### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the i2c_interrupt_transfers copy, which is safe from the application layer.
---------------------	---

##### Returns

uint32\_t returns 0 if all is good, 1 if another transfer is ongoing.

##### Example:

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
...
i2c_master_receive_it(&accelerometer_comm);
```

##### See also

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it\\_callback](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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#### 4.1.2.7 i2c\_master\_transmit()

```
void i2c_master_transmit (
    i2c_transfer_t * i2c_transfer )
```

##### Description:

Initiates a blocking transmission in master mode using the parameters specified in transfer

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The data has been sent to the slave

##### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer.
---------------------	---

##### Returns

void

##### Example:

```
i2c_init(config_table);
i2c_transfer_t motor_controller_comm;
motor_controller_comm.channel = I2C_2;
motor_controller_comm.buffer = &data_to_motor;
motor_controller_comm.length = 4;
motor_controller_comm.address = MOTOR_CONTROLLER_ADDRESS;
i2c_master_transmit (&motor_controller_comm);
```

##### See also

[i2c\\_init](#)  
[i2c\\_master\\_receive](#)  
[i2c\\_slave\\_transmit](#)  
[i2c\\_slave\\_receive](#)

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#### 4.1.2.8 i2c\_master\_transmit\_it()

```
uint32_t i2c_master_transmit_it (
    i2c_transfer_t * i2c_transfer )
```

##### Description:

User level function used to initiate an interrupt based transmission. Creates a safe (static) copy of the transmission data, maps the appropriate callback to the i2c channel, enables interrupts, and sends the slave address. The rest of the communication is managed by the callback.

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero. PRE-CONDITION: No other interrupt based transmission is currently running on the same channel

POST-CONDITION: The interrupt transmission is ready to continue upon the next interrupt

##### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the i2c_interrupt_transfers copy, which is safe from the application layer.
---------------------	---

##### Returns

uint32\_t returns 0 if all is good, 1 if another transfer is ongoing.

##### Example:

```
i2c_init(config_table);
i2c_transfer_t motor_controller_comm;
....
i2c_master_transmit_it(&motor_controller_comm);
```

##### See also

[i2c\\_master\\_transmit\\_it\\_callback](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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#### 4.1.2.9 i2c\_slave\_receive()

```
void i2c_slave_receive (
    i2c_transfer_t * i2c_transfer )
```

##### Description:

Initiates a blocking reception in master mode using the parameters specified in transfer

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The data has been received by the master from the slave

##### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer.
---------------------	---

##### Returns

void

##### Example:

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
accelerometer_comm.channel = I2C_2;
accelerometer_comm.buffer = &data_from_accel;
accelerometer_comm.length = 2;
i2c_slave_receive(&accelerometer_comm);
```

##### See also

[i2c\\_init](#)  
[i2c\\_master\\_transmit](#)

•

[i2c\\_master\\_receive](#)  
[i2c\\_slave\\_transmit](#)

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#### 4.1.2.10 i2c\_slave\_receive\_it()

```
uint32_t i2c_slave_receive_it (
    i2c_transfer_t * i2c_transfer )
```

##### Description:

User level function used to initiate an interrupt based transmission. Creates a safe (static) copy of the transmission data, maps the appropriate callback to the i2c channel, and enables interrupts. The rest of the communication is managed by the callback.

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero. PRE-CONDITION: No other interrupt based transmission is currently running on the same channel

POST-CONDITION: The interrupt transmission is ready to continue upon the next interrupt

##### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the i2c_interrupt_transfers copy, which is safe from the application layer.
---------------------	---

##### Returns

uint32\_t returns 0 if all is good, 1 if another transfer is ongoing.

##### Example:

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
....
i2c_slave_receive_it(&accelerometer_comm);
```

##### See also

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it\\_callback](#)  
[i2c\\_irq\\_handler](#)

- CHANGE HISTORY -

Date	Software Version	Initials	Description
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#### 4.1.2.11 i2c\_slave\_transmit()

```
void i2c_slave_transmit (
    i2c_transfer_t * i2c_transfer )
```

##### Description:

Initiates a blocking transmission in slave mode using the parameters specified in transfer

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The data has been sent to the master

##### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer.
---------------------	---

##### Returns

void

##### Example:

```
i2c_init(config_table);
i2c_transfer_t motor_controller_comm;
motor_controller_comm.channel = I2C_2;
motor_controller_comm.buffer = &data_to_motor;
motor_controller_comm.length = 4;
i2c_slave_transmit(&motor_controller_comm);
```

##### See also

[i2c\\_init](#)  
[i2c\\_master\\_transmit](#)  
[i2c\\_master\\_receive](#)  
[i2c\\_slave\\_receive](#)

- CHANGE HISTORY -

Date	Software Version	Initials	Description
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#### 4.1.2.12 i2c\_slave\_transmit\_it()

```
uint32_t i2c_slave_transmit_it (
    i2c_transfer_t * i2c_transfer )
```

##### Description:



User level function used to initiate an interrupt based transmission.  
Creates a safe (static) copy of the transmission data, maps the appropriate  
callback to the i2c channel, and enables interrupts.  
The rest of the communication is managed by the callback.

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null  
location and the transfer length is non-zero. PRE-CONDITION: No other interrupt based transmission is currently  
running on the same channel

POST-CONDITION: The interrupt transmission is ready to continue upon the next interrupt

#### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the i2c_interrupt_transfers copy, which is safe from the application layer.
---------------------	---

#### Returns

uint32\_t returns 0 if all is good, 1 if another transfer is ongoing.

#### Example:

```
i2c_init(config_table);  
i2c_transfer_t motor_controller_comm;  
....  
i2c_slave_transmit_it(&motor_controller_comm);
```

#### See also

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it\\_callback](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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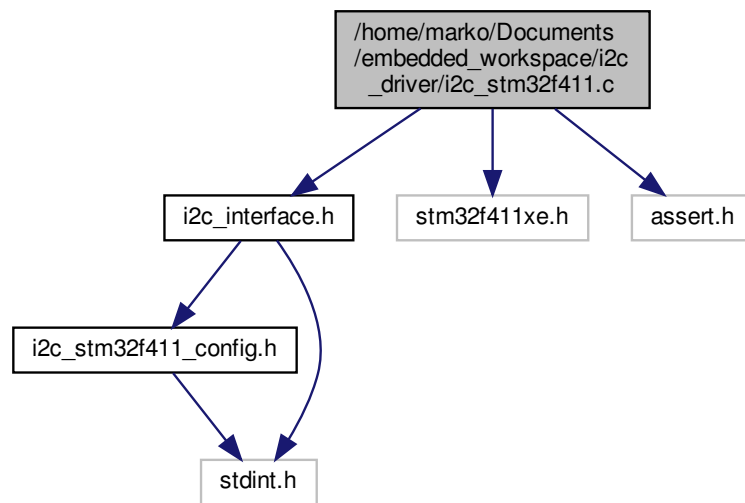
## 4.2 /home/marko/Documents/embedded\_workspace/i2c\_driver/i2c\_stm32f411.c File Reference

Chip specific implementation for i2c communication.

```
#include "i2c_interface.h"  
#include "stm32f411xe.h"
```

```
#include <assert.h>
```

Include dependency graph for i2c\_stm32f411.c:



## Macros

- `#define SM_RISE_TIME_MAX 1000`
- `#define FM_RISE_TIME_MAX 300`
- `#define NULL (void *)0`

## Typedefs

- `typedef void(* i2c_interrupt_callback_t) (i2c_transfer_t *)`

## Functions

- `static uint32_t i2c_calculate_ccr (i2c_config_t *config_entry)`
- `static uint32_t i2c_calculate_trise (i2c_config_t *config_entry)`
- `static void i2c_clear_addr_bit (i2c_channel_t channel)`
- `static void i2c_handle_stopf_flag (i2c_channel_t channel)`
- `static void i2c_one_byte_reception (i2c_transfer_t *i2c_transfer)`
- `static void i2c_two_byte_reception (i2c_transfer_t *i2c_transfer)`
- `static void i2c_n_byte_reception (i2c_transfer_t *i2c_transfer)`
- `void i2c_init (const i2c_config_t *config_table)`
- `void i2c_control (i2c_channel_t channel, i2c_control_t signal)`
- `void i2c_interrupt_control (i2c_channel_t channel, i2c_interrupt_dma_t interrupt, i2c_interrupt_control_t signal)`
- `void i2c_master_transmit (i2c_transfer_t *i2c_transfer)`
- `void i2c_master_receive (i2c_transfer_t *i2c_transfer)`
- `void i2c_slave_transmit (i2c_transfer_t *i2c_transfer)`
- `void i2c_slave_receive (i2c_transfer_t *i2c_transfer)`

- static void [i2c\\_master\\_transmit\\_it\\_callback](#) ([i2c\\_transfer\\_t](#) \*i2c\_transfer)
- static void [i2c\\_master\\_receive\\_it\\_callback](#) ([i2c\\_transfer\\_t](#) \*i2c\_transfer)
- static void [i2c\\_slave\\_transmit\\_it\\_callback](#) ([i2c\\_transfer\\_t](#) \*i2c\_transfer)
- static void [i2c\\_slave\\_receive\\_it\\_callback](#) ([i2c\\_transfer\\_t](#) \*i2c\_transfer)
- uint32\_t [i2c\\_master\\_transmit\\_it](#) ([i2c\\_transfer\\_t](#) \*i2c\_transfer)
- uint32\_t [i2c\\_master\\_receive\\_it](#) ([i2c\\_transfer\\_t](#) \*i2c\_transfer)
- uint32\_t [i2c\\_slave\\_transmit\\_it](#) ([i2c\\_transfer\\_t](#) \*i2c\_transfer)
- uint32\_t [i2c\\_slave\\_receive\\_it](#) ([i2c\\_transfer\\_t](#) \*i2c\_transfer)
- void [i2c\\_irq\\_handler](#) ([i2c\\_channel\\_t](#) channel)

## Variables

- static volatile uint16\_t \*const [I2C\\_CR1](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_CR2](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_OAR1](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_OAR2](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_DR](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_SR1](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_SR2](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_CCR](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_TRISE](#) [NUM\_I2C]
- static volatile uint16\_t \*const [I2C\\_FLTR](#) [NUM\_I2C]
- static [i2c\\_transfer\\_t](#) [i2c\\_interrupt\\_transfers](#) [NUM\_I2C]
- static [i2c\\_interrupt\\_callback\\_t](#) [i2c\\_interrupt\\_callbacks](#) [NUM\_I2C]

### 4.2.1 Detailed Description

Chip specific implementation for i2c communication.

### 4.2.2 Macro Definition Documentation

#### 4.2.2.1 FM\_RISE\_TIME\_MAX

```
#define FM_RISE_TIME_MAX 300
```

Maximum rise time for a fast mode pulse in ns.

#### 4.2.2.2 SM\_RISE\_TIME\_MAX

