Future Technology Devices International Ltd

Application Note AN_114

Interfacing FT2232H Hi-Speed Devices To SPI Bus

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This application note introduces the SPI synchronous serial communication interface, and illustrates how to implement SPI with the FT2232H. The FT2232H will be used to write and read data to a SPI serial EEPROM.

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1 Introduction

The FT2232H and FT4232H are the FTDI's first USB 2.0 Hi-Speed (480Mbits/s) USB to UART/FIFO ICs. They have the capability of being configured in a variety of serial interfaces using the internal MPSSE (Multi-Protocol Synchronous Serial Engine). The FT2232H device has two independent ports, both of which can be configured using MPSSE while only Channel A and B of FT4232H can be configured using MPSSE.

Using MPSSE can simplify the synchronous serial protocol (USB to SPI, I^2C, JTAG, etc.) design. This application note illustrates how to use the MPSSE of the FT2232H to interface with the SPI bus. Users can use the example schematic (refer to Figure 3) and functional software code (section 3) to begin their design.

Note that the example software is for illustration and is neither guaranteed nor supported by FTDI.

1.1 Overview & Scope

This application note gives details of how to interface and configure the FT2232H to read and write data from a host PC to a serial EEPROM over the serial SPI interface bus. This note includes:

- Overview of SPI communications interface.
- Hardware example of a USB to a serial EEPROM SPI interface using the FT2232H.
- Code example in C++ showing how to configure the FT2232H in SPI mode.
- Oscilloscope plots showing example SPI read and write cycles.

1.2 Overview of SPI Interface

The SPI (Serial to Peripheral Interface) is a master/slave synchronous serial bus that consists of 4 signals. Both command signals and data are sent across the interface. The SPI master initiates all data transactions. Full duplex data transfers can be made up to 30 Mbits/sec with the FT2232H. There is no fixed bit length in SPI. A generic SPI system consists of the following signals and is illustrated in Figure 1.

- Serial Clock (SCLK) from master to slave.
- Serial Data Out (also called Master Out Slave In or MOSI) from master.
- Serial Data In (also called Master In Slave Out or MISO) from slave.
- Chip Select (CS) from master.

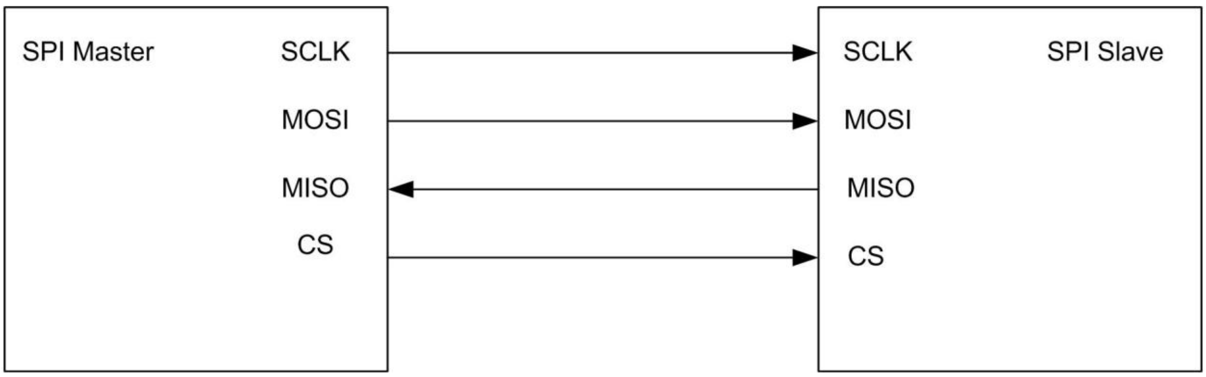

Figure 1 Generic SPI System

The FT2232H always acts as the SPI master. Multiple slave devices can be enabled by multiplexing the chip select line. As SPI data is shifted out of the master and in to a slave device, SPI data will also be shifted out from the slave and clocked in to the master. Depending on which type of slave device is being implemented, data can be shifted MSB first or LSB first. Slave devices can have active low or active high chip select inputs. Figure 2 shows an example SPI timing diagram.

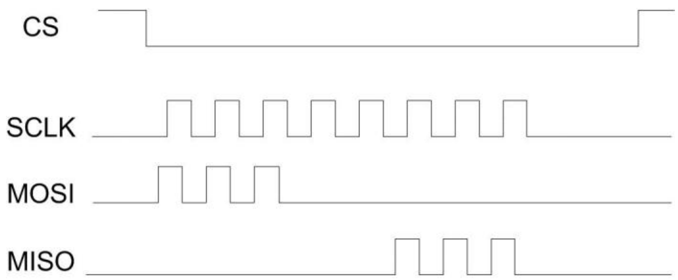

Figure 2 Example SPI Timing Diagram

This SPI device uses SPI Mode 0, with active low Chip Select

In addition, the SPI interface has 4 unique modes of clock phase (CPHA) and clock polarity (CPOL), known as Mode 0, Mode 1, Mode 2 and Mode 3. Table 1 summarizes these modes.

