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\* MorlandShiftBar.c

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\* Notes: Upload with SPP. MB3 in UNO PORTD to avoid ISP pins

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#include <avr/io.h>

*uint8\_t* ground = 1<<PD7;

*uint8\_t* *clock* = 1<<PD6;

*uint8\_t* power = 1<<PD5;

*uint8\_t* data = 1<<PD4;

*uint8\_t* latch = 1<<PD3;

*uint8\_t* enable = 1<<PD2;

#define LSBFIRST 0 //order of presentation

#define MSBFIRST 1 //

#define ddr DDRD //place on PORTD, avoids ISP

#define port PORTD

#define BLINK\_DELAY\_MS 1000 //Not currently implemented

#define n 0xA5 //alternate binary constant

//AVR GNU C requires initializers to be constants: does not like OR'd syntax:clock | latch | ground | power :(

#define params 0xFC

//declare function template as convention

void shiftOut(*uint8\_t* d, *uint8\_t* c, *uint8\_t* dir, *uint8\_t* value);

int main(void) {

ddr = params; //set data direction of port bits

port |= power; //supply power from a port pin ☹

shiftOut(data, *clock*, LSBFIRST, n);

while(1); //wait indefinitely

}

void shiftOut(*uint8\_t* d, *uint8\_t* c, *uint8\_t* dir, *uint8\_t* value){

*uint8\_t* mask; //must handle **either** bit order...

port &= ~latch; //first, pull latch low

//structure to shift in (serially) a full byte

for (*uint8\_t* i=0; i<8; i++){

port &= ~*clock*; //pull clock bit low

if (dir) //is it MSBFIRST?

mask = value & (0x80>>i); //then mask from MSB to LSB..

else

mask = value & (1<<i); //else, from LSB to MSB…

if (mask) //mount the correct data

port |= data;

else

port &= ~data;

port |= *clock*; //clock in this bit

}

//lastly, set latch HIGH to present registers on the output

port |= latch;

}