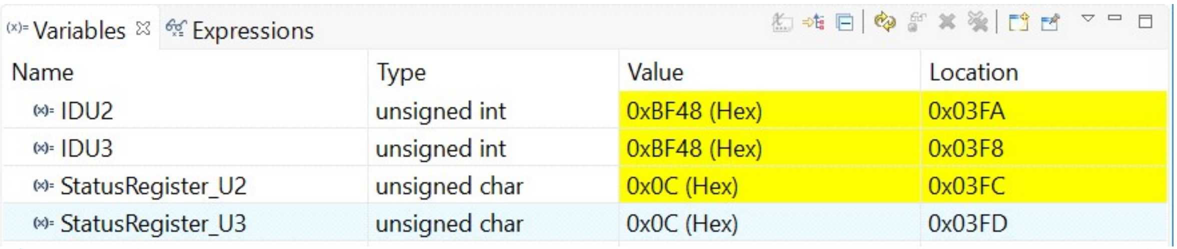
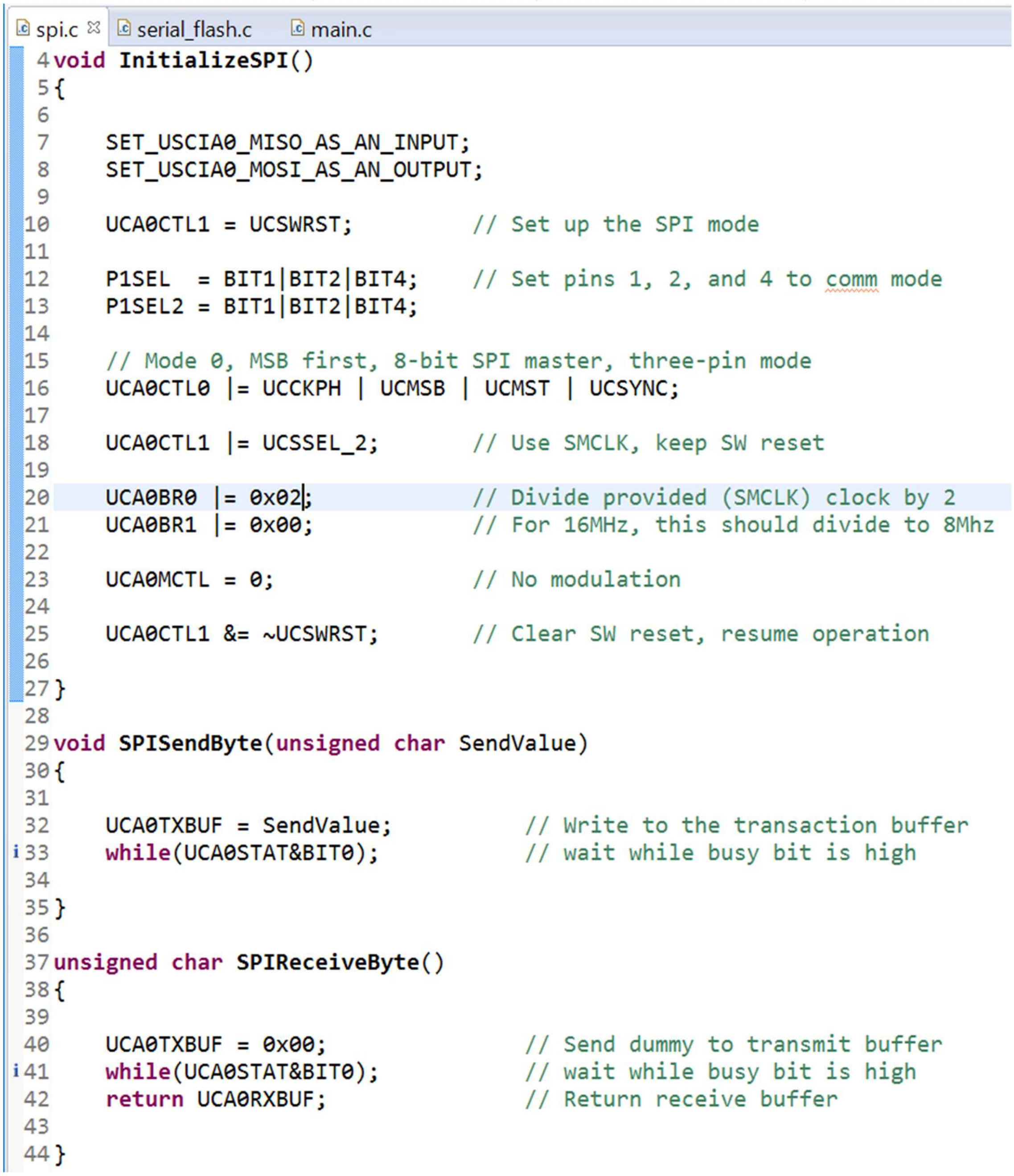


Name	Type	Value	Location
IDU2	unsigned int	0xBF48 (Hex)	0x03FA
IDU3	unsigned int	0xBF48 (Hex)	0x03F8
StatusRegister_U2	unsigned char	0x0C (Hex)	0x03FC
StatusRegister_U3	unsigned char	0x0C (Hex)	0x03FD



```c
void InitializeSPI()
{

    SET_USCIA0_MISO_AS_AN_INPUT;
    SET_USCIA0_MOSI_AS_AN_OUTPUT;

    UCA0CTL1 = UCSWRST;          // Set up the SPI mode

    P1SEL  = BIT1|BIT2|BIT4;     // Set pins 1, 2, and 4 to comm mode
    P1SEL2 = BIT1|BIT2|BIT4;

    // Mode 0, MSB first, 8-bit SPI master, three-pin mode
    UCA0CTL0 |= UCCKPH | UCMSB | UCMST | UCSYNC;

    UCA0CTL1 |= UCSSEL_2;        // Use SMCLK, keep SW reset

    UCA0BR0 |= 0x02;             // Divide provided (SMCLK) clock by 2
    UCA0BR1 |= 0x00;             // For 16MHz, this should divide to 8Mhz

    UCA0MCTL = 0;                // No modulation

    UCA0CTL1 &= ~UCSWRST;        // Clear SW reset, resume operation

}

void SPISendByte(unsigned char SendValue)
{

    UCA0TXBUF = SendValue;           // Write to the transaction buffer
    while(UCA0STAT&BIT0);            // wait while busy bit is high

}

unsigned char SPIReceiveByte()
{

    UCA0TXBUF = 0x00;                // Send dummy to transmit buffer
    while(UCA0STAT&BIT0);            // wait while busy bit is high
    return UCA0RXBUF;                // Return receive buffer

}
```