For CPOL = 0, the base (inactive) level of SCLK is 0.

In this mode:

- When CPHA = 0, data will be read in on the rising edge of SCLK, and data will be clocked out on the falling edge of SCLK.
- When CPHA = 1, data will be read in on the falling edge of SCLK, and data will clocked out on the rising edge of SCLK

For CPOL =1, the base (inactive) level of SCLK is 1.

In this mode:

- When CPHA = 0, data will be read in on the falling edge of SCLK, and data will clocked out on the rising edge of SCLK
- When CPHA =1, data will be read in on the rising edge of SCLK, and data will be clocked out on the falling edge of SCLK.

Mode	CPOL	CPHA
0	0	0
1	0	1
2	1	0
3	1	1

Table 1 Clock Phase/Polarity Modes

It is worth noting that the SPI slave interface can be implemented in various ways. The FT2232H can be configured to handle these different implementations.

It is recommended that designers review the SPI Slave data sheet to determine the SPI mode implementation.FTDI device can only support mode 0 and mode 2 due to the limitation of MPSSE engine.

1.3 FT2232H/FT4232H SPI Pinout

These tables show the location and function of the SPI signal pins on Channel A and B of the FT2232H and FT4232H devices.

Channel A

FT2232H Pin#	FT4232H Pin#	Pin Name	MPSEE Function	Type	Description
16	16	ADBUS0	SCLK	Output	Serial Clock
17	17	ADBUS1	DO (MOSI)	Output	Master Out
18	18	ADBUS2	DI (MISO)	Input	Master In
19	19	ADBUS3	CS	Output	Chip Select

Channel B

FT2232H Pin#	FT4232H Pin#	Pin Name	MPSEE Function	Type	Description
38	26	BDBUS0	SCLK	Output	Serial Clock
39	27	BDBUS1	DO (MOSI)	Output	Master Out
40	28	BDBUS2	DI (MISO)	Input	Master In
41	29	BDBUS3	CS	Output	Chip Select

Table 2 FT2232H/4232H SPI Pinout

2 SPI Design Example

The following design, using the FT2232H, demonstrates how to configure the SPI communication with a Microchip 93LC56 Serial SPI EEPROM. A simplified diagram, Figure 3, illustrates the connections.

For clarity, only the Channel A SPI Pins are shown in figure 3.

Please refer to the FT2232H datasheet & the 93LC56 datasheet for interface details.

The sections which follow provide the user with some example code for setting up the SPI interface.

