AVR libraries

2020

Generated by Doxygen 1.8.20

Thu Dec 3 2020 07:56:24

1 Main Page

Collection of libraries for AVR-GCC

Author

Peter Fleury pfleury@gmx.ch http://tinyurl.com/peterfleury

Copyright

2 Module Index

2.1 Modules

Here is a list of all modules:

3 File Index

3.1 File List

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

4 Module Documentation

4.1 LCD library <lcd.h>

Basic routines for interfacing a HD44780U-based character LCD display.

Definition for LCD controller type

Use 0 for HD44780 controller, change to 1 for displays with KS0073 controller.

- #define LCD_CONTROLLER_KS0073 0

Definitions for Display Size

Change these definitions to adapt setting to your display

These definitions can be defined in a separate include file **lcd_definitions.h** instead modifying this file by adding -D_LCD_DEFINITIONS_FILE to the CDEFS section in the Makefile. All definitions added to the file lcd_definitions.h will override the default definitions from lcd.h

- #define LCD_LINE_LENGTH 0x40
- #define LCD_START_LINE1 0x00
- #define LCD_START_LINE2 0x40
- #define LCD_START_LINE3 0x14
- #define LCD_START_LINE4 0x54
- #define LCD_WRAP_LINES 0

Definitions for 4-bit IO mode

The four LCD data lines and the three control lines RS, RW, E can be on the same port or on different ports. Change LCD_RS_PORT, LCD_RW_PORT, LCD_E_PORT if you want the control lines on different ports.

Normally the four data lines should be mapped to bit 0..3 on one port, but it is possible to connect these data lines in different order or even on different ports by adapting the LCD_DATAx_PORT and LCD_DATAx_PIN definitions.

Adjust these definitions to your target.
These definitions can be defined in a separate include file **lcd_definitions.h** instead modifying this file by adding **-D_LCD_DEFINITIONS_FILE** to the **CDEFS** section in the Makefile. All definitions added to the file lcd_definitions.h will override the default definitions from lcd.h

- #define LCD_IO_MODE 1
- #define LCD_RW_PORT LCD_PORT
- #define LCD_RW_PIN 5

Definitions of delays

Used to calculate delay timers. Adapt the F_CPU define in the Makefile to the clock frequency in Hz of your target

These delay times can be adjusted, if some displays require different delays.
These definitions can be defined in a separate include file **lcd_definitions.h** instead modifying this file by adding **-D_LCD_DEFINITIONS_FILE** to the **CDEFS** section in the Makefile. All definitions added to the file lcd_definitions.h will override the default definitions from lcd.h

- #define LCD_DELAY_BOOTUP 16000
- #define LCD_DELAY_INIT 5000
- #define LCD_DELAY_INIT_REP 64
- #define LCD_DELAY_INIT_4BIT 64
- #define LCD_DELAY_BUSY_FLAG 4
- #define LCD_DELAY_ENABLE_PULSE 1

Definitions for LCD command instructions

The constants define the various LCD controller instructions which can be passed to the function lcd_command(), see HD44780 data sheet for a complete description.

- #define **LCD_CLR** 0 /* DB0: clear display */
- #define **LCD_HOME** 1 /* DB1: return to home position */
- #define **LCD_ENTRY_MODE** 2 /* DB2: set entry mode */
- #define **LCD_ENTRY_INC** 1 /* DB1: 1=increment, 0=decrement */
- #define **LCD_ENTRY_SHIFT** 0 /* DB2: 1=display shift on */
- #define **LCD_ON** 3 /* DB3: turn lcd/cursor on */
- #define **LCD_ON_DISPLAY** 2 /* DB2: turn display on */
- #define **LCD_ON_CURSOR** 1 /* DB1: turn cursor on */
- #define **LCD_ON_BLINK** 0 /* DB0: blinking cursor ? */
- #define **LCD_MOVE** 4 /* DB4: move cursor/display */
- #define **LCD_MOVE_DISP** 3 /* DB3: move display (0-> cursor) ? */
- #define **LCD_MOVE_RIGHT** 2 /* DB2: move right (0-> left) ? */
- #define **LCD_FUNCTION** 5 /* DB5: function set */