```
#define SM_RISE_TIME_MAX 1000
```

Rise times obtained from the phillips i2c spec sheetMaximum rise time for a stanard mode pulse in ns.

## 4.2.3 Typedef Documentation

### 4.2.3.1 i2c\_interrupt\_callback\_t

```
typedef void(* i2c_interrupt_callback_t) (i2c_transfer_t *)
```

Callback typedef for interrupt callbacks

## 4.2.4 Function Documentation

### 4.2.4.1 i2c\_calculate\_ccr()

```
static uint32_t i2c_calculate_ccr (
    i2c_config_t * config_entry ) [inline], [static]
```

#### Description:

Static inline function called from within the driver to carry out the calculation of the required pulse length for a given frequency.

PRE-CONDITION: The config table has been obtained and is non-null

POST-CONDITION: The appropriate cc value has been calculated and placed in the register

#### Returns

uint32\_t

**Example:** Automatically called within i2c\_init

#### See also

[i2c\\_init](#)

[i2c\\_calculate\\_trise](#)

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Equation obtained from RM0383 18.6.8:  $CCR = \frac{T_{high}}{T_{pclk}}$ , where  $T_{high} = \frac{1}{2 \times f_{opfreq}}$  (kHz) and  $T_{opfreq} = \frac{1}{f_{opfreq}}$  and  $T_{pclk} = \frac{1}{f_{pclk}}$  leading to  $CCR = \frac{f_{pclk}(MHz)}{2 \times f_{opfreq}(kHz)} = \frac{f_{pclk}}{2000 \times f_{opfreq}}$

Equation obtained from RM0383 18.6.8:  $CCR = \frac{T_{high}}{T_{pclk}}$ , where  $T_{high} = \frac{1}{3 \times T_{opfreq}}$  (kHz) and  $T_{opfreq} = \frac{1}{f_{opfreq}}$  and  $T_{pclk} = \frac{1}{f_{pclk}}$  leading to  $CCR = \frac{f_{pclk}(MHz)}{3 \times f_{opfreq}(kHz)} = \frac{f_{pclk}}{3000 \times f_{opfreq}}$

Equation obtained from RM0383 18.6.8:  $CCR = \frac{T_{high}}{T_{pclk}}$ , where  $T_{high} = \frac{25}{9 \times T_{opfreq}}$  (kHz) and  $T_{opfreq} = \frac{1}{f_{opfreq}}$  and  $T_{pclk} = \frac{1}{f_{pclk}}$  leading to  $CCR = \frac{9 \times f_{pclk}(MHz)}{25 \times f_{opfreq}(kHz)} = \frac{9 \times f_{pclk}}{25000 \times f_{opfreq}}$

#### 4.2.4.2 i2c\_calculate\_trise()

```
static uint32_t i2c_calculate_trise (
    i2c_config_t * config_entry ) [inline], [static]
```

##### Description:

Static inline function called from within the driver to carry out the calculation of the required rise time

PRE-CONDITION: The config table has been obtained and is non-null

POST-CONDITION: The appropriate trise value has been calculated and placed in the register

##### Returns

uint32\_t

**Example:** Automatically called within i2c\_init

##### See also

[i2c\\_init](#)

[i2c\\_calculate\\_ccr](#)

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#### 4.2.4.3 i2c\_clear\_addr\_bit()

```
static void i2c_clear_addr_bit (
    i2c_channel_t channel ) [static]
```

##### Description:

Static function called during transfer functions to clear the address bit through a read to the SR1 register.

PRE-CONDITION: None

POST-CONDITION: The addr bit in SR1 for the appropriate channel has been cleared.

**Parameters**

<i>channel</i>	points to the appropriate i2c channel
----------------	---------------------------------------

**Returns**

void

**Example:**

```
called automatically by various transmission functions
```

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**4.2.4.4 i2c\_control()**

```
void i2c_control (
    i2c_channel_t channel,
    i2c_control_t signal )
```

**Description:**

"Emergency" function used to enable or disable a desired i2c channel. I2C channels that have been enabled through the config table are enabled automatically after initialisation. Mainly used to change configs at runtime.

PRE-CONDITION: The i2c\_init function has been carried out successfully

POST-CONDITION: The desired i2c device has been activated/disabled

**Returns**

void

**Example:**

```
i2c_control(I2C_2, I2C_DISABLED);
```

**See also**

[i2c\\_init](#)  
[i2c\\_interrupt\\_control](#)

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#### 4.2.4.5 i2c\_handle\_stopf\_flag()

```
static void i2c_handle_stopf_flag (  
    i2c_channel_t channel ) [static]
```

##### Description:

Static function called during transfer functions to clear the stopf bit through a read to the SR1 register, and then initiating a stop.

PRE-CONDITION: None

POST-CONDITION: The stopf bit in SR1 for the appropriate channel has been cleared, and the communication stopped with a write to CR1

##### Parameters

<i>channel</i>	points to the appropriate i2c channel
----------------	---------------------------------------

##### Returns

void

##### Example:

called automatically by various transmission functions

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#### 4.2.4.6 i2c\_init()

```
void i2c_init (
    const i2c_config_t * config_table )
```

##### Description:

Carries out the initialisation of the I2C channels as per the information in the config table

PRE-CONDITION: The config table has been obtained and is non-null PRE-CONDITION: The required GPIO pins for i2c combination have been configured correctly with gpio\_init PRE-CONDITION: The appropriate peripheral clocks have been activated

POST-CONDITION: The selected i2c channels have been activated and ready to be used

##### Returns

void

##### Example:

```
const i2c_config_t *config_table = i2c_config_get();
i2c_init(config_table);
```

POST-CONDITION: The appropriate trise value has been calculated and placed in the register

##### See also

[i2c\\_config\\_get](#)

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#### 4.2.4.7 i2c\_interrupt\_control()

```
void i2c_interrupt_control (
    i2c_channel_t channel,
    i2c_interrupt_dma_t interrupt,
    i2c_interrupt_control_t signal )
```

##### Description:

Enabled or disables the selected interrupt on the selected channel. Called both by users and within the driver itself



PRE-CONDITION: The i2c\_init function has been carried out successfully

POST-CONDITION: The desired interrupt on the selected device has been activated/disabled

#### Returns

void

#### Example:

```
i2c_interrupt_control(I2C_2, IT_BUF, INTERRUPT_ENABLED);
```

#### See also

[i2c\\_init](#)  
[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)

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#### 4.2.4.8 i2c\_irq\_handler()

```
void i2c_irq_handler (
    i2c_channel_t channel )
```

#### Description:

User level function, to be placed within IRQ handlers at the main.c level. When called, it checks callback table for the appropriate i2c. If it isn't null, it feeds a pointer to the appropriate transfer to said callback.

PRE-CONDITION: None

POST-CONDITION: The previously mapped callback has been called.

#### Parameters

<i>channel</i>	refers to any i2c device on chip
----------------	----------------------------------

**Returns**

void

**Example:**

```
called automatically within IRQ handlers, e.g.
I2C1_EV_IRQHandler(void)
{
    i2c_irq_handler(I2C_1);
}
```

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**4.2.4.9 i2c\_master\_receive()**

```
void i2c_master_receive (
    i2c_transfer_t * i2c_transfer )
```

**Description:**

Initiates a blocking reception in master mode using the parameters specified in transfer

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The data has been received from the slave

**Parameters**

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer.
---------------------	---

**Returns**

void

**Example:**

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
accelerometer_comm.channel = I2C_2;
accelerometer_comm.buffer = &data_from_accel;
accelerometer_comm.length = 2;
accelerometer_comm.address = ACCELEROMETER_ADDRESS;
i2c_master_receive(&accelerometer_comm);
```

## See also

[i2c\\_init](#)  
[i2c\\_master\\_transmit](#)  
[i2c\\_slave\\_transmit](#)  
[i2c\\_slave\\_receive](#)

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**4.2.4.10 i2c\_master\_receive\_it()**

```
uint32_t i2c_master_receive_it (
    i2c_transfer_t * i2c_transfer )
```

**Description:**

User level function used to initiate an interrupt based reception. Creates a safe (static) copy of the transmission data, maps the appropriate callback to the i2c channel, enables interrupts, and sends the slave address. The rest of the communication is managed by the callback.

**PRE-CONDITION:** i2c\_init has been carried out properly **PRE-CONDITION:** The data buffer points to non-null location and the transfer length is non-zero. **PRE-CONDITION:** No other interrupt based transmission is currently running on the same channel

**POST-CONDITION:** The interrupt transmission is ready to continue upon the next interrupt

**Parameters**

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the i2c_interrupt_transfers copy, which is safe from the application layer.
---------------------	---

**Returns**

uint32\_t returns 0 if all is good, 1 if another transfer is ongoing.

**Example:**

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
....
i2c_master_receive_it(&accelerometer_comm);
```

## See also

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it\\_callback](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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**4.2.4.11 i2c\_master\_receive\_it\_callback()**

```
static void i2c_master_receive_it_callback (
    i2c_transfer_t * i2c_transfer ) [static]
```

**Description:**

This callback function is mapped to an i2c device through calling the `master_receive_it` function. The function is then called by `i2c_irq_handler` whenever the i2c generates an interrupt

**PRE-CONDITION:** `i2c_init` has been carried out properly **PRE-CONDITION:** The data buffer points to non-null location and the transfer length is non-zero.

**POST-CONDITION:** The interrupt has been processed. One or two bytes have been received, or the communication has been halted and interrupts disabled. **POST-CONDITION:** When the communication is over, the function un-maps itself from the i2c channel

**Parameters**

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the <code>i2c_interrupt_transfers</code> copy, which is safe from the application layer.
---------------------	--

**Returns**

void

**Example:**

```

i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
....
i2c_master_receive_it(&accelerometer_comm);

....
//automatically called by
i2c_irq_handler()
```

## See also

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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#### 4.2.4.12 i2c\_master\_transmit()

```
void i2c_master_transmit (
    i2c_transfer_t * i2c_transfer )
```

**Description:**

Initiates a blocking transmission in master mode using the parameters specified in transfer

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The data has been sent to the slave

**Parameters**

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer.
---------------------	---

**Returns**

void

**Example:**

```
i2c_init(config_table);
i2c_transfer_t motor_controller_comm;
motor_controller_comm.channel = I2C_2;
motor_controller_comm.buffer = &data_to_motor;
motor_controller_comm.length = 4;
motor_controller_comm.address = MOTOR_CONTROLLER_ADDRESS;
i2c_master_transmit (&motor_controller_comm);
```

## See also

[i2c\\_init](#)  
[i2c\\_master\\_receive](#)  
[i2c\\_slave\\_transmit](#)  
[i2c\\_slave\\_receive](#)

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#### 4.2.4.13 i2c\_master\_transmit\_it()

