

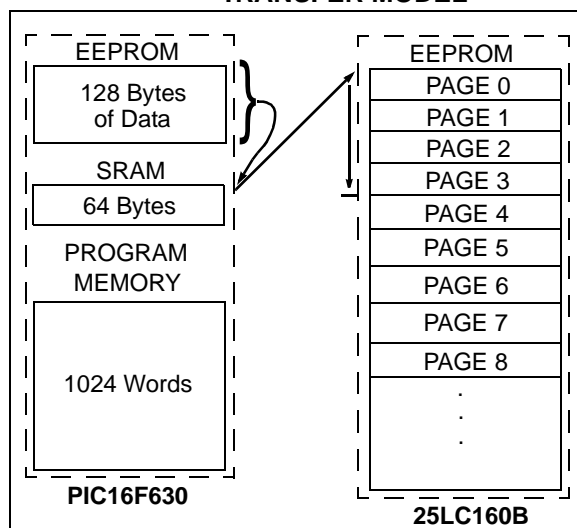
## Interfacing SPI™ Serial EEPROMs to PIC16 Devices

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### INTRODUCTION

When connecting an SPI™ master device, like a microcontroller, to an SPI slave device such as an EEPROM, understanding the command sequence sent to the memory is vitally important. With the aid of this application note and the associated code examples, Microchip Technology has eased the job of designing SPI Electrically Erasable Programmable Read-Only Memory (EEPROMs) into systems. While this shows one particular implementation, system requirements vary from design to design, which may be different than those shown here. However, this article shows designers how to set up the framework for SPI communications between microcontrollers and SPI EEPROMs. It also gives designers a starting point for complex designs that utilize multiple SPI slaves in electronic systems. Besides these important topics, the most important point that system designers should learn from this application relates to the necessity of reading the STATUS register of SPI EEPROMs prior to sending any command sequences to them.

**FIGURE 1: SIMPLIFIED DATA TRANSFER MODEL**



### FIRMWARE DESCRIPTION

The purpose of the program is to transfer 128 bytes of data from the EEPROM section of the PIC16F630 to 128 sequential locations of the 25LC160B over the SPI bus. Rather than using any hardware modules for communications, this system implements the SPI bus through software so that any I/O port can be used for communicating with EEPROMs. A conceptual model for handling this system is shown in Figure 1. The data from the PIC16F630 internal EEPROM is written to the first four pages of the 25LC160B. Designers can easily change these locations by modifying the definition statements at the beginning of the firmware. Similarly, the page size can also be modified in the definition statements.

As the program advances through its states, a LED array is updated showing the progress of the program. Lengthy delays are added to the beginning of the states for the LED visual indicators, which assists in debugging.

