

# ATBTLC1000

# ATBTLC1000 Platform Porting Guide User's Guide

### Overview

This document guides the user to port the Application Peripheral Interface (API) into a new platform.

#### Figure 1. BLE API OVERVIEW



The lowest layer of Bluetooth Low Engery (BLE) API is a platform abstraction layer, which abstracts all the functionalities required from the platform. The API is ported to new platforms by adding a new implementation targeting this platform.

The application must provide the <code>at\_ble\_init\_config\_t</code> structure as a parameter to <code>at\_ble\_init</code> and <code>at\_ble\_init\_config\_t</code>, which includes <code>at\_ble\_platform\_api\_list\_t</code> structure with all required platform APIs function. Before calling <code>at\_ble\_init</code> platform, this must be initialized and all platform APIs must be ready for usage. Platform initialization includes the configuration of the bus (Universal Asynchronous Receiver/Transmitter (UART)), General Purpose IO (GPIO), and system timers.

## Hardware Resources Required

The recommended hardware resources for 4-wire mode are as follows:

- 1. UART with hardware flow control such as Receiver (Rx), Transmitter (Tx), Request to Send (RTS), and Clear to Send (CTS).
- 2. 2-GPIO pins for controlling the ATBTLC1000 chip enable and wake-up.
- 3. 2-Timers (hardware/software) required at 1 ms resolution for controlling the bus activity and events.
- 4. External wake-up interrupt for the host wake-up to receive the data from ATBTLC1000 (The host goes to Sleep mode, when there is no activity).

The recommended hardware resources for 6-wire mode configuration are as follows:

- 1. Primary UART pins (Tx0 and Rx0) and Secondary UART pins (Rx1, Tx1, RTS1 and CTS1).
- 2. 2-GPIO pins for controlling the ATBTLC1000 chip enable and wake-up.
- 3. 2-Timers (hardware/software) required at 1 ms resolution for controlling the bus activity and events.
- 4. External wake-up interrupt for the host wake-up to receive the data from ATBTLC1000.
- 5. Additional hardware resource required is UART1 (Rx0 and Tx0).

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### 1. ATBTLC1000 Initialization

This section provides the information on platform initialization and platform callback, which are required for ATBTLC1000 initialization.

#### 1.1 Platform Initialization

The platform\_init API initialize the ATBTLC1000 and the host MCU UART with required initial baud rate and configure the ATBTLC1000 wake-up pin, chip enable pin, and the host wake-up interrupt pin.

#### 1.2 Platform Callback Register

This section describe all the required platform APIs function to declare inside the at\_ble\_platform\_api\_list\_t structure. For more information refer to asf\thirdparty \wireless\ble sdk\src\platform.c file.

#### 1.2.1 Platform Send Data API

void (\*at\_ble\_send\_sync)(uint8\_t \*, uint32\_t);

Ensure to set the pointer to function, which provides (Universal Synchronous/Asynchronous Receiver/ Transmitter (USART)) data that sends from the library to the ATBTLC1000 in synchronous manner, in which the function must block until transmission is completed. The function must check the "Wake-up pin level". If the Wake-up pin is set to low, then it is required to set it to high before sending any data to the ATBTLC1000.

#### 1.2.2 Platform Receive Data API

void (\*at\_ble\_recv\_async)( void (\*)(uint8\_t));

Ensure to set the pointer to function, which provides asynchronous receive byte from the ATBTLC1000 to the library, in which the function must return immediately. This function must receive a callback, which is called on receiving new byte as parameter. Once a byte is received from the ATBTLC1000, the callback function must be called with this byte as parameter. This function must be called for each byte in order to receive and propagate it to the library. If at\_ble\_recv\_async is not called, the platform is unable to read from the hardware and flow control mechanism, which inturn stops the data transfer from the ATBTLC1000.

#### 1.2.3 Wake-up and Chip Enable Pin Control API

void (\*at\_ble\_gpio\_set)(at\_ble\_gpio\_pin\_t, at\_ble\_gpio\_status\_t);

Ensure to set the pointer to function, which provides GPIO set value. This function must receive at\_ble\_gpio\_pin\_t enum value to identify the GPIO pin and must receive at\_ble\_gpio\_status\_t

to set the value. Refer to "*Hardware Flow Control 4-Wire Mode Interface Details - ATBTLC1000 MR and ZR Modules* for details on pin numbering in *BluSDK Release Notes*.

