

GPIO and pin muxing

Take a look at the [esp32s3 TRM chapter 6.3](#), [table 6.2](#) and [table 6.3](#) to understand relation between the peripherals, IO MUX and the GPIO matrix.

IO MUX pin settings (selected function, drive strength, pull-up, pull-down, input enable) are controlled by the children of the `iomux: pinctrl@60009000` node, like this:

```
&iomux {
    spi2_pins: spi2_pins {
        pinctrl-single,pins = <
            PIN(9)  (FUN0_20MA)                /* CS1 */
            PIN(10) (FUN_SEL(4) | FUN_DRV_20MA) /* CS0 */
            PIN(11) (FUN_SEL(4) | FUN_DRV_40MA) /* MOSI */
            PIN(12) (FUN_SEL(4) | FUN_DRV_40MA) /* SCK */
            PIN(13) (FUN_SEL(4) | FUN0_20MA_IE_WPU)>; /* MISO */
    };
};
```

These properties cannot be changed at runtime (short of writing directly to `IO_MUX_n_REG` registers).

When there's no direct connection for the function in the IO MUX or the pin with direct connection cannot be used a function may be routed through the GPIO matrix to a different GPIO and connected to a different pin. These settings are controlled by the children of the nodes `gpio_out_mux: gpio_out_mux@60004554` and `gpio_in_mux: gpio_in_mux@60004154`. Numbering schemes are different for output and input muxes. E.g. for the output mux a GPIO index is mapped to a peripheral signal (table 6.2):

```
&gpio_out_mux {
    spi2_gpio_out: spi2_gpio_out {
        pinctrl-single,pins = <
            GPIO_FUNC_OUT_SEL(9) 111>;          /* SPI2 CS1: GPIO9, signal 111 */
    };
};
```

For the input mux a peripheral signal is mapped to a GPIO index:

```
&gpio_in_mux {

    uart2_gpio_in: uart2_gpio_in {
        pinctrl-single,pins = <
            GPIO_FUNC_IN_SEL(18) 5>;           /* U2RXD: signal 18, GPIO5 */
    };
};
```

All used `pinctrl` handles are then mentioned in the device's `pinctrl` property:

```
&spi2 {
```

Last
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```
pinctrl-0 = <&spi2_pins &spi2_gpio_out>;  
pinctrl-names = "default";  
};
```

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