```
uint32_t i2c_master_transmit_it (
    i2c_transfer_t * i2c_transfer )
```

##### Description:

User level function used to initiate an interrupt based transmission. Creates a safe (static) copy of the transmission data, maps the appropriate callback to the i2c channel, enables interrupts, and sends the slave address. The rest of the communication is managed by the callback.

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero. PRE-CONDITION: No other interrupt based transmission is currently running on the same channel

POST-CONDITION: The interrupt transmission is ready to continue upon the next interrupt

##### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the i2c_interrupt_transfers copy, which is safe from the application layer.
---------------------	---

##### Returns

uint32\_t returns 0 if all is good, 1 if another transfer is ongoing.

##### Example:

```
i2c_init(config_table);
i2c_transfer_t motor_controller_comm;
...
i2c_master_transmit_it(&motor_controller_comm);
```

##### See also

[i2c\\_master\\_transmit\\_it\\_callback](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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#### 4.2.4.14 i2c\_master\_transmit\_it\_callback()

```
static void i2c_master_transmit_it_callback (  
    i2c_transfer_t * i2c_transfer ) [static]
```

##### Description:

This callback function is mapped to an i2c device through calling the `master_transmit_it` function. The function is then called by `i2c_irq_handler` whenever the i2c generates an interrupt

PRE-CONDITION: `i2c_init` has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The interrupt has been processed. One or two bytes have been sent, or the communication has been halted and interrupts disabled. POST-CONDITION: When the communication is over, the function un-maps itself from the i2c channel

##### Parameters

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the <code>i2c_interrupt_transfers</code> copy, which is safe from the application layer.
---------------------	--

##### Returns

void

##### Example:

```
i2c_init(config_table);  
i2c_transfer_t motor_controller_comm;  
....  
i2c_master_transmit_it(&motor_controller_comm);  
  
....  
//automatically called by  
i2c_irq_handler()
```

##### See also

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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#### 4.2.4.15 i2c\_n\_byte\_reception()

```
static void i2c_n_byte_reception (
    i2c_transfer_t * i2c_transfer ) [static]
```

##### Description:

Static function called during transfer functions to handle the reception of n bytes, as per RM 00383 18.3.3

PRE-CONDITION: None

POST-CONDITION: The ACK has been disabled, ADDR bit cleared, the bytes have been received, STOP has been set.

##### Parameters

<i>i2c_transfer</i>	contains all the information required to carry out any kind of transfer
---------------------	---

##### Returns

void

##### Example:

called automatically by blocking reception functions

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#### 4.2.4.16 i2c\_one\_byte\_reception()

```
static void i2c_one_byte_reception (
    i2c_transfer_t * i2c_transfer ) [static]
```

##### Description:

Static function called during transfer functions to handle the reception of single bytes, as per RM 00383 18.3.3

PRE-CONDITION: None

POST-CONDITION: The ACK has been disabled, ADDR bit cleared, the byte has been received, STOP has been set.

##### Parameters

<i>i2c_transfer</i>	contains all the information required to carry out any kind of transfer
---------------------	---

##### Returns

void

##### Example:

called automatically by blocking reception functions

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#### 4.2.4.17 i2c\_slave\_receive()

```
void i2c_slave_receive (
    i2c_transfer_t * i2c_transfer )
```

##### Description:

Initiates a blocking reception in master mode using the parameters specified in transfer

PRE-CONDITION: i2c\_init has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The data has been received by the master from the slave

**Parameters**

<code>i2c_transfer</code>	is a pointer to a struct which contains all the information required to carry out a transfer.
---------------------------	---

**Returns**

void

**Example:**

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
accelerometer_comm.channel = I2C_2;
accelerometer_comm.buffer = &data_from_accel;
accelerometer_comm.length = 2;
i2c_slave_receive(&accelerometer_comm);
```

**See also**

[i2c\\_init](#)  
[i2c\\_master\\_transmit](#)

•

[i2c\\_master\\_receive](#)  
[i2c\\_slave\\_transmit](#)

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**4.2.4.18 i2c\_slave\_receive\_it()**

```
uint32_t i2c_slave_receive_it (
    i2c_transfer_t * i2c_transfer )
```

**Description:**

User level function used to initiate an interrupt based transmission.  
 Creates a safe (static) copy of the transmission data, maps the appropriate  
 callback to the i2c channel, and enables interrupts.  
 The rest of the communication is managed by the callback.

PRE-CONDITION: `i2c_init` has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero. PRE-CONDITION: No other interrupt based transmission is currently running on the same channel

POST-CONDITION: The interrupt transmission is ready to continue upon the next interrupt

**Parameters**

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the <code>i2c_interrupt_transfers</code> copy, which is safe from the application layer.
---------------------	--

**Returns**

`uint32_t` returns 0 if all is good, 1 if another transfer is ongoing.

**Example:**

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
....
i2c_slave_receive_it(&accelerometer_comm);
```

**See also**

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it\\_callback](#)  
[i2c\\_irq\\_handler](#)

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**4.2.4.19 i2c\_slave\_receive\_it\_callback()**

```
static void i2c_slave_receive_it_callback (
    i2c_transfer_t * i2c_transfer ) [static]
```

**Description:**

This callback function is mapped to an i2c device through calling the `slave_receive_it` function. The function is then called by `i2c_irq_handler` whenever the i2c generates an interrupt

**PRE-CONDITION:** `i2c_init` has been carried out properly **PRE-CONDITION:** The data buffer points to non-null location and the transfer length is non-zero.

**POST-CONDITION:** The interrupt has been processed. One or two bytes have been received, or the communication has been halted and interrupts disabled. **POST-CONDITION:** When the communication is over, the function un-maps itself from the i2c channel

**Parameters**

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the <code>i2c_interrupt_transfers</code> copy, which is safe from the application layer.
---------------------	--

**Returns**

void

**Example:**

