User Manual

DA16200 SPI Host Interface

UM-WI-020

Abstract

This user manual describes the communication method between DA16200 SPI Slave and Host Processor

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1 Terms and Definitions

SPI	Serial Peripheral Interface

2 References

[1] DA16200, Datasheet, Dialog Semiconductor

[2] DA16200, EVK User Manual, User Manual, Dialog Semiconductor

[3] DA16200, SDK Programmer User Manual, User Manual, Dialog Semiconductor

3 Introduction

This section introduces the subject or problem described in this document. This application note describes how an external processor system, called “External Host” hereafter, communicates with a DA16200 over SPI physical interface protocol. This document also includes the "AT Command Protocol" for use with the External Host.

3.1 PIN MUX Configuration

SPI slave is assigned to GPIOA[3:0] or GPIOA[9:6] in DA16200. Specifically, GPIOA[9:6] is assigned as SPI slave by HW default, and is recommended for use as SPI slave operation.

However, there may be a pin mux initialization code in Dialog’s SDK that may look as follows:

- _fc9k_io_pinmux(PIN_DMUX, DMUX_GPIO); // For GPIOA 6,7
- _fc9k_io_pinmux(PIN_EMUX, EMUX_GPIO); // For GPIOA 8,9

This means GPIOA[9:6] is to be used as GPIOs, not SPI slave.

Therefore, it needs to change to the following code for SPI slave at GPIOA[9:6]:

- _fc9k_io_pinmux(PIN_DMUX, DMUX_SPIs); // For GPIOA 6,7
- _fc9k_io_pinmux(PIN_EMUX, EMUX_SPIs); // For GPIOA 8,9

Table 1: Pin MUX Configuration of SPI

GPIO	Signal Name
GPIOA[6]	CS
GPIOA[7]	CLK
GPIOA[8]	MISO
GPIOA[9]	MOSI

4 SPI Protocol

4.1 Message Format

The format of the messages sent/received to/from the external processor is the DA16200 protocol format over SPI physical interface. The format of the message in DA16200 and the parameters included are outlined in Figure 1.

Figure 1 : Basic Format

4.1.1 Address

The address list used by External Host is outlined in Table 2.

Table 2: Address List

Address Type	Address
General Command (Write Request)	0x50080254
AT Command	0x50080260
Response Command	0x50080258
Buffer Address	Received from slave in response message

4.1.2 CMD

The format of CMD field is outlined in Table 3.

Table 3: CMD Format (Command)

Bit Field	Abr.	Description
7	Auto_Inc	1: Internal Address auto-increment, 0: Address Fixed (Not used)
6	Read/Write	1: Read, 0: Write
5:2		Not Used
1:0	CHIP_ID[1:0]	00: CHIP #0 (Default)

4.1.3 Length

Payload Length to follow.

4.2 Write Sequence

Host to Slave write operations are performed in a three SPI transaction. The following sequence takes place