FT2232H Datasheet

93LC56 Datasheet

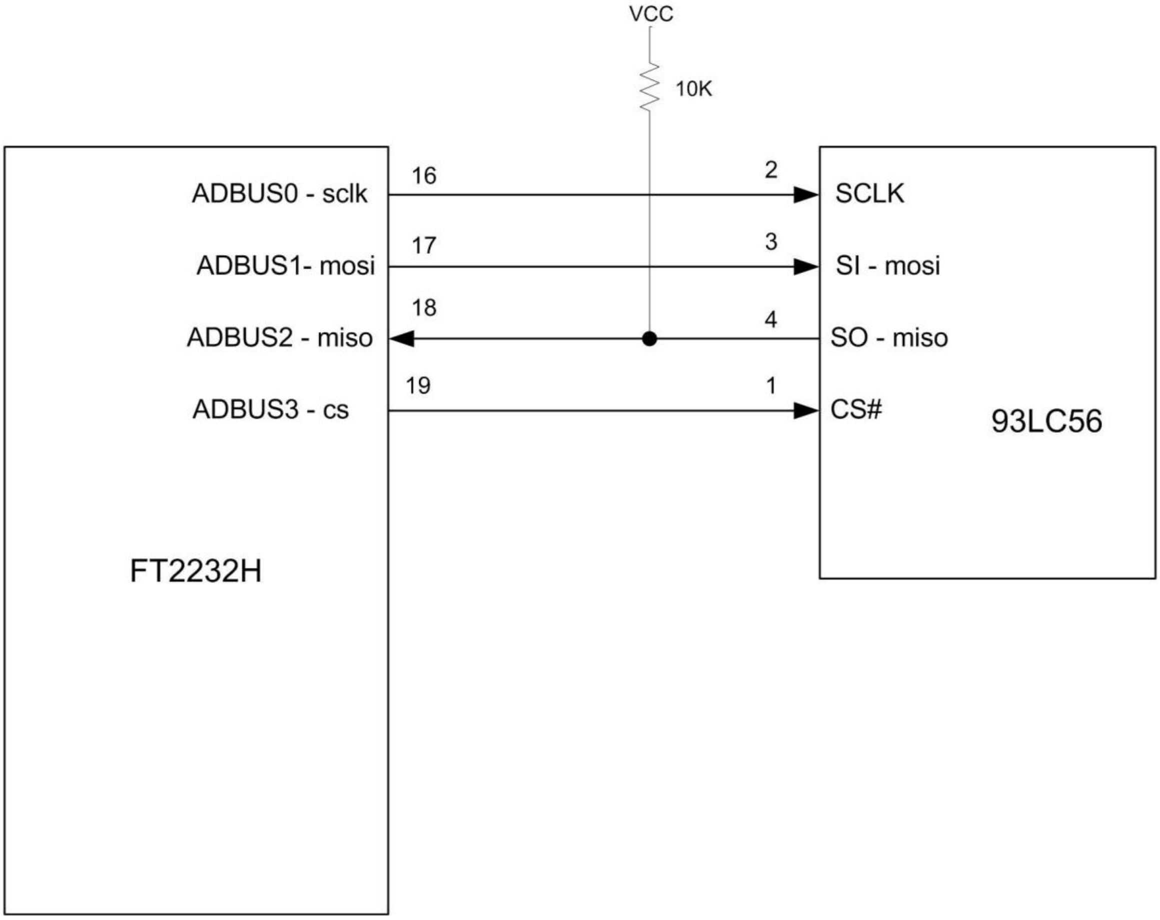

Figure 3 FT2232H to 93LC56 EEPROM

3 Sample SPI Program Code Overview

The sample code provided in the following section configures the FT2232H to function in SPI mode.

The code first verifies that a FTDI Hi Speed device is plugged in, and then identifies the device as either a FT2232H or FT4232H.

Next, the SPI application sends a command to erase the entire EEPROM, and then writes a 16 bit word to the EEPROM.

After each write cycle, the address counter and the data counter are incremented. The new address and data are written to the next memory location.

After 128 bytes of data is written, the application reads back the data and verifies that a successful write of 128 addresses has taken place.

The 128 byte write/read process can be repeated by changing the "LoopCntr" parameter on page 14.

The code example uses the FTCSPI dll, and requires the use of Microsoft Visual Studio 2008 C++.

The source code for this project can be downloaded from:

http://www.ftdichip.com/Projects/MPSSE/FT2232HS_SPI.zip

The code requires the FTDI D2XX driver:

D2XX Driver link

More information on the D2XX API can be found in the D2XX Programmer's Guide:

D2XX Programmer's Guide

3.1 C++ Code Listing

```
//
// SPITEST.cpp : VC++ console application.
// this example project use port A of FT2232H to access SPI EEPROM 93C56
// we send 16 word data to 93C56 and read them back, user can see the test
// result in command mode.
#include "stdafx.h"
#include <windows.h>
#include "FTD2XX.h"
#include <stdlib.h>
//declare parameters for 93C56
#define MemSize 16 //define data quantity you want to send out
const BYTE SPIDATALENGTH = 11;//3 digit command + 8 digit address
const BYTE READ = '\xC0';//110xxxxx
const BYTE WRITE = '\xA0';//101xxxxx
const BYTE WREN = '\x98';//10011xxx
const BYTE ERAL = '\x90';//10010xxx
//declare for BAD command
const BYTE AA_ECHO_CMD_1 = '\xAA';
const BYTE AB_ECHO_CMD_2 = '\xAB';
const BYTE BAD_COMMAND_RESPONSE = '\xFA';
//declare for MPSSE command
const BYTE MSB_RISING_EDGE_CLOCK_BYTE_OUT = '\x10';
const BYTE MSB_FALLING_EDGE_CLOCK_BYTE_OUT = '\x11';
const BYTE MSB_RISING_EDGE_CLOCK_BIT_OUT = '\x12';
const BYTE MSB_FALLING_EDGE_CLOCK_BIT_OUT = '\x13';
const BYTE MSB_RISING_EDGE_CLOCK_BYTE_IN = '\x20';
const BYTE MSB_RISING_EDGE_CLOCK_BIT_IN = '\x22';
const BYTE MSB_FALLING_EDGE_CLOCK_BYTE_IN = '\x24';
const BYTE MSB_FALLING_EDGE_CLOCK_BIT_IN = '\x26';

FT_STATUS ftStatus;                 //Status defined in D2XX to indicate
operation result

BYTE OutputBuffer[512];        //Buffer to hold MPSSE commands and data to be
sent to FT2232H
BYTE InputBuffer[512];         //Buffer to hold Data bytes to be read from
FT2232H
DWORD dwClockDivisor = 29;     //Value of clock divisor, SCL Frequency =
60/((1+29)*2) (MHz) = 1Mhz
DWORD dwNumBytesToSend = 0;    //Index of output buffer
DWORD dwNumBytesSent = 0,      dwNumBytesRead = 0, dwNumInputBuffer = 0;
```

```
BYTE ByteDataRead;
WORD MemAddress = 0x00;

WORD i=0;
WORD DataOutBuffer[MemSize];
WORD DataInBuffer[MemSize];

//this routine is used to enable SPI device
void SPI_CSEnable()
{
	for(int loop=0;loop<5;loop++) //one 0x80 command can keep 0.2us, do 5 
times to stay in this situation for 1us
	{
	  OutputBuffer[dwNumBytesToSend++] = '\x80';//GPIO command for ADBUS
	  OutputBuffer[dwNumBytesToSend++] = '\x08';//set CS high, MOSI and SCL 
low
	  OutputBuffer[dwNumBytesToSend++] = '\x0b';//bit3:CS, bit2:MISO, 
bit1:MOSI, bit0:SCK
	}
}

//this routine is used to disable SPI device
void SPI_CSDisable()
{
	for(int loop=0;loop<5;loop++) //one 0x80 command can keep 0.2us, do 5 
times to stay in this situation for 1us
	{
	  OutputBuffer[dwNumBytesToSend++] = '\x80';//GPIO command for ADBUS
	  OutputBuffer[dwNumBytesToSend++] = '\x00';//set CS, MOSI and SCL low
	  OutputBuffer[dwNumBytesToSend++] = '\x0b';//bit3:CS, bit2:MISO, 
bit1:MOSI, bit0:SCK
	}
}

//this routine is used to send command to 93C56 EEPROM
FT_STATUS WriteEECmd(FT_HANDLE ftHandle, BYTE command)
{
	dwNumBytesSent=0;
	SPI_CSEnable();
	//SPIDATALENGTH = 11, it can be divide into 8+3 bits
	OutputBuffer[dwNumBytesToSend++] = MSB_FALLING_EDGE_CLOCK_BIT_OUT;
	OutputBuffer[dwNumBytesToSend++] = 7; //7+1 = 8
	OutputBuffer[dwNumBytesToSend++] = command;
```

```
	OutputBuffer[dwNumBytesToSend++] = MSB_FALLING_EDGE_CLOCK_BIT_OUT;
	OutputBuffer[dwNumBytesToSend++] = SPIDATALENGTH - (8+1);
	OutputBuffer[dwNumBytesToSend++] = '\xff';
	SPI_CSDisable();
	ftStatus = FT_Write(ftHandle, OutputBuffer, dwNumBytesToSend,
&dwNumBytesSent); //send MPSSE command to MPSSE engine.
	dwNumBytesToSend = 0;			//Clear output buffer

	return ftStatus;
}

//this routine is used to initial SPI interface
BOOL SPI_Initial(FT_HANDLE ftHandle)
{
	DWORD dwCount;
	ftStatus = FT_ResetDevice(ftHandle);	//Reset USB device
	//Purge USB receive buffer first by reading out all old data from FT2232H
receive buffer
	ftStatus |= FT_GetQueueStatus(ftHandle, &dwNumInputBuffer);  // Get the
number of bytes in the FT2232H receive buffer
	if ((ftStatus == FT_OK) && (dwNumInputBuffer > 0))
		ftStatus |= FT_Read(ftHandle, InputBuffer, dwNumInputBuffer,
&dwNumBytesRead);	//Read out the data from FT2232H receive buffer
	ftStatus |= FT_SetUSBParameters(ftHandle, 65535, 65535);	//Set USB
request transfer size
	ftStatus |= FT_SetChars(ftHandle, false, 0, false, 0);	//Disable
event and error characters
	ftStatus |= FT_SetTimeouts(ftHandle, 3000, 3000);		//Sets the
read and write timeouts in 3 sec for the FT2232H
	ftStatus |= FT_SetLatencyTimer(ftHandle, 1);		//Set the latency
timer
	ftStatus |= FT_SetBitMode(ftHandle, 0x0, 0x00);			//Reset
controller
	ftStatus |= FT_SetBitMode(ftHandle, 0x0, 0x02);		//Enable MPSSE mode

	if (ftStatus != FT_OK)
	{
		printf("fail on initialize FT2232H device ! \n");
		return false;
	}
	Sleep(50);  // Wait 50ms for all the USB stuff to complete and work
