

in UTF/src/UT_I2C_tc.c

modify Call_I2C_Test() function

```
1. void Call_I2C_Test(void)
2. {
3.
4.     pin_config_t    i2c4_pins[2];
5.
6.     // set I2C4_SDA
7.     i2c4_pins[0].pad = IO_PAD67;
8.     i2c4_pins[0].function = FUNC_SEL_5;
9.
10.    // set I2C4_SCL
11.    i2c4_pins[1].pad = IO_PAD68;
12.    i2c4_pins[1].function = FUNC_SEL_5;
13.
14.    setPinConfigIOGroup(i2c4_pins, 2);
15.
16.
17.    pin_config_t    i2c1_pins[2];
18.    // set I2C1_SDA
19.    i2c1_pins[0].pad = IO_PAD12;
20.    i2c1_pins[0].function = FUNC_SEL_1;
21.
22.    // set I2C1_SCLK
23.    i2c1_pins[1].pad = IO_PAD11;
24.    i2c1_pins[1].function = FUNC_SEL_1;
25.
26.    setPinConfigIOGroup(i2c1_pins, 2);
27.
28.
29.    #define TEST_I2C_PORT    4
30.
31.    int i2c_port;
32.    char port_num[10];
33.    getUserInput(port_num, 9);
34.    i2c_port = atoi(port_num);
35.
36.    set_I2C_PMU((uint32_t)i2c_port, STANDARD_MODE);
37.    SC_TWSI_Init(STANDARD_MODE, I2C_PORT_ALL);
38.
39.    uint8_t deviceID;
40.    I2C_DeviceID_read(RSV_DEVICE_ID, 0x38, (uint32_t)i2c_port, &deviceID);
41.
42.    utf_reportPass("I2C Touchscreen Test", "%d\n ", (uint32_t)i2c_port);
```

```
#include <stdlib.h>    // for atoi
```

```
#include "UTF_Shell.h" // for getUserInput
```