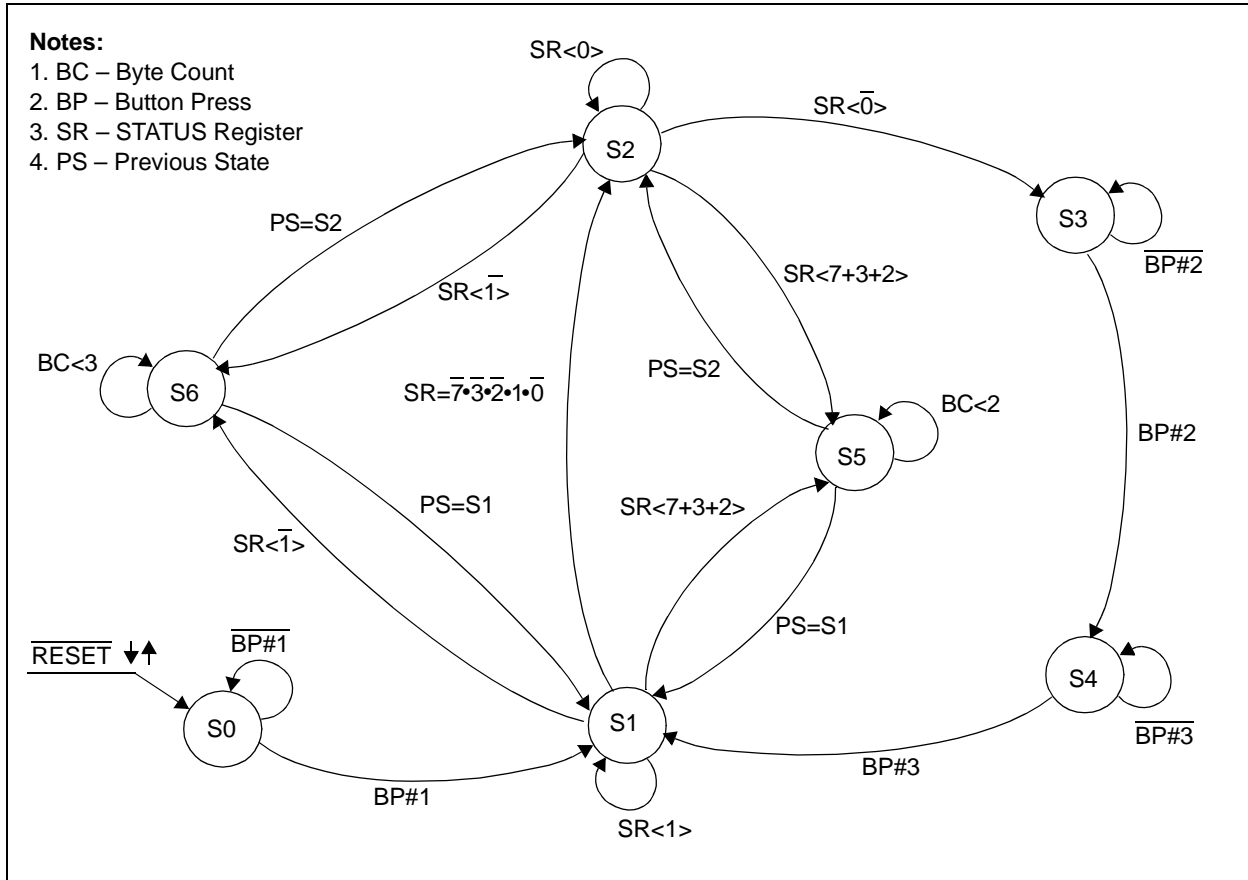
After loading the 25LC160B with 128 bytes of information, the PIC16F630 reads and verifies the contents of the 25LC160B with the values written to its own data EEPROM in the form of a checksum. The program then returns to the first state to repeat the communication sequence again.

The timing for the SPI bus is set up in such a way that communications between the microcontroller and the EEPROM depends on the 4 MHz internal oscillator of the PIC16F630. This system performs correctly between 4 MHz and 10 MHz, inclusive with external oscillators.

**Note:** If faster data rates are needed or if a faster crystal is used for the system, then the firmware timing may need to be modified to include time delays to accommodate the timing specifications in the 25LC160B data sheet.

The firmware is designed to operate with two microcontrollers, so conditional assembly is implemented to show a simplified migration path between two mid-range PICmicro® microcontrollers. In this case, the secondary processor is the PIC16F876, which is programmed using the MPLAB® ICD 2 and a modified PICDEM™ 2 Plus Demonstration Board.

**FIGURE 2: FINITE STATE MACHINE FOR SPI COMMUNICATIONS**



## STATES

**Note:** Any references to the STATUS register pertain to the EEPROM rather than the microcontroller.

When communicating with SPI EEPROMs, it is imperative to read the STATUS register to understand the state of the memory. The STATUS register contains bits that provide information related to enabling and disabling write functions, block protect features, and a write in progress bit. The write-protect enable bit and the block protect bits are nonvolatile bits that can be written or read. Two bits are volatile read-only bits; one shows the status of the write enable latch and the other indicates whether or not a write cycle is in progress. Status bits 4, 5 and 6 are not implemented on the 25LC160B, but are always read as zeros.

The Finite State Machine (FSM) shown in Figure 2 takes into account only one EEPROM for storing information. The model can be further extended to take advantage of placing multiple slaves on the same SPI bus. The primary differences between complex models with multiple slaves and the one shown in Figure 2 is the capability of the master to assert multiple chip select outputs and the ability to discern which slave should be communicating at any given time.

A discussion for getting started with state diagrams and microcontrollers is included with the *PICKIT™ 1 User's Guide* (DS40051). The processor controls I/O functions during states rather than during transitions, which indicates that this FSM is a Moore Model.

