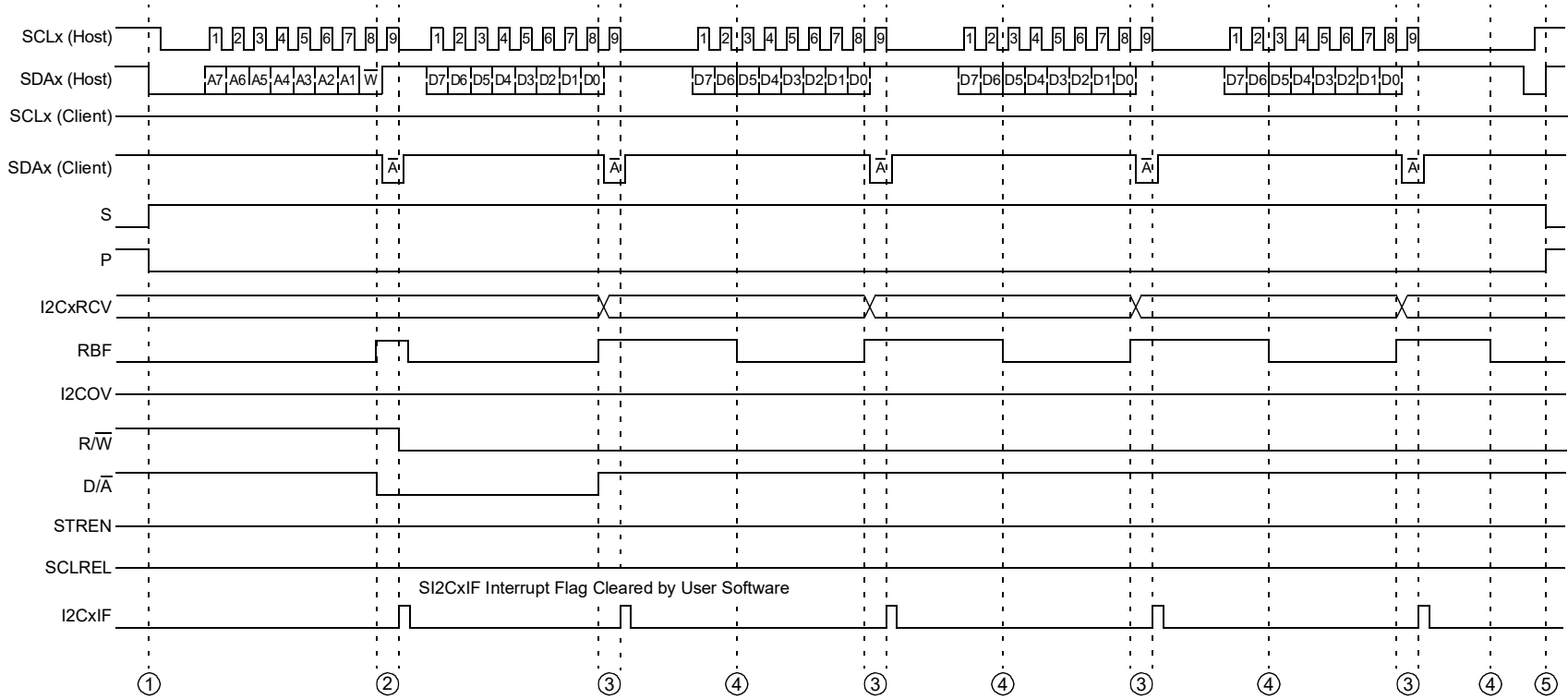

① Client recognizes Start event; S and P status bits set/clear accordingly.

② Client receives address byte. Address matches. Client Acknowledges
and generates interrupt. Address byte is moved to the I2CxRCV register and must be read by user software to prevent buffer overflow.

③ Next received byte is message data. The byte moved to the I2CxRCV register sets the RBF status bit.
Client generates interrupt. Client Acknowledges reception.

④ User software reads the I2CxRCV register. RBF status bit clears.

⑤ Client recognizes Stop event; S and P status bits set/clear accordingly.