

I2C in Linux

⇒ I²C bus is generally used to connect relatively low-speed sensors.

⇒ I²C is extremely popular due to its ease of use and ability to control multiple peripherals while utilizing only two pins on the host controller.

I²C tools

→ Set of I²C programs that makes it easy to debug I²C devices without having to write any code.

Example

\$i2cdetect -y 2

→ Will send read commands on the /dev/i2c-2 line to probe for address, and return any device found.

→ I2Cget and I2Cset write and read to devices respectively.

⇒ Basic I²C bus control can be accomplished with:

- Open
- ioctl
- read
- write

★ Opening the bus

⇒ Open returns a new file descriptor (non negative integer) which can be then used to configure the bus.

```
int file;  
char *filename = "/dev/i2c-2";  
if ((file = open(filename, O_RDWR)) < 0) {  
    /* ERROR HANDLING: you can check errno to see what went wrong */  
    perror("Failed to open the i2c bus");  
    exit(1);  
}
```

★ Initiating Communication with the AD7991

⇒ I2C does this by sending 7bit address followed by read/write bit.

0 → Write
1 → Read

⇒ As per data sheet, AD7991 has address of 0101001.

⇒ To use this properly zero pad the address on the left and store it as 0b00101001.

⇒ The call to read/write after IOCTL will automatically set the proper read and write bit, when signaling the peripheral.

```
int addr = 0b00101001;          // The I2C address of the ADC
if (ioctl(file, I2C_SLAVE, addr) < 0) {
    printf("Failed to acquire bus access and/or talk to slave.\n");
    /* ERROR HANDLING; you can check errno to see what went wrong */
    exit(1);
}
```

★ Reading from ADC

⇒ The read system call is used to obtain data from I2C peripheral.

★ Writing to ADC

⇒ The write system call is used to obtain data from I2C peripheral.

```
//unsigned char reg = 0x10; // Device register to access
//buf[0] = reg;

buf[0] = 0b11110000;
if (write(file, buf, 1) != 1) {
    /* ERROR HANDLING: i2c transaction failed */
    printf("Failed to write to the i2c bus.\n");
    buffer = g_strerror(errno);
    printf(buffer);
    printf("\n\n");
}
```