	/////////////////////////////////////////////////////////////////
	// Synchronize the MPSSE interface by sending bad command &xAA*
	/////////////////////////////////////////////////////////////////
```

```
	dwNumBytesToSend = 0;
	OutputBuffer[dwNumBytesToSend++] = '\xAA';		//Add BAD command &
xAA*
	ftStatus = FT_Write(ftHandle, OutputBuffer, dwNumBytesToSend,
&dwNumBytesSent); // Send off the BAD commands
	dwNumBytesToSend = 0;			//Clear output buffer
	do{
		ftStatus = FT_GetQueueStatus(ftHandle, &dwNumInputBuffer);	// Get
the number of bytes in the device input buffer
	}while ((dwNumInputBuffer == 0) && (ftStatus == FT_OK));	//or Timeout

	bool bCommandEchod = false;
	ftStatus = FT_Read(ftHandle, InputBuffer, dwNumInputBuffer,
&dwNumBytesRead);  //Read out the data from input buffer
	for (dwCount = 0; dwCount < (dwNumBytesRead - 1); dwCount++)	//Check
if Bad command and echo command received
	{
		if ((InputBuffer[dwCount] == BYTE('\xFA')) && (InputBuffer[dwCount+1]
== BYTE('\xAA')))
		{
			bCommandEchod = true;
			break;
		}
	}
	if (bCommandEchod == false)
	{
		printf("fail to synchronize MPSSE with command '0xAA' \n");
		return false; /*Error, can*t receive echo command , fail to
synchronize MPSSE interface;*/
	}

	////////////////////////////////////////////////////////////////////
	// Synchronize the MPSSE interface by sending bad command &xAB*
	////////////////////////////////////////////////////////////////////
	//dwNumBytesToSend = 0;			//Clear output buffer
	OutputBuffer[dwNumBytesToSend++] = '\xAB';	//Send BAD command &xAB*
	ftStatus = FT_Write(ftHandle, OutputBuffer, dwNumBytesToSend,
&dwNumBytesSent); // Send off the BAD commands
	dwNumBytesToSend = 0;			//Clear output buffer
	do{
		ftStatus = FT_GetQueueStatus(ftHandle, &dwNumInputBuffer);	//Get
the number of bytes in the device input buffer
	}while ((dwNumInputBuffer == 0) && (ftStatus == FT_OK));	//or Timeout
	bCommandEchod = false;
```

```
	ftStatus = FT_Read(ftHandle, InputBuffer, dwNumInputBuffer,
&dwNumBytesRead);  //Read out the data from input buffer
	for (dwCount = 0;dwCount < (dwNumBytesRead - 1); dwCount++) //Check if Bad
command and echo command received
	{
		if ((InputBuffer[dwCount] == BYTE('\xFA')) && (InputBuffer[dwCount+1]
== BYTE( '\xAB')))
		{
			bCommandEchod = true;
			break;
		}
	}
	if (bCommandEchod == false)
	{
		printf("fail to synchronize MPSSE with command '0xAB' \n");
		return false;
		/*Error, can't receive echo command , fail to synchronize MPSSE
interface;*/
	}
    ////////////////////////////////////////////////////////////////////
    //Configure the MPSSE for SPI communication with EEPROM
    //////////////////////////////////////////////////////////////////
    OutputBuffer[dwNumBytesToSend++] = '\x8A';  //Ensure disable clock divide by
5 for 60Mhz master clock
    OutputBuffer[dwNumBytesToSend++] = '\x97';   //Ensure turn off adaptive
clocking
    OutputBuffer[dwNumBytesToSend++] = '\x8D';  //disable 3 phase data clock
    ftStatus = FT_Write(ftHandle, OutputBuffer, dwNumBytesToSend,
&dwNumBytesSent); // Send out the commands
    dwNumBytesToSend = 0;                  //Clear output buffer
    OutputBuffer[dwNumBytesToSend++] = '\x80';  //Command to set directions of
lower 8 pins and force value on bits set as output
    OutputBuffer[dwNumBytesToSend++] = '\x00';  //Set SDA, SCL high, WP disabled
by SK, DO at bit ＆＊, GPIOL0 at bit ＆＊
    OutputBuffer[dwNumBytesToSend++] = '\x0b';  //Set SK,DO,GPIOL0 pins as
output with bit ＊＊, other pins as input with bit ＆＊
    // The SK clock frequency can be worked out by below algorithm with divide
by 5 set as off
    // SK frequency  = 60MHz /((1 +  [(1 +0xValueH*256) OR 0xValueL])*2)
    OutputBuffer[dwNumBytesToSend++] = '\x86';             //Command to set
clock divisor
    OutputBuffer[dwNumBytesToSend++] = BYTE(dwClockDivisor & '\xFF');   //Set
0xValueL of clock divisor
    OutputBuffer[dwNumBytesToSend++] = BYTE(dwClockDivisor >> 8); //Set 0xValueH
```

```
of clock divisor
    ftStatus = FT_Write(ftHandle, OutputBuffer, dwNumBytesToSend,
&dwNumBytesSent); // Send out the commands
    dwNumBytesToSend = 0;                  //Clear output buffer
    Sleep(20);          //Delay for a while

    //Turn off loop back in case
    OutputBuffer[dwNumBytesToSend++] = '\x85';        //Command to turn off loop
back of TDI/TDO connection
    ftStatus = FT_Write(ftHandle, OutputBuffer, dwNumBytesToSend,
&dwNumBytesSent); // Send out the commands
    dwNumBytesToSend = 0;                  //Clear output buffer
    Sleep(30);          //Delay for a while
      printf("SPI initial successful\n");
      return true;
}

//this routine is used to write one word data to a random address