### S0: Initialization

After powering up the microcontroller or after resetting the demo board, the program enters state S0. The code contained in S0 initializes the microcontroller and holds the processor in a polling loop until the user presses the push-button switch on the demo board. After the button switch is pressed and released, the program advances to the next state, S1. Pressing the button is represented in Figure 1 with the state variable "BP".

## S1: FSM Main

In S1, the STATUS register is read and tested for certain conditions. All of the outbound transitions for leaving S1 depend on the value read from the STATUS register of the 25LC160B. Moreover, the code in S1 is set up according to priorities for handling the conditions read from the STATUS register. Here are the priorities in order of importance:

- Read STATUS register
- If STATUS register = 0x02, advance to S2
- If write enable latch bit is low, go to S6
- If block protect bits or write-protect enable bit are high, go to S5
- If write in progress bit is high, go to start of S1

The value of 0x02 is represented in the state diagram by ANDing bits 7, 3, 2, 1 and 0 of the STATUS register. A bar over any of the bits in Figure 1 indicates that the bit is active low. If the bar is not shown, the bit is active high. Again, bits 4, 5 and 6 are always read as zero.

In this application, 0x02 is the expected value for the STATUS register. But in other systems, the block protect bits may be logically high, so values such as 0x0A, 0x06 or 0x0E are possible.

## S2: Write EEPROM, Initiate Write Cycle

Within this state, the microcontroller loads 128 bytes from the data EEPROM of the microcontroller into the buffer of the 25LC160B one page at a time. A page for this EEPROM is 32 bytes in length. After loading one full page, a write cycle is initiated. The program then loops around until all four pages of data are transferred to the 25LC160B.

The data transfer checksum is simultaneously stored in RAM during this state. The checksum is a simple checksum that is the result of adding all the bytes transferred across the SPI bus. Since there are 128 bytes that can have a maximum value of 0xFF, the largest checksum possible is 0x7F80, which is 0x80 multiplied by 0xFF. Because of this, the checksum is saved to two consecutive RAM locations, CheckSumH and CheckSumL. When bytes are added to CheckSumL, the Carry bit in the microcontroller STATUS register is tested to determine whether or not the result is big enough to increment CheckSumH. When the Carry bit is high, CheckSumH should be incremented, and if the bit is low, then CheckSumH is not affected. After all the pages of data are written to the EEPROM by the PIC16F630, the program advances to S3.

## S3: EEPROM Written, Get User Input

In this state, the microcontroller completed its programming sequence on the 25LC160B with 128 bytes of data and is now waiting for user input. After the user presses and releases the push-button switch, the program advances to S4.

## S4: Verifying EEPROM

In this state, the microcontroller utilized the unlimited sequential byte read feature of the 25LC160B. All 128 bytes are read and added together to create a new checksum. This new checksum is subtracted from the previous value obtained during S2. If the result is zero, the program advances back to S1, and if it is not zero, the program enters an infinite loop and lights up all the LEDs on the PICkit™ 1, which indicates an error occurred.

## S5: Send Write STATUS register

S5 is accessed whenever any nonvolatile bits in the STATUS register are high. After directing the microcontroller to write 0x02 to the STATUS register, the program advances back to the state from where it entered S5. Since the program enters S5 from different locations (S1 and S2), the previous state must be stored in RAM in order to transition back to the state where the program entered S5.

## S6: Send Write Enable

Another focal issue to note when working with SPI EEPROMs concerns their condition on power-up or after a write cycle takes place. If the Write Enable latch is disabled, the slave disregards any write commands from the master until the slave receives a Write Enable command. As such, S6 is required to bring the EEPROM into a mode where it can be written. Similar to S5, after the sequence of commands is completed for S6, the program jumps back to the state where it originally accessed S6. So, the previous state must be stored in RAM not only to exit S5, but also S6.

## SPI SPECIFIC FUNCTIONS

The SPI functions for the firmware are written in such a way that they can be used generically for SPI communications between PICmicro® microcontrollers and SPI EEPROMs. Even though this code is developed for the 25XX160B series, the functions can be used on any of the other SPI EEPROMs that Microchip Technology offers with little or no modification.