typedef enum
{AT\_BLE\_CHIP\_ENABLE
AT\_BLE\_EXTERNAL\_WAKEUP
} at\_ble\_gpio\_pin\_t;

#### 1.2.4 Platform Timer API

This section provide the information on Platform Timer API.

```
void (*at_ble_create_timer)(void (*)(void *));
```

- Ensure to set the pointer to function, which is used to register new callback function for new shot hardware timer. This must receive callback function as a parameter
   Note: Hardware Timer must have 1 ms granularity.
- It must return the handler for the timer, which is used with start/stop/delete functions

```
void (*at ble delete timer)(void *);
```

- Ensure to set the pointer to function that is used to release the timer allocated by at\_ble\_create\_timer
- It must receive timer handle as a parameter.

```
void (*at_ble_start_timer)(void *, uint32_t);
```

- Ensure to set the pointer to function that is used to start the timer asynchronously for n milliseconds given in the second parameter. Once it is timeout, the registered callback must be activated
  - The first parameter is the timer handle
  - The second parameter is the time in milliseconds

```
void (*at_ble_stop_timer)(void *);
```

Ensure to set the pointer to function that is used to stop the timer. It must receive timer handle as a parameter

#### 1.2.5 Platform Sleep API

void (\*at\_ble\_sleep)(uint32\_t);

Ensure to set the pointer to function that is used to block for n milliseconds and given as parameter.

#### 1.2.6 Platform 6-Wire Mode Hardware Flowcontrol UART Switch API

void (\*at\_ble\_reconfigure\_usart)(void);

- Ensure to set the pointer to function that is used to reconfigure the UART during at\_ble\_init API call
- This function is a temporary function and more information on this is provided in Temporarily Required Function/Support

#### 1.2.7 Platform Signal API

This section provide the information on Platform Signal API.

```
void *(*at_ble_create_signal)(void);
```

- Ensure to set the pointer to function that is used to create new signal, used for synchronization between threads
- This function must return the signal handle, which is used to trigger, reset or delete the signal void \*(\*at ble delete signal)(void\*);
- Ensure to set the pointer to function that is used to release the signal allocated by at ble create signal
- It must receive the signal handle as parameter

```
void *(*at_ble_trigger_signal)(void*);
```

- Ensure to set the pointer to function that is used to trigger the signal allocated by at\_ble\_create\_signal
- It must receive the signal handle as parameter
  - void \*(\*at\_ble\_reset\_signal)(void\*);
- Ensure to set the pointer to function that is used to reset the signal allocated by at\_ble\_create\_signal
- It must receive the signal handle as parameter

```
void *(*at_ble_wait_for_signal)(uint32_t, void**);
```

- Ensure to set the pointer to function which blocks any signal in the parameter signal list. So that the
  platform can switch the context to another operating system (OS). This function is required for
  cooperative multitasking Real-time Operating System (RTOS). If not required, set it to NULL
  - The first parameter is the number of signals the function monitors
  - The second parameter is an array of signals that handle the function monitoring

**Note:** For non-OS based system, there is a default implementation of signal functions that implements the signals as simple Boolean flags.

# 2. Temporarily Required Function/Support

For enabling the flow control, use at\_ble\_reconfigure\_usart API to switch the primary UART to another UART and must be removed after HW fix. For more details refer <a href="http://www.microchip.com/wwwproducts/en/atbtlc1000">http://www.microchip.com/wwwproducts/en/atbtlc1000</a>.

**Note:** This function is required only for 6-Wire mode configuration.

For details on hardware connections required for 4-Wire and 6-Wire mode configuration, refer *BluSDK Release Notes*.

For 6-Wire mode, bus\_flow\_control\_enabled flag of at\_ble\_init\_config\_t must be true and for 4-Wire configuration, it must be false.

The recommended 6-Wire mode configuration requires 2 UART's.

- One UART with flow control enabled is used during the normal operation
- Another UART (primary UART) without flow control is used during the initialization

**Note:** The at\_ble\_reconfigure\_usart API can be used to switch the primary UART to another UART.

#### 2.1 Complier Support

BluSDK library support following compilers:

- GCC
- IAR
- KEIL

#### 2.2 Architecture Support

BluSDK library support following cortex architectures:

- Cortex M0+
- Cortex M3
- Cortex M4

# 3. Document Revision History

### Rev A - 07/2017

Section	Changes		
Document	<ul> <li>Updated from Atmel to Microchip template.</li> <li>Assigned a new Microchip document number. Previous version is Atmel 42526 revision C.</li> <li>ISBN number added.</li> </ul>		

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