AVR Freaks

DESIGN NOTE #048

AUTHOR: THOMAS DAIS

KEYWORDS: I²C

I²C Bus Sniffer

This little project has been designed for debugging purposes. It can be used to translate data transfered from the I²C protocol (specs ver. 1 which means up to 100 KHz clock rate) to RS-232 asynchronous protocol(at 115200).

AVR AT90S2313-10 microcontroller's External Interrupt pins are used to determine the falling or rising edges of the SDA line (Start or Stop condition) and are also checking to determine every bit of the transferred data after the rising edge of the SCK line.

These lines are not connected directly to the controller pins, but through:

1. A resistor for protection,
2. A diode and an AND (buffer) gate with pull-up resistor on its input. When the I²C line has "1" (3V or 5V) the level at the port pin is high because of the pull-up resistor, and when the I²C line has a "0" the voltage in the AND gate's input is about 0.6 Volts so the level at the controllers port pin is low.

The switches can be used to monitor certain I²C address and the LEDs to show that there is a signal on the SCK or SDA.

Here is a sample program written in Codevision C compiler IDE:

def.h File

```
#ifndef Def_H
  #define Def_H

  typedef    char            BYTE;
  typedef    int             WORD;

  #define    TRUE            1
  #define    FALSE           0

  #define    I2C_STATE_IDLE  0
  #define    I2C_STATE_START 1
  #define    I2C_STATE_ACK   2
  #define    I2C_STATE_STOP  3

  #define    SDA             PIND.2
  #define    SCK             PIND.3
```

```
#endif
```

main.h File

```
#ifndef Main_H
  #define Main_H
  #include "def.h"

  BYTE       I2CState;
  BYTE       BitCounter;
  BYTE       I2CByte;
  bit        I2CBit0;
  bit        I2CBit1;
  bit        I2CBit2;
  bit        I2CBit3;
  bit        I2CBit4;
  bit        I2CBit5;
  bit        I2CBit6;
  bit        I2CBit7;
  bit        I2CAck;
  bit        ByteEnd;
  bit        RdBit;
  #endif
```

main.c File

```
#include <90s2313.h>
#include "main.h"
#pragma warn- // this will prevent warnings

char I2cRead(void) {
#asm
    mov     r30,r2
#endasm
}

#pragma warn+                                   // enable warnings

interrupt [EXT_INT0] void ext_int0_isr(void)
{
  if (SCK == 1) {
      switch ( I2CState ) {
        case I2C_STATE_IDLE:
            I2CState = I2C_STATE_START;         // start condition
            MCUCR |= 0x03;                      // INT0 Rising edge
            ByteEnd = FALSE;
            break;
        case   I2C_STATE_ACK:
            I2CState = I2C_STATE_STOP;
            MCUCR &= 0xFE;                      // INT0 Falling edge
```

```
            break;
        }
      }
}

interrupt [EXT_INT1] void ext_int1_isr(void)
{
  RdBit = SDA;
  switch (BitCounter) {
      case 8:
          I2CBit7 = RdBit;
          //ByteTimoutF = TRUE;
          break;
      case 7:
          I2CBit6 = RdBit;
          break;
      case 6:
          I2CBit5 = RdBit;
          break;
      case 5:
          I2CBit4 = RdBit;
          break;
      case 4:
          I2CBit3 = RdBit;
          break;
      case 3:
          I2CBit2 = RdBit;
          break;
      case 2:
          I2CBit1 = RdBit;
          break;
      case 1:
          I2CBit0 = RdBit;
          break;
      case 0:
          I2CAck = RdBit;
          I2CState = I2C_STATE_ACK;
          BitCounter = 9;
          ByteEnd = TRUE;
  }
  BitCounter -- ;
  if (ByteEnd) {
      ByteEnd = FALSE;
      I2CByte = I2cRead();
      UDR = I2CByte;
  }

}
```

```
#include <stdio.h>

void InitVars(void) {
  BitCounter = 8;
  I2CState =  I2C_STATE_IDLE;
}

void main(void)
{
PORTB=0x00;
DDRB=0x01;

PORTD=0x00;
DDRD=0x62;

TCCR0=0x06;
TCNT0=0xFF;

TCCR1A=0x00;
TCCR1B=0x05;
TCNT1H=0xFF;
TCNT1L=0xD3;
OCR1H=0x00;
OCR1L=0x00;

GIMSK=0xC0;
MCUCR=0x0E;
GIFR=0xC0;

TIMSK=0x82;

UCR=0x08;
UBRR=0x04;

ACSR=0x80;

#asm("sei")

  while (1) {
        InitVars();
        while(1){
            if (USR.6 == 1){
            USR.6 = 1;
            }
            if ( I2CState == I2C_STATE_STOP) {
            I2CState = I2C_STATE_IDLE;
            }
```

```
        }
    }
}
```

Figure 1. Schematics