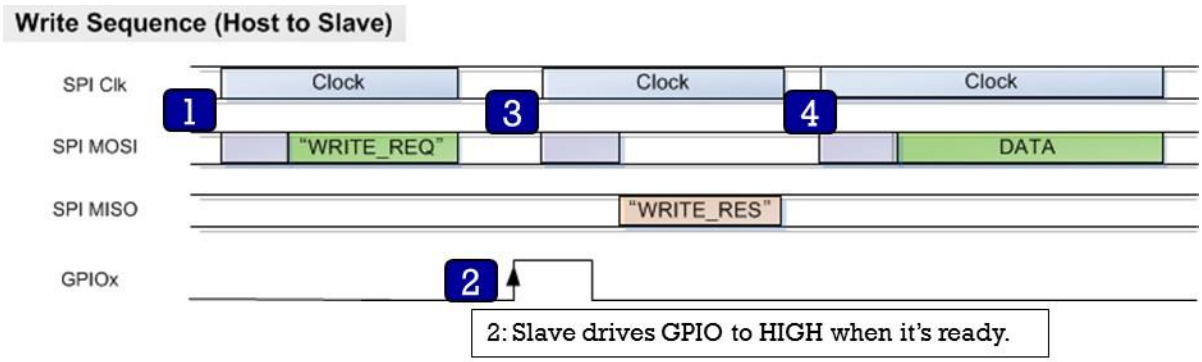


Figure 2 : Write Sequence

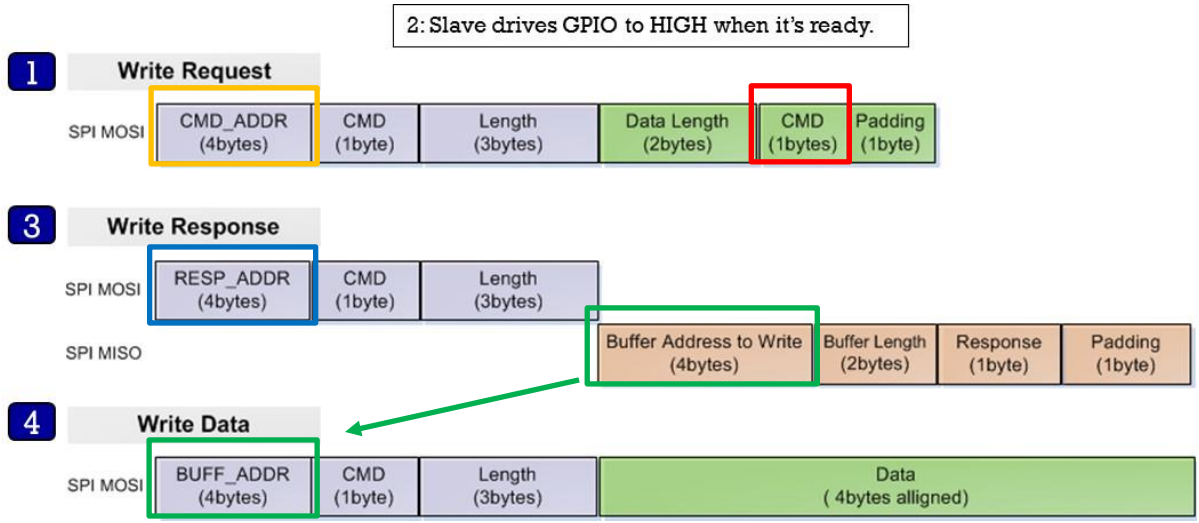


Figure 3: Structure

1. The Host sends a "WRITE_REQ" command (0x80, red rectangle in Figure 3) to the "General Command" address (0x50080254).(yellow rectangle in Figure 3).
2. The Host should waits for GPIO High from slave.
3. The Host reads the Write Response message by "Response Command" address (0x50080258, blue rectangle in Figure 3) and parse it using "`struct _st_host_response`" (see Table 4).
4. The Host sends data to address (BUFF_ADDR) which is received from the Slave in the Write Response message.(Green rectangle in Figure 3).

Example

When the host wants to write 8 bytes data (0x8877665544332211) to DA16200:

1. Host sends:

(0x50-0x08-0x02-0x54)-(0x80)-(0x00-0x00-0x04)-(0x08-0x00-0x80-0x00)*

*Note that payload data is LSB first. Refer to the figure 8 in this document.

2. Host waits until GPIO is high from DA16200.
3. Host sends

(0x50-0x08-0x02-0x58)-(0xC0)-(0x00-0x00-0x08) then read response from DA16200.

Assume the buffer address from Slave is 0x12345678 for easy description.

Then the read data should be 0x78-0x56-0x34-0x12-0x08-0x00-0x81-0x00.

4. Host sends

(0x12-0x34-0x56-0x78)-(0x80)-(0x00-0x00-0x08)-(0x11-0x22-0x33-0x44-0x55-0x66-0x77-0x88)

4.3 Read Sequence & Structure

Figure 4 shows a Slave device transmitting data to the Host when payload is available. This sequence is performed in a *two* SPI transaction.