- #define **LCD_FUNCTION_8BIT** 4 /* DB4: set 8BIT mode (0->4BIT mode) */
- #define **LCD_FUNCTION_2LINES** 3 /* DB3: two lines (0->one line) */
- #define **LCD_FUNCTION_10DOTS** 2 /* DB2: 5x10 font (0->5x7 font) */
- #define **LCD_CGRAM** 6 /* DB6: set CG RAM address */
- #define **LCD_DDRAM** 7 /* DB7: set DD RAM address */
- #define **LCD_BUSY** 7 /* DB7: LCD is busy */
- #define **LCD_ENTRY_DEC** 0x04 /* display shift off, dec cursor move dir */
- #define **LCD_ENTRY_DEC_SHIFT** 0x05 /* display shift on, dec cursor move dir */
- #define **LCD_ENTRY_INC_** 0x06 /* display shift off, inc cursor move dir */
- #define **LCD_ENTRY_INC_SHIFT** 0x07 /* display shift on, inc cursor move dir */
- #define **LCD_DISP_OFF** 0x08 /* display off */
- #define **LCD_DISP_ON** 0x0C /* display on, cursor off */
- #define **LCD_DISP_ON_BLINK** 0x0D /* display on, cursor off, blink char */
- #define **LCD_DISP_ON_CURSOR** 0x0E /* display on, cursor on */
- #define **LCD_DISP_ON_CURSOR_BLINK** 0x0F /* display on, cursor on, blink char */
- #define **LCD_MOVE_CURSOR_LEFT** 0x10 /* move cursor left (decrement) */
- #define **LCD_MOVE_CURSOR_RIGHT** 0x14 /* move cursor right (increment) */
- #define **LCD_MOVE_DISP_LEFT** 0x18 /* shift display left */
- #define **LCD_MOVE_DISP_RIGHT** 0x1C /* shift display right */
- #define **LCD_FUNCTION_4BIT_1LINE** 0x20 /* 4-bit interface, single line, 5x7 dots */
- #define **LCD_FUNCTION_4BIT_2LINES** 0x28 /* 4-bit interface, dual line, 5x7 dots */
- #define **LCD_FUNCTION_8BIT_1LINE** 0x30 /* 8-bit interface, single line, 5x7 dots */
- #define **LCD_FUNCTION_8BIT_2LINES** 0x38 /* 8-bit interface, dual line, 5x7 dots */
- #define **LCD_MODE_DEFAULT** ((1 << LCD_ENTRY_MODE) | (1 << LCD_ENTRY_INC))

Functions

- void lcd_init (uint8_t dispAttr)

  Initialize display and select type of cursor.
- void lcd_clrscr (void)

  Clear display and set cursor to home position.
- void lcd_home (void)

  Set cursor to home position.
- void lcd_gotoxy (uint8_t x, uint8_t y)

  Set cursor to specified position.
- void lcd_putc (char c)

  Display character at current cursor position.
- void lcd_puts (const char *s)

  Display string without auto linefeed.
- void lcd_puts_p (const char *progmem_s)

  Display string from program memory without auto linefeed.
- void lcd_command (uint8_t cmd)

  Send LCD controller instruction command.
- void lcd_data (uint8_t data)

  Send data byte to LCD controller.
- #define lcd_puts_P(__s) lcd_puts_p(PSTR(__s))

  macros for automatically storing string constant in program memory

4.1.1 Detailed Description

Basic routines for interfacing a HD44780U-based character LCD display.
`#include <lcd.h>`

LCD character displays can be found in many devices, like espresso machines, laser printers. The Hitachi HD44780 controller and its compatible controllers like Samsung KS0066U have become an industry standard for these types of displays.

This library allows easy interfacing with a HD44780 compatible display and can be operated in memory mapped mode (LCD_IO_MODE defined as 0 in the include file lcd.h.) or in 4-bit IO port mode (LCD_IO_MODE defined as 1). 8-bit IO port mode is not supported.

Memory mapped mode is compatible with old Kanda STK200 starter kit, but also supports generation of R/W signal through A8 address line.

See also

The chapter `Interfacing a HD44780 Based LCD to an AVR` on my home page, which shows example circuits how to connect an LCD to an AVR controller.