BOOL SPI_WriteByte2RandomAddr(FT_HANDLE ftHandle, WORD address,WORD bdata)
{
      dwNumBytesSent=0;
      SPI_CSEnable();
      //send WRITE command
      OutputBuffer[dwNumBytesToSend++] = MSB_FALLING_EDGE_CLOCK_BIT_OUT;
      OutputBuffer[dwNumBytesToSend++] = 2;
      OutputBuffer[dwNumBytesToSend++] = WRITE;
      //send address
      OutputBuffer[dwNumBytesToSend++] = MSB_FALLING_EDGE_CLOCK_BIT_OUT;
      OutputBuffer[dwNumBytesToSend++] = 7;
      OutputBuffer[dwNumBytesToSend++] = (BYTE)(address);
      //send data
      OutputBuffer[dwNumBytesToSend++] = MSB_FALLING_EDGE_CLOCK_BYTE_OUT;
      OutputBuffer[dwNumBytesToSend++] = 1;
      OutputBuffer[dwNumBytesToSend++] = 0;//Data length of 0x0001 means 2 byte
data to clock out
      OutputBuffer[dwNumBytesToSend++] = bdata >> 8;//output high byte
      OutputBuffer[dwNumBytesToSend++] = bdata & 0xff;//output low byte
      SPI_CSDisable();
      ftStatus = FT_Write(ftHandle, OutputBuffer, dwNumBytesToSend,
&dwNumBytesSent);//send out MPSSE command to MPSSE engine
      dwNumBytesToSend = 0;                //Clear output buffer

      return ftStatus;
}
```

```
//this routine is used to read one word data from a random address
BOOL SPI_ReadByteRandomAddr(FT_HANDLE ftHandle, WORD address, WORD* bdata)
{
	dwNumBytesSent=0;
	SPI_CSEnable();
	//send WRITE command
	OutputBuffer[dwNumBytesToSend++] = MSB_FALLING_EDGE_CLOCK_BIT_OUT;
	OutputBuffer[dwNumBytesToSend++] = 2;
	OutputBuffer[dwNumBytesToSend++] = READ;
	//send address
	OutputBuffer[dwNumBytesToSend++] = MSB_FALLING_EDGE_CLOCK_BIT_OUT;
	OutputBuffer[dwNumBytesToSend++] = 7;
	OutputBuffer[dwNumBytesToSend++] = (BYTE)(address);
	//read data
	OutputBuffer[dwNumBytesToSend++] = MSB_FALLING_EDGE_CLOCK_BYTE_IN;
	OutputBuffer[dwNumBytesToSend++] = '\x01';
	OutputBuffer[dwNumBytesToSend++] = '\x00';	//Data length of 0x0001
means 2 byte data to clock in
	SPI_CSDisable();
	ftStatus = FT_Write(ftHandle, OutputBuffer, dwNumBytesToSend,
&dwNumBytesSent);//send out MPSSE command to MPSSE engine
	dwNumBytesToSend = 0;			//Clear output buffer
    ftStatus = FT_Read(ftHandle, InputBuffer, 2, &dwNumBytesRead);//Read 2 bytes
from device receive buffer
	*bdata = (InputBuffer[0] << 8) + InputBuffer[1];
	return ftStatus;
}

int _tmain(int argc, _TCHAR* argv[])
{
  FT_HANDLE ftdiHandle;
  DWORD numDevs;
  FT_DEVICE_LIST_INFO_NODE *devInfo;

  ftStatus = FT_CreateDeviceInfoList(&numDevs);
  if (ftStatus == FT_OK)
    printf("Number of devices is %d\n",numDevs);
  else
	return 1;
  if (numDevs > 0) {
  // allocate storage for list based on numDevs
    devInfo =
(FT_DEVICE_LIST_INFO_NODE*)malloc(sizeof(FT_DEVICE_LIST_INFO_NODE)*numDevs);
```

```
  // get the device information list
    ftStatus = FT_GetDeviceInfoList(devInfo,&numDevs);
    if (ftStatus == FT_OK) {
      for (i = 0; i < numDevs; i++) {
       printf("Dev %d:\n",i);
       printf("  Flags=0x%x\n",devInfo[i].Flags);
       printf("  Type=0x%x\n",devInfo[i].Type);
       printf("  ID=0x%x\n",devInfo[i].ID);
       printf("  LocId=0x%x\n",devInfo[i].LocId);
       printf("  SerialNumber=%s\n",devInfo[i].SerialNumber);
       printf("  Description=%s\n",devInfo[i].Description);
       printf("  ftHandle=0x%x\n",devInfo[i].ftHandle);
     }
    }
  }
  else
        return 1;

  ftStatus = FT_Open(0,&ftdiHandle);
  if (ftStatus != FT_OK)
  {
      printf("Can't open FT2232H device! \n");
      return 1;
  }
  else  // Port opened successfully
      printf("Successfully open FT2232H device! \n");

  if(SPI_Initial(ftdiHandle) == TRUE)
  {
      byte ReadByte = 0;
      //initial output buffer
      for(i=0;i<MemSize;i++)
         DataOutBuffer[i] = i;

      //Purge USB received buffer first before read operation
      ftStatus = FT_GetQueueStatus(ftdiHandle, &dwNumInputBuffer);       // Get
the number of bytes in the device receive buffer
      if ((ftStatus == FT_OK) && (dwNumInputBuffer > 0))
                  FT_Read(ftdiHandle, InputBuffer, dwNumInputBuffer,
&dwNumBytesRead);  //Read out all the data from receive buffer

      WriteEECmd(ftdiHandle, WREN);
      WriteEECmd(ftdiHandle, ERAL);
      Sleep(20);
```

```
        for(i=0;i<MemSize;i++)
        {
              SPI_WriteByte2RandomAddr(ftdiHandle, i,DataOutBuffer[i]);
              Sleep(2);
              printf("Write data %d to address %d\n",DataOutBuffer[i],i);
        }

        Sleep(20);

        for(i=0;i<MemSize;i++)
        {
              SPI_ReadByteRandomAddr(ftdiHandle, i,&DataInBuffer[i]);
              printf("Read data from address %d = %d\n",i,DataInBuffer[i]);
        }

        getchar();//wait here until we get a key press.
    }
  FT_Close(ftdiHandle);
  return 0;
}
```

