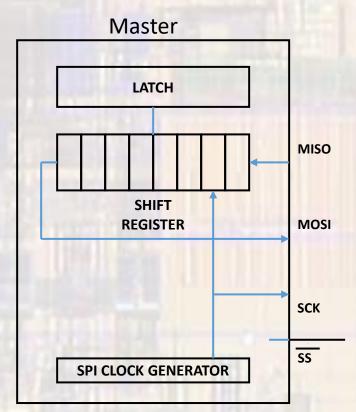
Last updated 7/21/23

#### Overview

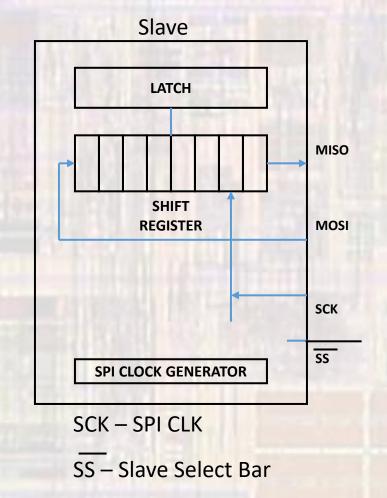
- 8 bit synchronous shift register used to communicate externally
- Most often used to communicate with peripherals
  - displays, sensors, converters
- Can be used for inter-processor communication
- Two modes of operation
  - Master responsible for providing the clock
  - Slave receives clock from the master

#### Overview

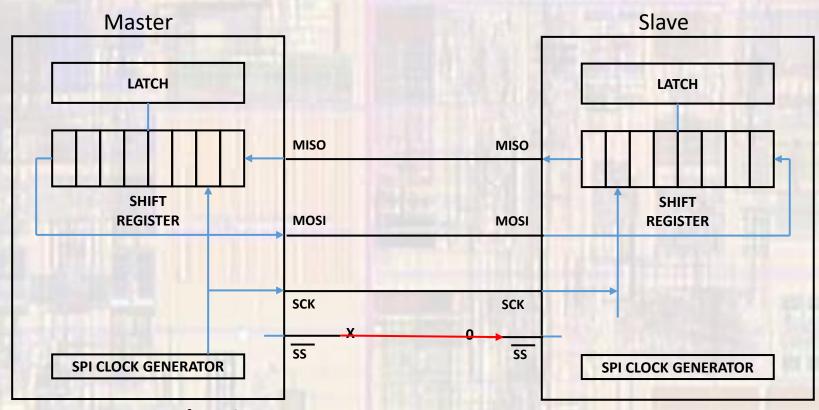


MISO - Master: IN or Slave: OUT

MOSI – Master: OUT or Slave: IN



#### Operation



Latch → Shift Register in both master and slave

Master generates 8 clocks → shifts both registers (swaps content)

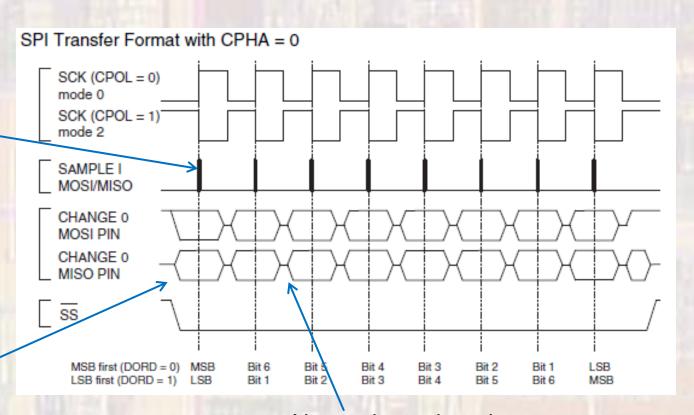
Shift Register → Latch in both master and slave