Author

Peter Fleury `pfleury@gmx.ch http://tinyurl.com/peterfleury`

Version

2.0

Copyright

4.1.2 Macro Definition Documentation

4.1.2.1 LCD_CONTROLLER_KS0073 `#define LCD_CONTROLLER_KS0073 0`

Use 0 for HD44780 controller, 1 for KS0073 controller

4.1.2.2 LCD_DELAY_BOOTUP `#define LCD_DELAY_BOOTUP 16000`

delay in micro seconds after power-on

4.1.2.3 LCD_DELAY_BUSY_FLAG `#define LCD_DELAY_BUSY_FLAG 4`

time in micro seconds the address counter is updated after busy flag is cleared

4.1.2.4 LCD_DELAY_ENABLE_PULSE `#define LCD_DELAY_ENABLE_PULSE 1`

enable signal pulse width in micro seconds

4.1.2.5 LCD_DELAY_INIT `#define LCD_DELAY_INIT 5000`

delay in micro seconds after initialization command sent

4.1.2.6 LCD_DELAY_INIT_4BIT `#define LCD_DELAY_INIT_4BIT 64`

delay in micro seconds after setting 4-bit mode

4.1.2.7 LCD_DELAY_INIT_REP `#define LCD_DELAY_INIT_REP 64`

delay in micro seconds after initialization command repeated

4.1.2.8 LCD_IO_MODE `#define LCD_IO_MODE 1`

0: memory mapped mode, 1: IO port mode

4.1.2.9 LCD_LINE_LENGTH `#define LCD_LINE_LENGTH 0x40`

internal line length of the display

4.1.2.10 LCD_RW_PIN `#define LCD_RW_PIN 5`

pin for RW line

4.1.2.11 LCD_RW_PORT `#define LCD_RW_PORT LCD_PORT`

port for RW line

4.1.2.12 LCD_START_LINE1 `#define LCD_START_LINE1 0x00`

DDRAM address of first char of line 1

4.1.2.13 LCD_START_LINE2 `#define LCD_START_LINE2 0x40`

DDRAM address of first char of line 2

4.1.2.14 LCD_START_LINE3 `#define LCD_START_LINE3 0x14`

DDRAM address of first char of line 3

4.1.2.15 LCD_START_LINE4 `#define LCD_START_LINE4 0x54`

DDRAM address of first char of line 4

4.1.2.16 LCD_WRAP_LINES `#define LCD_WRAP_LINES 0`

0: no wrap, 1: wrap at end of visibile line

4.1.3 Function Documentation

4.1.3.1 lcd_clrscr() `void lcd_clrscr ( void )`

Clear display and set cursor to home position.

Returns

none

4.1.3.2 lcd_command() `void lcd_command ( uint8_t cmd )`

Send LCD controller instruction command.

Parameters

cmd	instruction to send to LCD controller, see HD44780 data sheet

Returns

none

4.1.3.3 lcd_data() `void lcd_data ( uint8_t data )`

Send data byte to LCD controller.

Similar to lcd_putc(), but without interpreting LF

Parameters

data	byte to send to LCD controller, see HD44780 data sheet

Returns

none

4.1.3.4 lcd_gotoxy() `void lcd_gotoxy (`

```
uint8_t x,
uint8_t y )
```

Set cursor to specified position.

Parameters

x	horizontal position (0: left most position)
y	vertical position (0: first line)

Returns

none

4.1.3.5 lcd_home() `void lcd_home (`

```
void  )
```

Set cursor to home position.

Returns

none

4.1.3.6 lcd_init() `void lcd_init (`

```
uint8_t dispAttr )
```

Initialize display and select type of cursor.

Parameters

dispAttr	**LCD_DISP_OFF** display off **LCD_DISP_ON** display on, cursor off **LCD_DISP_ON_CURSOR** display on, cursor on **LCD_DISP_ON_CURSOR_BLINK** display on, cursor on flashing

Returns

none

4.1.3.7 lcd_putc() `void lcd_putc ( char c )`

Display character at current cursor position.

Parameters

c	character to be displayed

Returns

none

4.1.3.8 lcd_puts() `void lcd_puts ( const char * s )`

Display string without auto linefeed.

Parameters

s	string to be displayed

Returns

none

4.1.3.9 lcd_puts_p() `void lcd_puts_p ( const char * progmem_s )`

Display string from program memory without auto linefeed.

Parameters

progmem_s	string from program memory be be displayed

Returns

none

See also

lcd_puts_P

4.2 UART Library <uart.h>

Interrupt UART library using the built-in UART with transmit and receive circular buffers.