3.2 FT2232H to 93LC56 Read/Write Timing on Scope

The following screenshots show examples of the Read and write waveforms on the SPI interface. These are provided to illustrate the operational details of the SPI write and read commands sent from the FT2232H to the 93LC56 EEPROM.

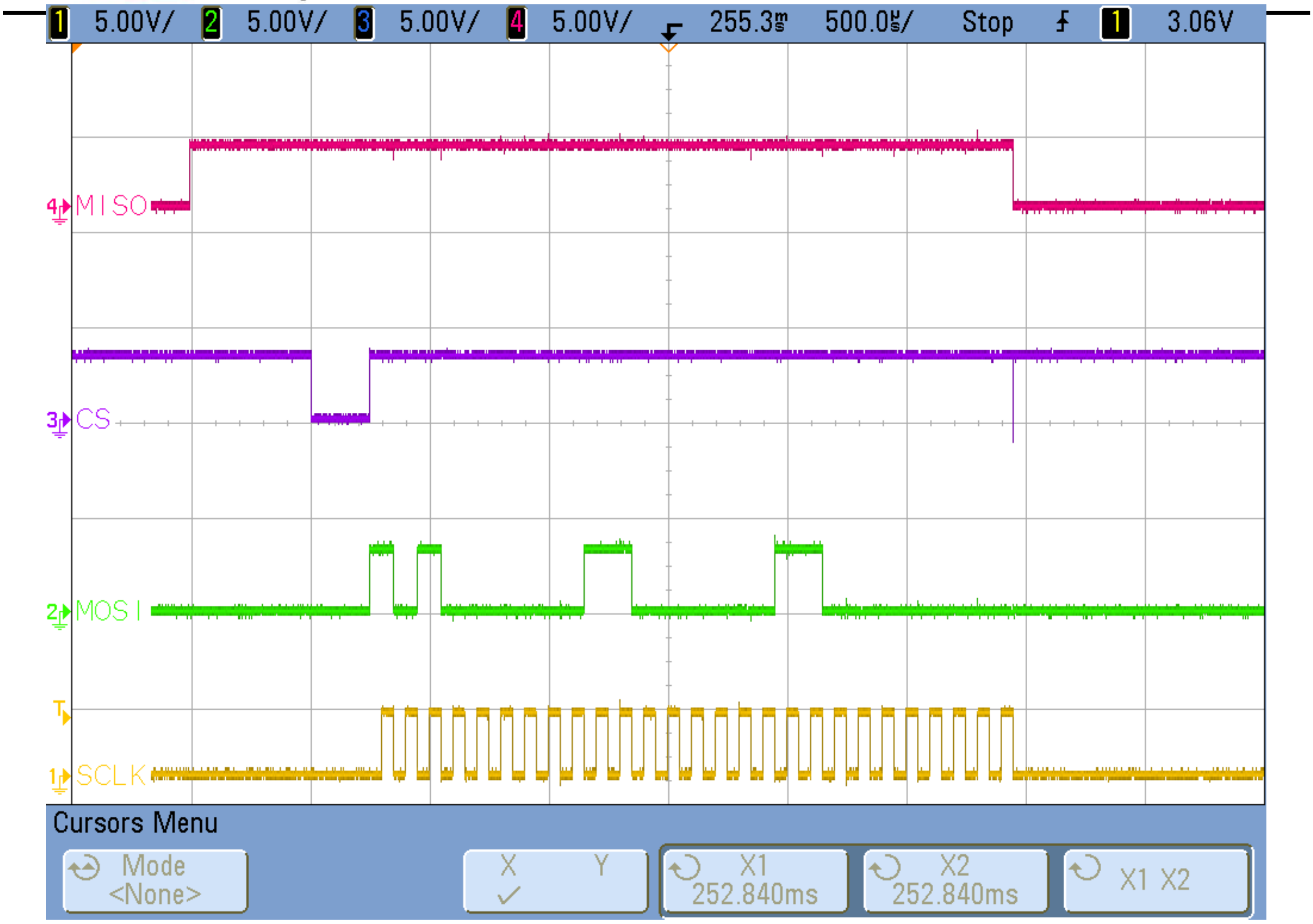

Figure 4 Write 3 to Address 3

The Figure 4 screen capture shows a write command (101) applied to MOSI, followed by a 3 written to address 3.