```
i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
....
i2c_slave_receive_it(&accelerometer_comm);

....
//automatically called by
i2c_irq_handler()
```

**See also**

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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**4.2.4.20 i2c\_slave\_transmit()**

```
void i2c_slave_transmit (
    i2c_transfer_t * i2c_transfer )
```

**Description:**

Initiates a blocking transmission in slave mode using the parameters specified in transfer

PRE-CONDITION: `i2c_init` has been carried out properly PRE-CONDITION: The data buffer points to non-null location and the transfer length is non-zero.

POST-CONDITION: The data has been sent to the master

**Parameters**

<code>i2c_transfer</code>	is a pointer to a struct which contains all the information required to carry out a transfer.
---------------------------	---

**Returns**

void

**Example:**

```
i2c_init(config_table);
i2c_transfer_t motor_controller_comm;
motor_controller_comm.channel = I2C_2;
motor_controller_comm.buffer = &data_to_motor;
motor_controller_comm.length = 4;
i2c_slave_transmit(&motor_controller_comm);
```

**See also**

[i2c\\_init](#)  
[i2c\\_master\\_transmit](#)  
[i2c\\_master\\_receive](#)  
[i2c\\_slave\\_receive](#)

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**4.2.4.21 i2c\_slave\_transmit\_it()**

```
uint32_t i2c_slave_transmit_it (
    i2c_transfer_t * i2c_transfer )
```

**Description:**

User level function used to initiate an interrupt based transmission. Creates a safe (static) copy of the transmission data, maps the appropriate callback to the i2c channel, and enables interrupts. The rest of the communication is managed by the callback.

**PRE-CONDITION:** i2c\_init has been carried out properly **PRE-CONDITION:** The data buffer points to non-null location and the transfer length is non-zero. **PRE-CONDITION:** No other interrupt based transmission is currently running on the same channel

**POST-CONDITION:** The interrupt transmission is ready to continue upon the next interrupt

**Parameters**

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the <code>i2c_interrupt_transfers</code> copy, which is safe from the application layer.
---------------------	--

**Returns**

`uint32_t` returns 0 if all is good, 1 if another transfer is ongoing.

**Example:**

```
i2c_init(config_table);
i2c_transfer_t motor_controller_comm;
....
i2c_slave_transmit_it(&motor_controller_comm);
```

**See also**

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it\\_callback](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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**4.2.4.22 i2c\_slave\_transmit\_it\_callback()**

```
static void i2c_slave_transmit_it_callback (
    i2c_transfer_t * i2c_transfer ) [static]
```

**Description:**

This callback function is mapped to an i2c device through calling the `slave_transmit_it` function. The function is then called by `i2c_irq_handler` whenever the i2c generates an interrupt

**PRE-CONDITION:** `i2c_init` has been carried out properly **PRE-CONDITION:** The data buffer points to non-null location and the transfer length is non-zero.

**POST-CONDITION:** The interrupt has been processed. One or two bytes have been sent, or the communication has been halted and interrupts disabled. **POST-CONDITION:** When the communication is over, the function un-maps itself from the i2c channel

**Parameters**

<i>i2c_transfer</i>	is a pointer to a struct which contains all the information required to carry out a transfer. In this case it points to the <code>i2c_interrupt_transfers</code> copy, which is safe from the application layer.
---------------------	--

**Returns**

void

**Example:**

```

i2c_init(config_table);
i2c_transfer_t accelerometer_comm;
....
i2c_slave_transmit_it(&accelerometer_comm);

....
//automatically called by
i2c_irq_handler()

```

**See also**

[i2c\\_master\\_transmit\\_it](#)  
[i2c\\_master\\_receive\\_it](#)  
[i2c\\_slave\\_transmit\\_it](#)  
[i2c\\_slave\\_receive\\_it](#)  
[i2c\\_irq\\_handler](#)

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**4.2.4.23 i2c\_two\_byte\_reception()**

```

static void i2c_two_byte_reception (
    i2c_transfer_t * i2c_transfer ) [static]

```

**Description:**

Static function called during transfer functions to handle the reception of two bytes, as per RM 00383 18.3.3

PRE-CONDITION: None

POST-CONDITION: The ACK has been disabled, the POS bit is set, ADDR bit cleared, the bytes have been received, STOP has been set.

**Parameters**

<i>i2c_transfer</i>	contains all the information required to carry out any kind of transfer
---------------------	---

**Returns**

void

**Example:**

called automatically by blocking reception functions

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**4.2.5 Variable Documentation****4.2.5.1 I2C\_CCR**

```
volatile uint16_t* const I2C_CCR[NUM_I2C] [static]
```

**Initial value:**

```
=
{
    (uint16_t *)I2C1_BASE + 0x1CUL, (uint16_t *)I2C2_BASE + 0x1CUL,
    (uint16_t *)I2C3_BASE + 0x1CUL
}
```

Array of pointers to the clock control registers

**4.2.5.2 I2C\_CR1**

```
volatile uint16_t* const I2C_CR1[NUM_I2C] [static]
```

**Initial value:**

```
=
{
    (uint16_t *)I2C1_BASE, (uint16_t *)I2C2_BASE, (uint16_t *)I2C3_BASE
}
```

Array of pointers to the Control Register 1 registers



#### 4.2.5.3 I2C\_CR2

```
volatile uint16_t* const I2C_CR2[NUM_I2C] [static]
```

##### Initial value:

```
=  
{  
    (uint16_t *)I2C1_BASE + 0x04UL, (uint16_t *)I2C2_BASE + 0x04UL,  
    (uint16_t *)I2C3_BASE + 0x04UL  
}
```

Array of pointers to the Control Register 2 registers

#### 4.2.5.4 I2C\_DR

```
volatile uint16_t* const I2C_DR[NUM_I2C] [static]
```

##### Initial value:

```
=  
{  
    (uint16_t *)I2C1_BASE + 0x10UL, (uint16_t *)I2C2_BASE + 0x10UL,  
    (uint16_t *)I2C3_BASE + 0x10UL  
}
```

Array of pointers to the Data registers

#### 4.2.5.5 I2C\_FLTR

```
volatile uint16_t* const I2C_FLTR[NUM_I2C] [static]
```

##### Initial value:

```
=  
{  
    (uint16_t *)I2C1_BASE + 0x24UL, (uint16_t *)I2C2_BASE + 0x24UL,  
    (uint16_t *)I2C3_BASE + 0x24UL  
}
```

Array of pointers to the filter registers

#### 4.2.5.6 i2c\_interrupt\_callbacks

```
i2c_interrupt_callback_t i2c_interrupt_callbacks[NUM_I2C] [static]
```

Static array containing interrupt callbacks currently mapped to each i2c channel

#### 4.2.5.7 i2c\_interrupt\_transfers

```
i2c_transfer_t i2c_interrupt_transfers[NUM_I2C] [static]
```

Static array which holds copies of requested interrupt based transfers

#### 4.2.5.8 I2C\_OAR1

```
volatile uint16_t* const I2C_OAR1[NUM_I2C] [static]
```

**Initial value:**

```
=  
{  
    (uint16_t *)I2C1_BASE + 0x08UL, (uint16_t *)I2C2_BASE + 0x08UL,  
    (uint16_t *)I2C3_BASE + 0x08UL  
}
```

Array of pointers to the Own Address 1 registers

#### 4.2.5.9 I2C\_OAR2

```
volatile uint16_t* const I2C_OAR2[NUM_I2C] [static]
```

**Initial value:**

```
=  
{  
    (uint16_t *)I2C1_BASE + 0x0CUL, (uint16_t *)I2C2_BASE + 0x0CUL,  
    (uint16_t *)I2C3_BASE + 0x0CUL  
}
```

Array of pointers to the Own Address 2 registers

#### 4.2.5.10 I2C\_SR1

```
volatile uint16_t* const I2C_SR1[NUM_I2C] [static]
```

**Initial value:**

```
=  
{  
    (uint16_t *)I2C1_BASE + 0x14UL, (uint16_t *)I2C2_BASE + 0x14UL,  
    (uint16_t *)I2C3_BASE + 0x14UL  
}
```

Array of pointers to the Status Register 1 registers

## 4.2.5.11 I2C\_SR2

```
volatile uint16_t* const I2C_SR2[NUM_I2C] [static]
```

**Initial value:**

```
=
{
    (uint16_t *)I2C1_BASE + 0x18UL, (uint16_t *)I2C2_BASE + 0x18UL,
    (uint16_t *)I2C3_BASE + 0x18UL
}
```

Array of pointers to the Status Register 2 registers

## 4.2.5.12 I2C\_TRISE

```
volatile uint16_t* const I2C_TRISE[NUM_I2C] [static]
```

**Initial value:**

```
=
{
    (uint16_t *)I2C1_BASE + 0x20UL, (uint16_t *)I2C2_BASE + 0x20UL,
    (uint16_t *)I2C3_BASE + 0x20UL
}
```

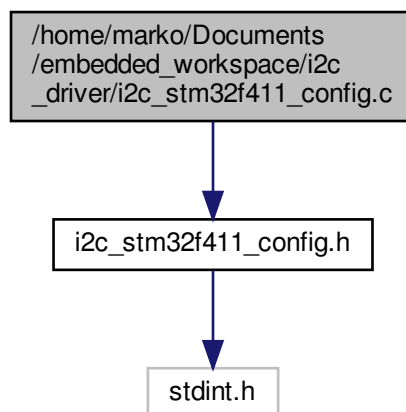
Array of pointers to the rise time registers

## 4.3 /home/marko/Documents/embedded\_workspace/i2c\_driver/i2c\_stm32f411\_config.c File Reference

Contains the configuration information for each I2C channel.

```
#include "i2c_stm32f411_config.h"
```

Include dependency graph for i2c\_stm32f411\_config.c:



## Functions

- `const i2c_config_t * i2c_config_get (void)`

## Variables

- `static const i2c_config_t i2c_config_table [NUM_I2C]`

### 4.3.1 Detailed Description

Contains the configuration information for each I2C channel.

### 4.3.2 Function Documentation

#### 4.3.2.1 i2c\_config\_get()

```
const i2c_config_t* i2c_config_get (
    void )
```

#### Description:

Returns a pointer to the base of the configuration table for i2c peripherals

PRE-CONDITION: The config table has been filled out and is non-null

#### Returns

`*i2c_config_t`

#### Example:

```
const i2c_config_t *config_table = i2c_config_get();
i2c_init(config_table);
```

#### See also

[i2c\\_init](#)

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### 4.3.3 Variable Documentation

#### 4.3.3.1 i2c\_config\_table

```
const i2c_config_t i2c_config_table[NUM_I2C]  [static]
```

**Initial value:**