Macros

- #define UART_BAUD_SELECT(baudRate, xtalCpu) (((xtalCpu) + 8UL ∗ (baudRate)) / (16UL ∗ (baudRate)) - 1UL)

  UART Baudrate Expression.
- #define UART_BAUD_SELECT_DOUBLE_SPEED(baudRate, xtalCpu) (((((xtalCpu) + 4UL ∗ (baudRate)) / (8UL ∗ (baudRate)) - 1UL)) | 0x8000)

  UART Baudrate Expression for ATmega double speed mode.
- #define UART_RX_BUFFER_SIZE 32

  Size of the circular receive buffer, must be power of 2.
- #define UART_TX_BUFFER_SIZE 32

  Size of the circular transmit buffer, must be power of 2.
- #define UART_FRAME_ERROR 0x1000

  Framing Error by UART
- #define UART_OVERRUN_ERROR 0x0800

  Overrun condition by UART
- #define UART_PARITY_ERROR 0x0400

  Parity Error by UART
- #define UART_BUFFER_OVERFLOW 0x0200

  receive ringbuffer overflow
- #define UART_NO_DATA 0x0100

  no receive data available
- #define uart_puts_P(__s) uart_puts_p(PSTR(__s))

  Macro to automatically put a string constant into program memory.
- #define uart1_puts_P(__s) uart1_puts_p(PSTR(__s))

  Macro to automatically put a string constant into program memory.

Functions

- void uart_init (unsigned int baudrate)

  Initialize UART and set baudrate.
- unsigned int uart_getc (void)

  Get received byte from ringbuffer.
- void uart_putc (unsigned char data)

  Put byte to ringbuffer for transmitting via UART.
- void uart_puts (const char ∗s)

  Put string to ringbuffer for transmitting via UART.
- void uart_puts_p (const char ∗s)

  Put string from program memory to ringbuffer for transmitting via UART.
- void uart1_init (unsigned int baudrate)

  Initialize USART1 (only available on selected ATmegas)
- unsigned int uart1_getc (void)

Get received byte of USART1 from ringbuffer. (only available on selected ATmega)

- void uart1_putc (unsigned char data)

  Put byte to ringbuffer for transmitting via USART1 (only available on selected ATmega)

- void uart1_puts (const char *s)

  Put string to ringbuffer for transmitting via USART1 (only available on selected ATmega)

- void uart1_puts_p (const char *s)

  Put string from program memory to ringbuffer for transmitting via USART1 (only available on selected ATmega)

4.2.1 Detailed Description

Interrupt UART library using the built-in UART with transmit and receive circular buffers.
`#include <uart.h>`

This library can be used to transmit and receive data through the built in UART.

An interrupt is generated when the UART has finished transmitting or receiving a byte. The interrupt handling routines use circular buffers for buffering received and transmitted data.

The UART_RX_BUFFER_SIZE and UART_TX_BUFFER_SIZE constants define the size of the circular buffers in bytes. Note that these constants must be a power of 2. You may need to adapt these constants to your target and your application by adding CDEFS += -DUART_RX_BUFFER_SIZE=nn -DUART_TX_BUFFER_SIZE=nn to your Makefile.

Note

Based on Atmel Application Note AVR306

Author

Peter Fleury pfleury@gmx.ch http://tinyurl.com/peterfleury

Copyright

(C) 2015 Peter Fleury, GNU General Public License Version 3

4.2.2 Macro Definition Documentation

4.2.2.1 UART_BAUD_SELECT

```
#define UART_BAUD_SELECT(
        baudRate,
        xtalCpu ) (((xtalCpu) + 8UL * (baudRate)) / (16UL * (baudRate)) - 1UL)
```

UART Baudrate Expression.

Parameters

xtalCpu	system clock in Mhz, e.g. 4000000UL for 4Mhz
baudRate	baudrate in bps, e.g. 1200, 2400, 9600

4.2.2.2 UART_BAUD_SELECT_DOUBLE_SPEED

```
#define UART_BAUD_SELECT_DOUBLE_SPEED(
    baudRate,
    xtalCpu ) ( ((((xtalCpu) + 4UL * (baudRate)) / (8UL * (baudRate)) - 1UL)) | 0x8000)
```

UART Baudrate Expression for ATmega double speed mode.