Operation

CPHA = 0

Captured in register on leading clock edge

Values active on pins as soon as SSbar goes low



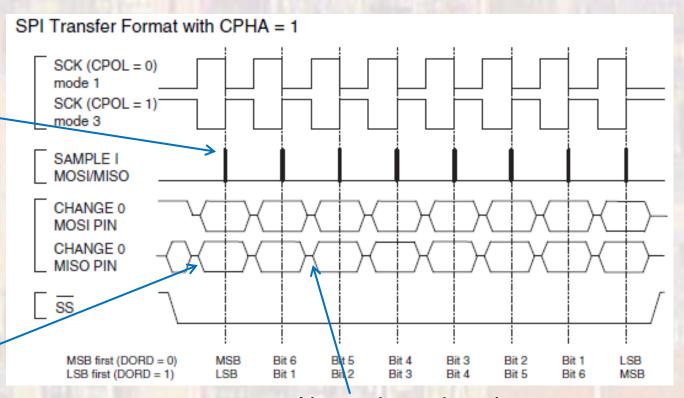
New values placed on pins on trailing clock edge

Operation

• CPHA = 1

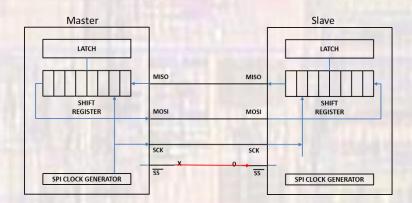
Captured in register on trailing clock edge

Values active on pins on first clock edge



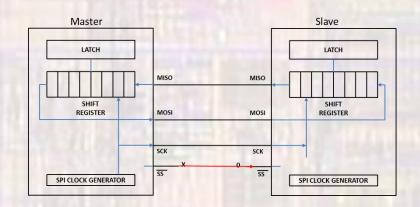
New values placed on pins on leading clock edge

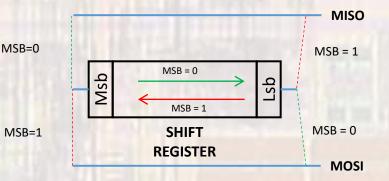
- Operation
  - Configure 1 device as master
  - Configure 1 or more devices as slaves
  - Load values into register(s)
  - Pull SSbar low on the desired slave device
  - Initiate transfer by writing to the data register
    - The master will generate the appropriate clocks
  - If interrupts are enabled an interrupt will be generated on completion



#### Operation

- 2 options for clock polarity
  - CKPL = 0 → rising edge triggered
  - CKPL = 1 → falling edge triggered
- 2 options for clock phase
  - CKPH = 0 → leading edge triggered
  - CKPH = 1 → trailing edge triggered
- 2 options on transfer direction
  - MSB = 0 → LSB transferred first
  - MSB = 1 → MSB transferred first





#### Operation

Multiple Slave Configuration

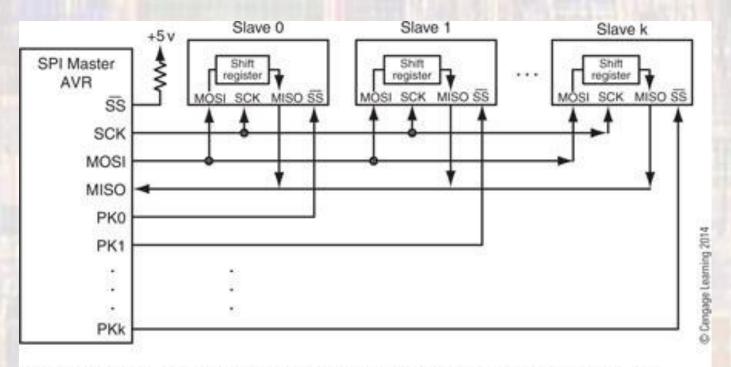


Figure 14.7 ■ Single-master and multiple-slave device connection (method 1)

- Operation
  - Multiple Slave Extended Shift Configuration

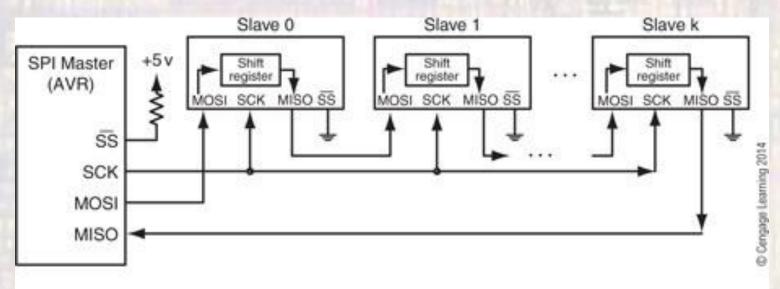


Figure 14.8 ■ Single-master and multiple-slave device connection (method 2)