```
=  
{  
  
    {},  
    {},  
    {}  
}
```

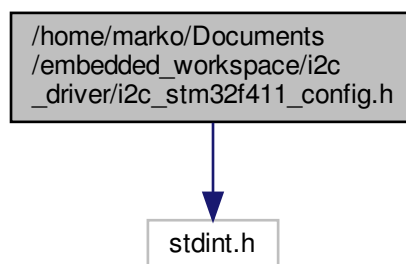
The configuration table that must be filled out by the user and is used by i2c\_init to initialise the separate i2c channels

## 4.4 /home/marko/Documents/embedded\_workspace/i2c\_driver/i2c\_stm32f411\_config.h File Reference

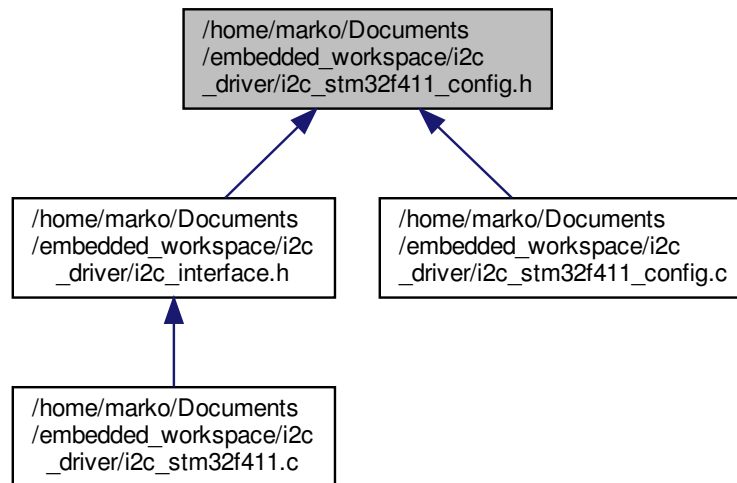
Contains the definitions and structures required to configure the i2c peripherals on an stm32f411.

```
#include <stdint.h>
```

Include dependency graph for i2c\_stm32f411\_config.h:



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



## Data Structures

- struct [i2c\\_config\\_t](#)

## Macros

- #define **DISABLED** 0
- #define **ENABLED** 1

## Enumerations

- enum [i2c\\_control\\_t](#) { **I2C\_DISABLED**, **I2C\_ENABLED** }
- enum [i2c\\_ack\\_en\\_t](#) { **I2C\_ACK\_DISABLED**, **I2C\_ACK\_ENABLED** }
- enum [i2c\\_interrupt\\_dma\\_t](#) { **IT\_ERR**, **IT\_EVT**, **IT\_BUF**, **DMA\_REQ** }
- enum [i2c\\_channel\\_t](#) { **I2C\_1** = 0x00UL, **I2C\_2** = 0x01UL, **I2C\_3** = 0x02UL, **NUM\_I2C** }
- enum [i2c\\_fast\\_slow\\_t](#) { **I2C\_SM** = 0x00UL, **I2C\_FM** = 0x01UL }
- enum [i2c\\_fm\\_duty\\_cycle\\_t](#) { **FM\_MODE\_2** = 0x00UL, **FM\_MODE\_16\_9** = 0x01UL }

## Functions

- const [i2c\\_config\\_t](#) \* [i2c\\_config\\_get](#) (void)

### 4.4.1 Detailed Description

Contains the definitions and structures required to configure the i2c peripherals on an stm32f411.

## 4.4.2 Enumeration Type Documentation

### 4.4.2.1 i2c\_ack\_en\_t

enum `i2c_ack_en_t`

Options which decided whether the I2C returns an ACK pulse upon data reception or address match

### 4.4.2.2 i2c\_channel\_t

enum `i2c_channel_t`

Contains all of the I2C devices on chip

### 4.4.2.3 i2c\_control\_t

enum `i2c_control_t`

Options for enabling or disabling an I2C channel

### 4.4.2.4 i2c\_fast\_slow\_t

enum `i2c_fast_slow_t`

Decides the maximum frequency with which the i2c may work

#### Enumerator

I2C_SM	Up to 100kHz
I2C_FM	Up to 400kHz

### 4.4.2.5 i2c\_fm\_duty\_cycle\_t

enum `i2c_fm_duty_cycle_t`

Determines the ratio of low to high periods per I2C pulse

#### Enumerator

FM_MODE_2	$T_{low}/T_{high} = 2$
FM_MODE_16↔ _9	$T_{low}/T_{high} = 16/9$

#### 4.4.2.6 i2c\_interrupt\_dma\_t

```
enum i2c_interrupt_dma_t
```

Lists all the possible interrupts (and the dma request mode) available to the I2C channel

##### Enumerator

IT_ERR	The I2C raises an interrupt upon an error flag being raised
IT_EVT	The I2C raises an interrupt upon events: Start Bit, Address Matching, STOPF, BTF
IT_BUF	The I2C raises an interrupt when TxNE or RxNE = 1 (if IT_EVT is also enabled)
DMA_REQ	Th2 I2C issues a DMA request upon TxNE or RxNE = 1

### 4.4.3 Function Documentation

#### 4.4.3.1 i2c\_config\_get()

```
const i2c_config_t* i2c_config_get (
    void )
```

##### Description:

Returns a pointer to the base of the configuration table for i2c peripherals

PRE-CONDITION: The config table has been filled out and is non-null

##### Returns

\*i2c\_config\_t

##### Example:

```
const i2c_config_t *config_table = i2c_config_get();
i2c_init(config_table);
```

##### See also

[i2c\\_init](#)

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