Parameters

xtalCpu	system clock in Mhz, e.g. 4000000UL for 4Mhz
baudRate	baudrate in bps, e.g. 1200, 2400, 9600

4.2.2.3 UART_RX_BUFFER_SIZE

```
#define UART_RX_BUFFER_SIZE 32
```

Size of the circular receive buffer, must be power of 2.

You may need to adapt this constant to your target and your application by adding CDEFS += -DUART_RX_BUF↩FER_SIZE=nn to your Makefile.

4.2.2.4 UART_TX_BUFFER_SIZE

```
#define UART_TX_BUFFER_SIZE 32
```

Size of the circular transmit buffer, must be power of 2.

You may need to adapt this constant to your target and your application by adding CDEFS += -DUART_TX_BUF↩FER_SIZE=nn to your Makefile.

4.2.3 Function Documentation

4.2.3.1 uart1_getc()

```
unsigned int uart1_getc (
    void  )
```

Get received byte of USART1 from ringbuffer. (only available on selected ATmega)

See also

uart_getc

4.2.3.2 uart1_init() `void uart1_init (`

`unsigned int baudrate )`

Initialize USART1 (only available on selected ATmegas)

See also

uart_init

4.2.3.3 uart1_putc() `void uart1_putc (`

`unsigned char data )`

Put byte to ringbuffer for transmitting via USART1 (only available on selected ATmega)

See also

uart_putc

4.2.3.4 uart1_puts() `void uart1_puts (`

`const char * s )`

Put string to ringbuffer for transmitting via USART1 (only available on selected ATmega)

See also

uart_puts

4.2.3.5 uart1_puts_p() `void uart1_puts_p (`

`const char * s )`

Put string from program memory to ringbuffer for transmitting via USART1 (only available on selected ATmega)

See also

uart_puts_p

4.2.3.6 uart_getc() `unsigned int uart_getc ( void )`

Get received byte from ringbuffer.

Returns in the lower byte the received character and in the higher byte the last receive error. UART_NO_DATA is returned when no data is available.

Returns

lower byte: received byte from ringbuffer

higher byte: last receive status

- **0** successfully received data from UART
- **UART_NO_DATA**
  no receive data available
- **UART_BUFFER_OVERFLOW**
  Receive ringbuffer overflow. We are not reading the receive buffer fast enough, one or more received character have been dropped
- **UART_OVERRUN_ERROR**
  Overrun condition by UART. A character already present in the UART UDR register was not read by the interrupt handler before the next character arrived, one or more received characters have been dropped.
- **UART_FRAME_ERROR**
  Framing Error by UART

4.2.3.7 uart_init() `void uart_init ( unsigned int baudrate )`

Initialize UART and set baudrate.

Parameters

baudrate	Specify baudrate using macro UART_BAUD_SELECT()

Returns

none

4.2.3.8 uart_putc() `void uart_putc ( unsigned char data )`

Put byte to ringbuffer for transmitting via UART.

Parameters

data	byte to be transmitted

Returns

none

4.2.3.9 uart_puts() `void uart_puts ( const char * s )`

Put string to ringbuffer for transmitting via UART.

The string is buffered by the uart library in a circular buffer and one character at a time is transmitted to the UART using interrupts. Blocks if it can not write the whole string into the circular buffer.

Parameters

s	string to be transmitted

Returns

none

4.2.3.10 uart_puts_p() `void uart_puts_p ( const char * s )`

Put string from program memory to ringbuffer for transmitting via UART.

The string is buffered by the uart library in a circular buffer and one character at a time is transmitted to the UART using interrupts. Blocks if it can not write the whole string into the circular buffer.

Parameters

s	program memory string to be transmitted

Returns

none

See also

uart_puts_P

5 File Documentation

5.1 common.h File Reference

Macros

- #define DDR(_x) (*(&_x - 1))
- #define PIN(_x) (*(&_x - 2))

5.1.1 Detailed Description

Common functions and defines.

Copyright

(c) 2019 Tomas Fryza Dept. of Radio Electronics, Brno University of Technology, Czechia This work is licensed under the terms of the MIT license.

5.1.2 Macro Definition Documentation

5.1.2.1 DDR

```
#define DDR(
    _x ) (*(&_x - 1))
```

Define address of Data Direction Register of port _x.

5.1.2.2 PIN

```
#define PIN(
    _x ) (*(&_x - 2))
```

Define address of input register of port _x.