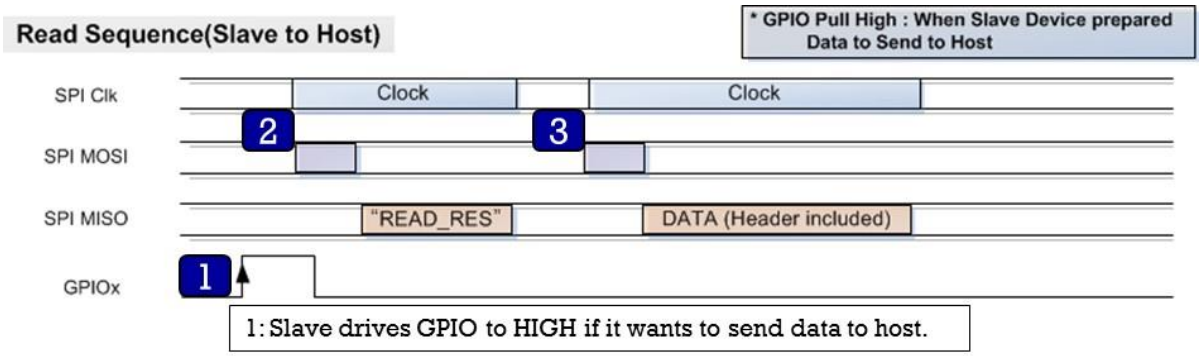


Figure 4: Read Sequence

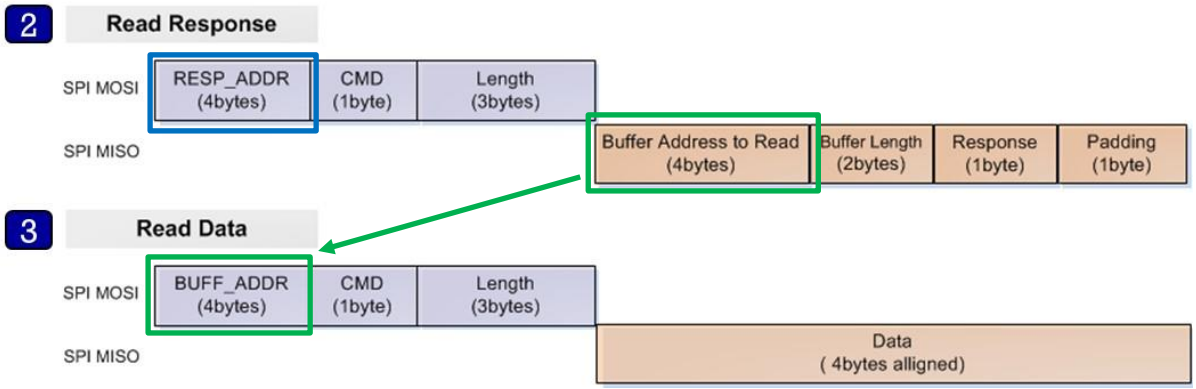


Figure 5: Structure

1. The Slave will toggle *high* the interrupt line to inform the Host when data is available.
2. The Host reads the response message from "Response Command" address (0x50080258, blue rectangle in Figure 5), and parse it using "`struct _st_host_response`". (see Table 4).

3. The Host reads data from address (BUFF_ADDR) which is received from Slave in the response message. (Green rectangle in Figure 5)

Example

1. When the host becomes *high* on GPIO from DA16200,
2. Host sends:

   (0x50-0x08-0x02-0x58)-(0xC0)-(0x00-0x00-0x08) then read response from DA16200.

   Assume the buffer address from Slave is 0x12345678 for easy description and the data length to be sent from DA16200 is 8 bytes.

   The read data should be 0x78-0x56-0x34-0x12-0x08-0x00-0x83-0x00.
3. Host sends:

   (0x12-0x34-0x56-0x78)-(0xC0)-(0x00-0x00-0x08) then read data from DA16200.

   Note that read data is LSB first.(see Figure 9)

5 AT Command – Sequences & Structures

AT commands are instructions used to control a modem. AT is the abbreviation of ATtention. Every command line starts with "AT" or "at". ... Note that the starting "AT" is the prefix that informs the modem about the start of a command line. It is not part of the AT command name.

Figure 6 illustrates how to use the AT Command through SPI in "DA16200". This is because AT Command uses a predetermined address and the maximum size of data is defined.

