

# LibUc Porting Guide

*Developpers guide*

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# Chapitre 1

## Stream devices

**Introduction** This family is composed of all the devices that treat data as an unaddressed stream. For example SPI and UART are both stream devices, a software or hardware FIFO is also a stream device.

### 1.1 The stream device representation

The stream device is represented by a standard structure.

```
struct streamDev
{
    int  writen(void* data,int n);
    int  write(void* data);
    int  readn(void* data,int n);
    int  read(void* data);
    int  streamPt;
    void* dev;
}
```

## 1.2 UART

### 1.2.1 Generals :

On many microcontrolers you can use **U**niversal **A**synchronous **R**eceiver **T**ransmitter, in order to provide a standart access to this device you have to implement th folowing functions :

- `uart_t uartopen(int)` ;
- `uartclose(uart_t)` ;
- `uartsetup(uart_t,int,int)` ;
- `uartputc(uart_t, char)` ;
- `char uartgetc(uart_t)` ;
- `uartputstring(uart_t,char*)` ;
- `uartgetstring(uart_t,char*)` ;

### 1.2.2 Details

#### Opening uart

`uart_t uartopen(int)`

This function has to open N<sup>e</sup> **uart** device, so it has to perform basical configuration such as powering up the device ...This fnction has also to return the pointer to the devicce handle.

#### Closing uart

`uartclose(uart_t)`

#### Configure uart

`uartsetup(uart_t,int baudrate,int cpuclk)`

#### Sending a char through uart

`uartputc(uart_t, char)`

#### Receiving a char from uart

`char uartgetc(uart_t)`

#### Sending a string through uart

`uartputstring(uart_t,char*)`

#### Receiving a string from uart

`uartgetstring(uart_t,char*)`

## Chapitre 2

# Addressed devices

**Introduction** This family is composed of all the devices that treat data as an addressed space. For example IIC and memories are both addressed devices.