5.2 lcd.h File Reference

```
#include <inttypes.h>
#include <avr/pgmspace.h>
#include "lcd_definitions.h"
```

Macros

Definition for LCD controller type

Use 0 for HD44780 controller, change to 1 for displays with KS0073 controller.

- #define LCD_CONTROLLER_KS0073 0

Definitions for Display Size

Change these definitions to adapt setting to your display

*These definitions can be defined in a separate include file **lcd_definitions.h** instead modifying this file by adding -D_LCD_DEFINITIONS_FILE to the CDEFS section in the Makefile. All definitions added to the file lcd_definitions.h will override the default definitions from lcd.h*

- #define LCD_LINE_LENGTH 0x40
- #define LCD_START_LINE1 0x00
- #define LCD_START_LINE2 0x40
- #define LCD_START_LINE3 0x14
- #define LCD_START_LINE4 0x54
- #define LCD_WRAP_LINES 0

Definitions for 4-bit IO mode

The four LCD data lines and the three control lines RS, RW, E can be on the same port or on different ports. Change LCD_RS_PORT, LCD_RW_PORT, LCD_E_PORT if you want the control lines on different ports.

Normally the four data lines should be mapped to bit 0..3 on one port, but it is possible to connect these data lines in different order or even on different ports by adapting the LCD_DATAx_PORT and LCD_DATAx_PIN definitions.

Adjust these definitions to your target.
*These definitions can be defined in a separate include file **lcd_definitions.h** instead modifying this file by adding **-D_LCD_DEFINITIONS_FILE** to the **CDEFS** section in the Makefile. All definitions added to the file lcd_definitions.h will override the default definitions from lcd.h*

- #define LCD_IO_MODE 1
- #define LCD_RW_PORT LCD_PORT
- #define LCD_RW_PIN 5

Definitions of delays

Used to calculate delay timers. Adapt the F_CPU define in the Makefile to the clock frequency in Hz of your target

These delay times can be adjusted, if some displays require different delays.
*These definitions can be defined in a separate include file **lcd_definitions.h** instead modifying this file by adding **-D_LCD_DEFINITIONS_FILE** to the **CDEFS** section in the Makefile. All definitions added to the file lcd_definitions.h will override the default definitions from lcd.h*

- #define LCD_DELAY_BOOTUP 16000
- #define LCD_DELAY_INIT 5000
- #define LCD_DELAY_INIT_REP 64
- #define LCD_DELAY_INIT_4BIT 64
- #define LCD_DELAY_BUSY_FLAG 4
- #define LCD_DELAY_ENABLE_PULSE 1

Definitions for LCD command instructions

The constants define the various LCD controller instructions which can be passed to the function lcd_command(), see HD44780 data sheet for a complete description.

- #define **LCD_CLR** 0 /∗ DB0: clear display ∗/
- #define **LCD_HOME** 1 /∗ DB1: return to home position ∗/