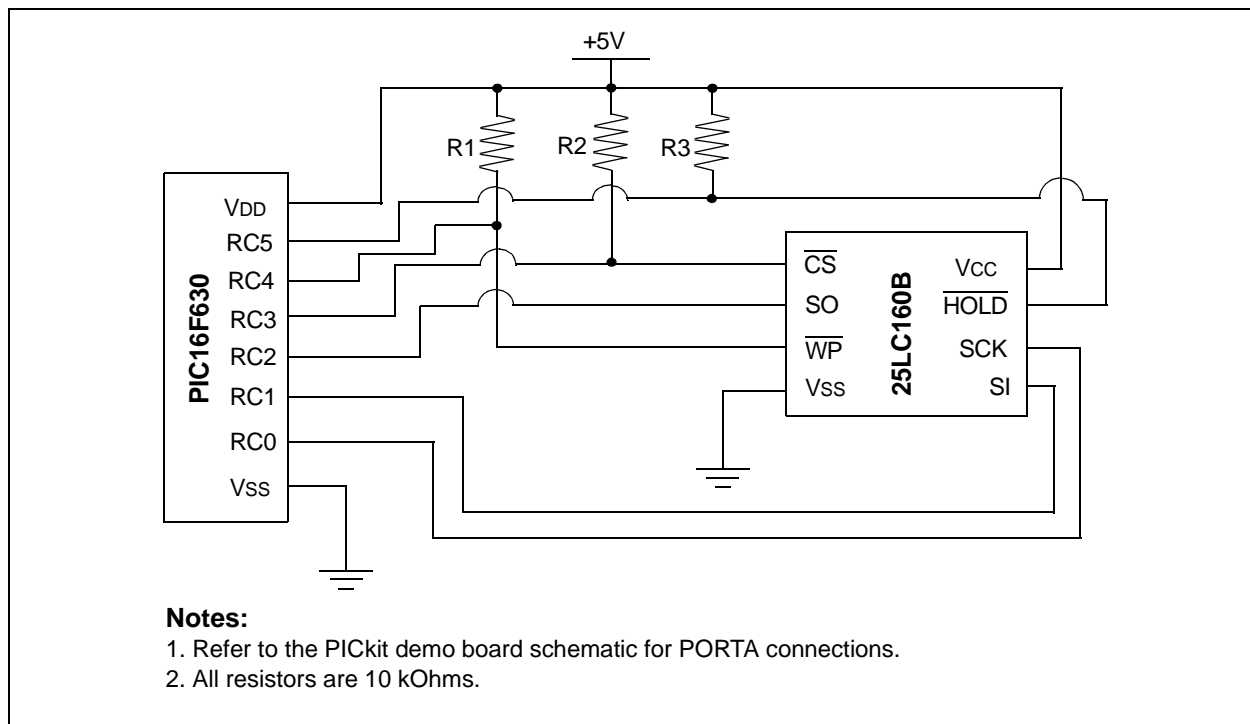
Two sets of SPI commands are divided into smaller components, namely, the SPI read and write functions. For each of these commands, there is a call to a header function, which sends the command byte and address word to the slave, followed by a call to TransferSPIData. This latter function, TransferSPIData, is called from within loops to transfer a pre-assigned number of bytes between the master and slave chips.

# AN909

## PICKit™ 1 FLASH STARTER KIT DEVELOPMENT METHODOLOGY

A modified PICKit 1 Flash Starter Kit was used for developing part of this application. The modification includes a ZIF socket attached to the demo board with the necessary connections for SPI EEPROMs to the processor. After using the MPLAB ICD to write and assemble code for the PIC16F630, designers can download their hex files to their target processors for testing using the PICKit 1 Flash Starter Kit. This development methodology continues in an iterative fashion until the program is complete. Figure 3 shows a simplified schematic for this system using the PICKit 1 Flash Starter Kit.

**FIGURE 3: SCHEMATIC FOR SPI INTERFACE ON PICKit DEMO BOARD**



## CONCLUSION

Designing communications for the SPI bus requires forethought and planning. With the aid of this application note, designers can begin to build their own SPI libraries for device-level SPI communications whether they are creating simple systems with one master and one slave or complex systems containing a master with multiple slaves.

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