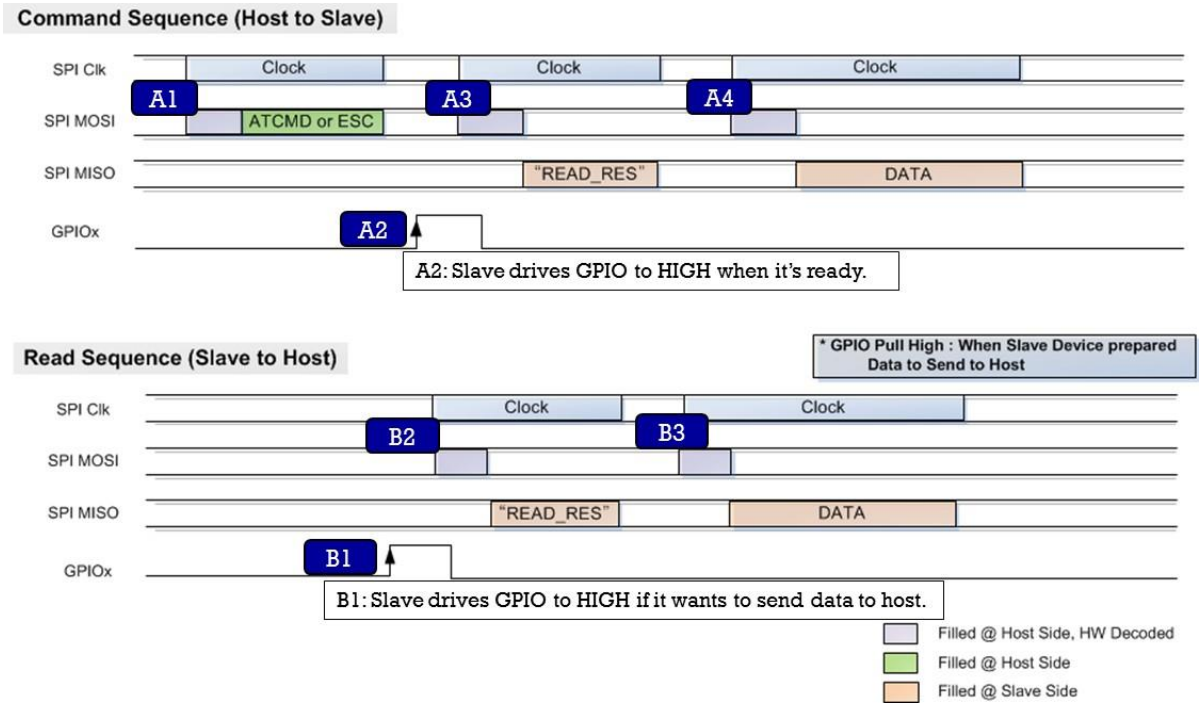


Figure 6: AT command sequence

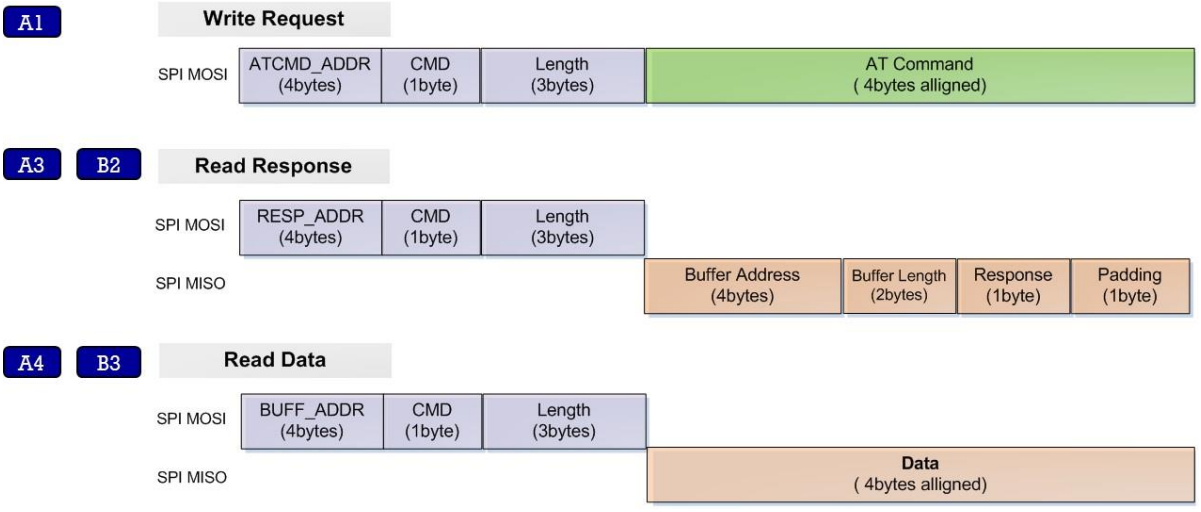


Figure 7: Structure

A1: The Host sends a "AT" or "ESC" command to "AT Command" address.