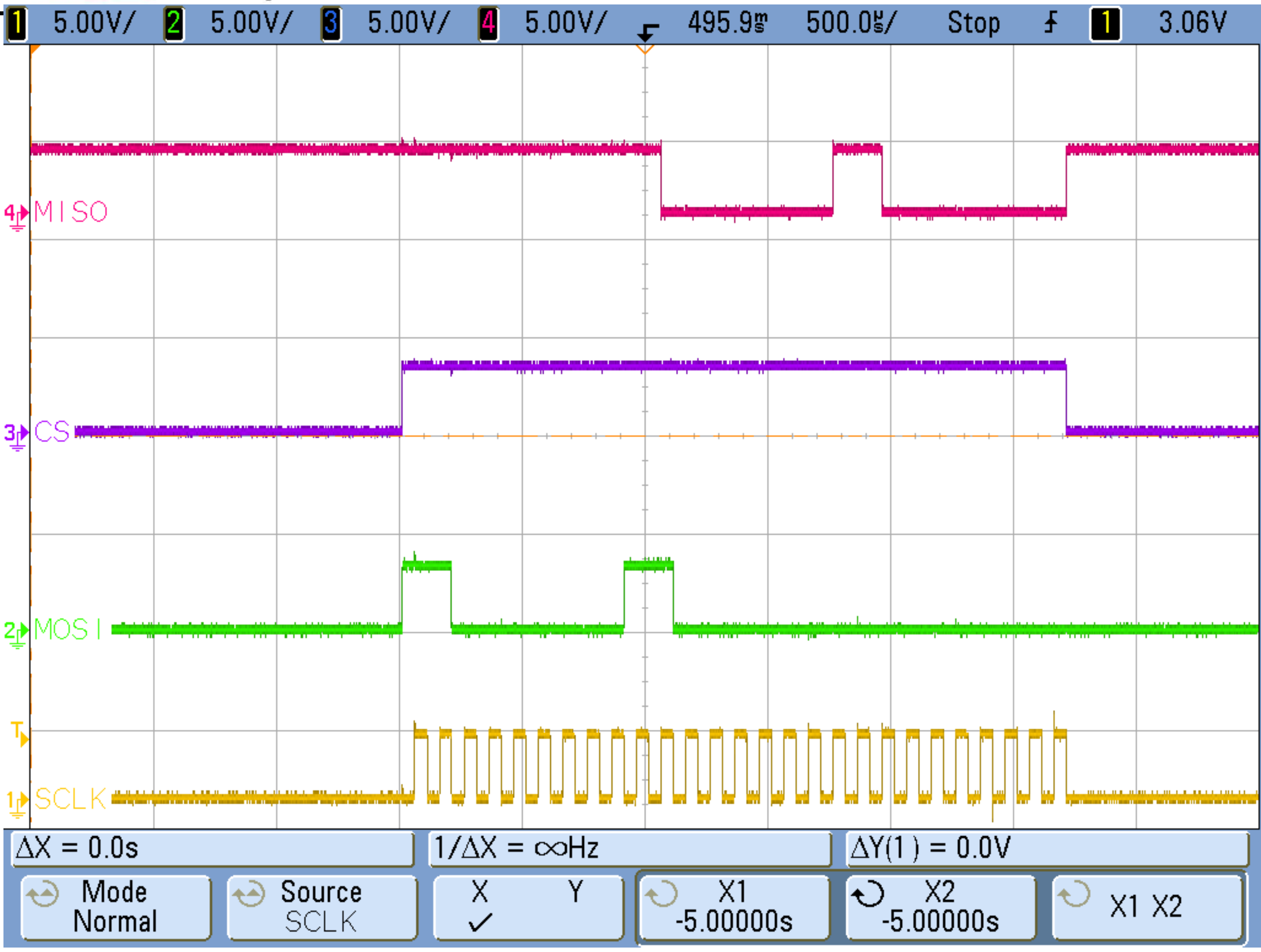

Figure 5 Read 3 from Address 3

The Figure 5 screen capture shows a Read command applied to MOSI (110), followed by the address 3. The MOSI output shows the data read (3).

4 Acronyms and Abbreviations

Terms	Description
MPSSE	Multi Purpose Synchronous Serial Engine
SPI	Serial Peripheral Interface
I2C	Inter-Integrated Circuit
JTAG	Joint Test Action Group
USB	Universal Serial bus
Serial EEPROM	A programmable memory chip that uses a bitwise serial interface such as I2C or SPI.
SPI Master	A SPI device that initiates and manages serial communication to all devices connected to its SPI bus.
SPI Slave	A SPI device that responds to commands sent to it by the SPI master.
MISO	Master In, Slave Out
MOSI	Master Out, Slave In

Table 3 Acronyms and Abbreviations

5 Contact Information

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Distributors and Sales Representatives

Please visit the Sales Network page of the FTDI Web site for the contact details of our distributor(s) in your country.

Appendix A - References

FTCSPI Programmer's Guide

D2XX Programmer's Guide

Datasheet for FT2232H

Datasheet for 93C56 Serial EEPROM

Appendix B - List of Figures and Tables

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Appendix C - Revision History

Revision History

Version 1.0	Initial Release	20th October, 2009
Version 1.1	Update SPI sample code	8th August 2012