- #define **LCD_ENTRY_MODE** 2 /* DB2: set entry mode */
- #define **LCD_ENTRY_INC** 1 /* DB1: 1=increment, 0=decrement */
- #define **LCD_ENTRY_SHIFT** 0 /* DB2: 1=display shift on */
- #define **LCD_ON** 3 /* DB3: turn lcd/cursor on */
- #define **LCD_ON_DISPLAY** 2 /* DB2: turn display on */
- #define **LCD_ON_CURSOR** 1 /* DB1: turn cursor on */
- #define **LCD_ON_BLINK** 0 /* DB0: blinking cursor ? */
- #define **LCD_MOVE** 4 /* DB4: move cursor/display */
- #define **LCD_MOVE_DISP** 3 /* DB3: move display (0-> cursor) ? */
- #define **LCD_MOVE_RIGHT** 2 /* DB2: move right (0-> left) ? */
- #define **LCD_FUNCTION** 5 /* DB5: function set */
- #define **LCD_FUNCTION_8BIT** 4 /* DB4: set 8BIT mode (0->4BIT mode) */
- #define **LCD_FUNCTION_2LINES** 3 /* DB3: two lines (0->one line) */
- #define **LCD_FUNCTION_10DOTS** 2 /* DB2: 5x10 font (0->5x7 font) */
- #define **LCD_CGRAM** 6 /* DB6: set CG RAM address */
- #define **LCD_DDRAM** 7 /* DB7: set DD RAM address */
- #define **LCD_BUSY** 7 /* DB7: LCD is busy */
- #define **LCD_ENTRY_DEC** 0x04 /* display shift off, dec cursor move dir */
- #define **LCD_ENTRY_DEC_SHIFT** 0x05 /* display shift on, dec cursor move dir */
- #define **LCD_ENTRY_INC_** 0x06 /* display shift off, inc cursor move dir */
- #define **LCD_ENTRY_INC_SHIFT** 0x07 /* display shift on, inc cursor move dir */
- #define **LCD_DISP_OFF** 0x08 /* display off */
- #define **LCD_DISP_ON** 0x0C /* display on, cursor off */
- #define **LCD_DISP_ON_BLINK** 0x0D /* display on, cursor off, blink char */
- #define **LCD_DISP_ON_CURSOR** 0x0E /* display on, cursor on */
- #define **LCD_DISP_ON_CURSOR_BLINK** 0x0F /* display on, cursor on, blink char */
- #define **LCD_MOVE_CURSOR_LEFT** 0x10 /* move cursor left (decrement) */
- #define **LCD_MOVE_CURSOR_RIGHT** 0x14 /* move cursor right (increment) */
- #define **LCD_MOVE_DISP_LEFT** 0x18 /* shift display left */
- #define **LCD_MOVE_DISP_RIGHT** 0x1C /* shift display right */
- #define **LCD_FUNCTION_4BIT_1LINE** 0x20 /* 4-bit interface, single line, 5x7 dots */
- #define **LCD_FUNCTION_4BIT_2LINES** 0x28 /* 4-bit interface, dual line, 5x7 dots */
- #define **LCD_FUNCTION_8BIT_1LINE** 0x30 /* 8-bit interface, single line, 5x7 dots */
- #define **LCD_FUNCTION_8BIT_2LINES** 0x38 /* 8-bit interface, dual line, 5x7 dots */
- #define **LCD_MODE_DEFAULT** ((1 << LCD_ENTRY_MODE) | (1 << LCD_ENTRY_INC))

Functions

- #define lcd_puts_P(__s) lcd_puts_p(PSTR(__s))

  macros for automatically storing string constant in program memory
- void lcd_init (uint8_t dispAttr)

  Initialize display and select type of cursor.
- void lcd_clrscr (void)

  Clear display and set cursor to home position.
- void lcd_home (void)

  Set cursor to home position.
- void lcd_gotoxy (uint8_t x, uint8_t y)

  Set cursor to specified position.
- void lcd_putc (char c)

  Display character at current cursor position.
- void lcd_puts (const char *s)

  Display string without auto linefeed.
- void lcd_puts_p (const char *progmem_s)

  Display string from program memory without auto linefeed.
- void lcd_command (uint8_t cmd)

  Send LCD controller instruction command.
- void lcd_data (uint8_t data)

  Send data byte to LCD controller.

5.3 twi.h File Reference

```
#include <avr/io.h>
```

Macros

- #define TWI_PORT PORTC
- #define TWI_SDA_PIN 4
- #define TWI_SCL_PIN 5
- #define F_SCL 50000
- #define TWI_BIT_RATE_REG ((F_CPU/F_SCL - 16) / 2)
- #define TWI_READ 1
- #define TWI_WRITE 0

Functions

- void twi_init (void)
- uint8_t twi_start (uint8_t slave_address)
- void twi_write (uint8_t data)
- uint8_t twi_read_ack (void)
- uint8_t twi_read_nack (void)
- void twi_stop (void)

5.3.1 Detailed Description

TWI library for AVR-GCC.

The library defines functions for the TWI (I2C) communication between AVR and slave device(s). Functions use TWI module of AVR.

Note

Based on Microchip Atmel ATmega16 and ATmega328P manuals.

Copyright

5.3.2 Macro Definition Documentation

5.3.2.1 F_SCL `#define F_SCL 50000`

TWI bit rate.

Warning

Must be greater than 31000 kbps.

5.3.2.2 TWI_BIT_RATE_REG `#define TWI_BIT_RATE_REG ((F_CPU/F_SCL - 16) / 2)`

TWI bit rate register value.

5.3.2.3 TWI_PORT `#define TWI_PORT PORTC`

Port of TWI hardware unit.

5.3.2.4 TWI_READ `#define TWI_READ 1`

Data direction for reading from TWI device.