A2: The Host waits for GPIO interrupt to go *high*

A3: The Host reads the response message from address and parses it using "`struct _st_host_response`"

A4: The Host reads "OK", "Error" or data from address (BUF_ADDR), depending on the type of command.

B1: The Slave will toggle high the interrupt line to inform Host when data is available

B2: The Host reads the response message from "Response Command" address, and parses it using "`struct _st_host_response`".

B3: The Host reads data from address (BUF_ADDR) parsed from the response message.

6 Header Format

Write Request (Host to Slave)

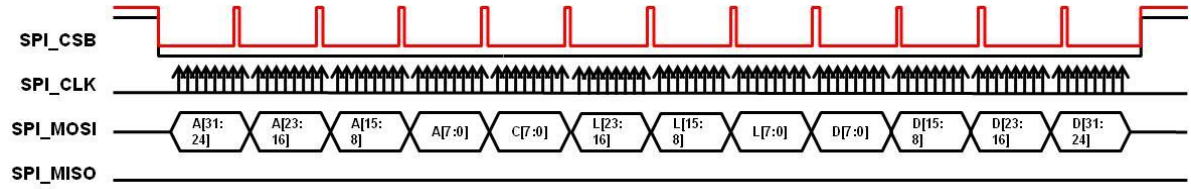
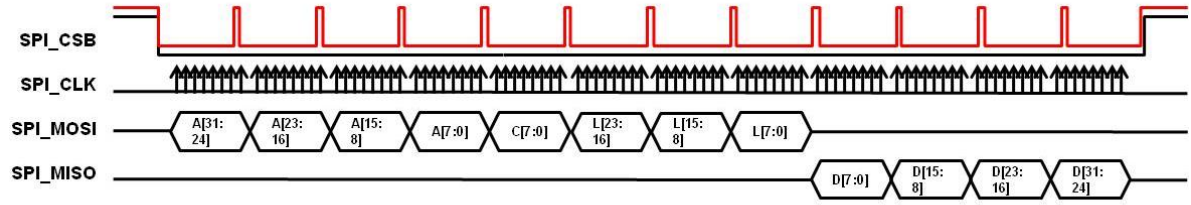


Figure 8: Write Sequence

Read Response (Slave to Host)



CMD Bit field	Abr.	Description
7	Auto_Inc	1 = internal Address auto-increment 0 = address fixed (not used)
6	Read/Write	1 = Read 0 = Write
5:2		Not used
1:0	CHIP_ID[1:0]	00 = Chip #0 (default)

Figure 9: Read Sequence

7 Definition & Structures for Implementation

Table 4 : Definition

```
#define       HOST_MEM_WRITE_REQ          (0x80)
#define       HOST_MEM_WRITE_RES          (0x81)
#define       HOST_MEM_READ_REQ           (0x82)
#define       HOST_MEM_READ_RES           (0x83)
#define       FC9K_GEN_CMD_ADDR           (0x50080254)  // Address to Write Command
#define       FC9K_RESP_ADDR              (0x50080258)  // Address to Read Response
#define       FC9K_ATCMD_ADDR             (0x50080260)  // Address to Send AT Command
```

Table 5: Response Structure

```
typedef struct _st_host_response
{
    u32 buf_address;
    u16 host_length;
    u8  resp;
    u8  dummy;
} st_host_response;
```

Table 6: Request Structure

```
typedef struct _st_host_request
{
    u16 host_write_length;
    u8  host_cmd;
    u8  dummy;
} st_host_request;
```

Revision History

Revision	Date	Description
1.0	7-Apr-2020	Initial Version

Status Definitions

Status	Definition
DRAFT	The content of this document is under review and subject to formal approval, which may result in modifications or additions.
APPROVED or unmarked	The content of this document has been approved for publication.

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