Application Note: AN10057

How to input on a port

This application note is a short how-to on programming/using the xTIMEcomposer tools. It shows how to input on a port.

Required tools and libraries

This application note is based on the following components:

- xTIMEcomposer Tools - Version 14.0.0

Required hardware

Programming how-tos are generally not specific to any particular hardware and can usually run on all XMOS devices. See the contents of the note for full details.

1 How to input on a port

To input on a port you need to declare a port variable:

```
#include <xs1.h>

port p = XS1_PORT_1A; // ports must be declared as a global variable
```

Input is done via the `:>` operator. You can perform an input in the following way:

```
int x;

p :> x;
```

This will input from the port p to the variable x.