5.3.2.5 TWI_SCL_PIN `#define TWI_SCL_PIN 5`

SCL pin of TWI hardware unit.

5.3.2.6 TWI_SDA_PIN `#define TWI_SDA_PIN 4`

SDA pin of TWI hardware unit.

5.3.2.7 TWI_WRITE `#define TWI_WRITE 0`

Data direction for writing to TWI device.

5.3.3 Function Documentation

5.3.3.1 twi_init() `void twi_init ( void )`

Initialize TWI, enable internal pull-up resistors, and set SCL frequency.

Implementation notes:

- AVR internal pull-up resistors at pins TWI_SDA_PIN and TWI_SCL_PIN are enabled
- TWI bit rate register value is calculated as follows fscl = fcpu/(16 + 2∗TWBR)

5.3.3.2 twi_read_ack() `uint8_t twi_read_ack ( void )`

Read one byte from TWI slave device, followed by ACK.

Returns

Received data.

5.3.3.3 twi_read_nack() uint8_t twi_read_nack (void)

Read one byte from TWI slave device, followed by NACK.

Returns

Received data.

5.3.3.4 twi_start() uint8_t twi_start (uint8_t *slave_address*)

Start communication on TWI bus and send address of TWI slave.

Parameters

slave_address	Address and transfer direction of TWI slave.

Return values

0	- Slave device accessible.
1	- Failed to access slave device.

Note

Function returns 0 only if 0x18 or 0x40 status code is detected. 0x18: SLA+W has been transmitted and ACK has been received. 0x40: SLA+R has been transmitted and ACK has been received.

5.3.3.5 twi_stop() void twi_stop (void)

Generates stop condition on TWI bus.

5.3.3.6 twi_write() void twi_write (uint8_t *data*)

Send one byte to TWI slave device.

Parameters

data	Byte to be transmitted.

5.4 uart.h File Reference

```
#include <avr/pgmspace.h>
```

Macros

- #define UART_BAUD_SELECT(baudRate, xtalCpu) (((xtalCpu) + 8UL ∗ (baudRate)) / (16UL ∗ (baudRate)) - 1UL)

  UART Baudrate Expression.
- #define UART_BAUD_SELECT_DOUBLE_SPEED(baudRate, xtalCpu) (((((xtalCpu) + 4UL ∗ (baudRate)) / (8UL ∗ (baudRate)) - 1UL)) | 0x8000)

  UART Baudrate Expression for ATmega double speed mode.
- #define UART_RX_BUFFER_SIZE 32

  Size of the circular receive buffer, must be power of 2.
- #define UART_TX_BUFFER_SIZE 32

  Size of the circular transmit buffer, must be power of 2.
- #define UART_FRAME_ERROR 0x1000

  Framing Error by UART
- #define UART_OVERRUN_ERROR 0x0800

  Overrun condition by UART
- #define UART_PARITY_ERROR 0x0400

  Parity Error by UART
- #define UART_BUFFER_OVERFLOW 0x0200

  receive ringbuffer overflow
- #define UART_NO_DATA 0x0100

  no receive data available
- #define uart_puts_P(__s) uart_puts_p(PSTR(__s))

  Macro to automatically put a string constant into program memory.
- #define uart1_puts_P(__s) uart1_puts_p(PSTR(__s))

  Macro to automatically put a string constant into program memory.

Functions

- void uart_init (unsigned int baudrate)

  Initialize UART and set baudrate.
- unsigned int uart_getc (void)

  Get received byte from ringbuffer.
- void uart_putc (unsigned char data)

  Put byte to ringbuffer for transmitting via UART.
- void uart_puts (const char ∗s)

  Put string to ringbuffer for transmitting via UART.
- void uart_puts_p (const char ∗s)

  Put string from program memory to ringbuffer for transmitting via UART.
- void uart1_init (unsigned int baudrate)

  Initialize USART1 (only available on selected ATmegas)
- unsigned int uart1_getc (void)

Get received byte of USART1 from ringbuffer. (only available on selected ATmega)

- void uart1_putc (unsigned char data)

  Put byte to ringbuffer for transmitting via USART1 (only available on selected ATmega)

- void uart1_puts (const char ∗s)

  Put string to ringbuffer for transmitting via USART1 (only available on selected ATmega)

- void uart1_puts_p (const char ∗s)

  Put string from program memory to ringbuffer for transmitting via USART1 (only available on selected ATmega)

Index