Freescale Semiconductor Document Number: KSDKUSBSUG
User's Guide Rev. 0, 12/2015

USB Stack User's Guide

1 Overview

This document provides the following:

- Detailed steps to compile the USB examples, download a binary image, and run the examples.
- Detailed steps to port the USB Stack to a new platform.
- Detailed steps to develop a new application based on the existing classes in the USB Stack.

Contents

2 Build the USB examples in Kinetis SDK

This section describes how to compile the USB stack and examples, download a binary image, and run the examples. The TWR-K22F120M Tower System module is used as an example board.

2.1 Requirements for Building USB Examples

The TWR-K22F120M Tower System module is used as an example in this document. The process for compiling, downloading, and running examples is similar on all other boards.

2.1.1 Hardware

- TWR-K22F120M Tower System module
- (Optional) TWR-SER Tower System module and Elevator
- J-Link debugger (optional)
- USB cables

2.1.2 Software

- KSDK release package
- IAR Embedded Workbench for ARM® Version 7.40.5
- Keil µVision5 Integrated Development Environment Version 5.15, available for Kinetis ARM® Cortex®-M4 devices
- Kinetis Design Studio IDE v3.0.0
- Atollic® TrueSTUDIO® v5.3.1
- Makefiles support with GCC revision 4.92015q1-update from ARM Embedded

2.2 USB Code Structure

The USB code is located in the folder:

<install_dir>middleware/usb

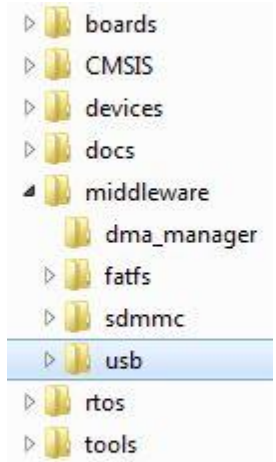


Figure 1 Kinetis SDK folder structure

The USB folder includes the source code for stack and examples.

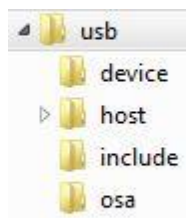


Figure 2 USB Folder Structure

The USB folder includes three subfolders:

- device

  This subfolder includes the controller driver and common device driver for USB device.

- host

  This subfolder includes the controller driver and common device driver for USB host, as well as the class driver.

- include

  This subfolder includes the definitions and structures for USB stack.

- osa

  This subfolder includes the adapter interfaces for various OSes.

2.3 Compiling or Running the USB Stack and Examples

2.3.1 Step-by-step guide for IAR

This section shows how to use IAR. Open IAR as shown in this figure:

1. Open the workspace corresponding to different examples.

   For example, the workspace file is located at:

<install_dir>/boards/twrk22f120m/usb/usb_host_hid_mouse/bm/iar/host_hid_mouse_bm.eww.

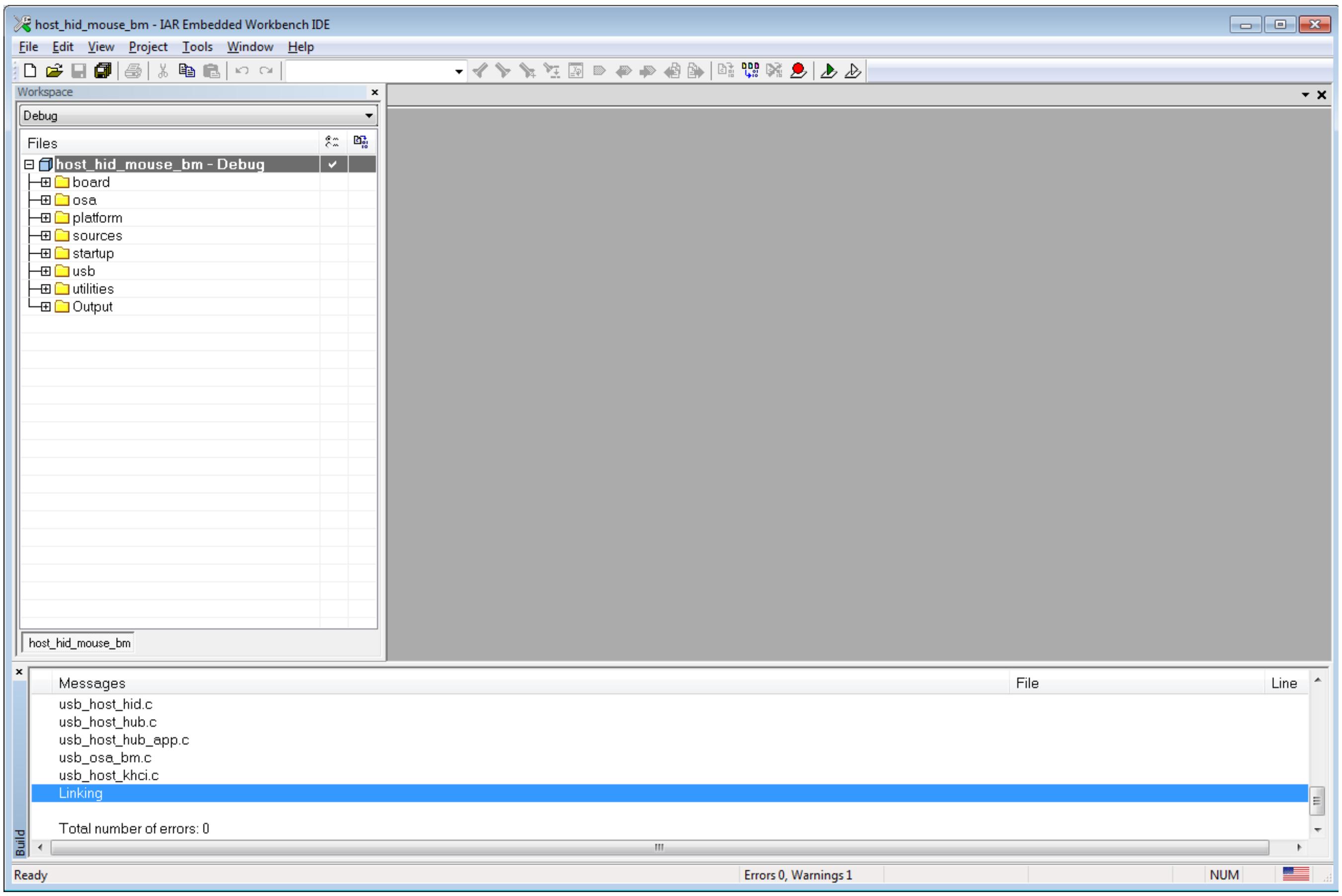


Figure 3 IAR workspace

2. Build the host_hid_mouse_bm example.
3. Connect the micro USB cable from a PC to the J25 of the TWR-K22F120M Tower System module to power on the board.
4. Click the “Download and Debug” button. Wait for the download to complete.
5. Click the “Go” button to run the example.
6. See the example-specific readme.pdf for more test information.

2.3.2 Step-by-step guide for Keil µVision5

This section shows how to use Keil µVision5. Open Keil µVision5 as shown in this figure:

1. Open the workspace corresponding to different examples.

   For example, the workspace file is located in

<install_dir>/boards/twrk22f120m/usb/usb_host_hid_mouse/bm/mdk/host_hid_mouse_bm.uvmpw.

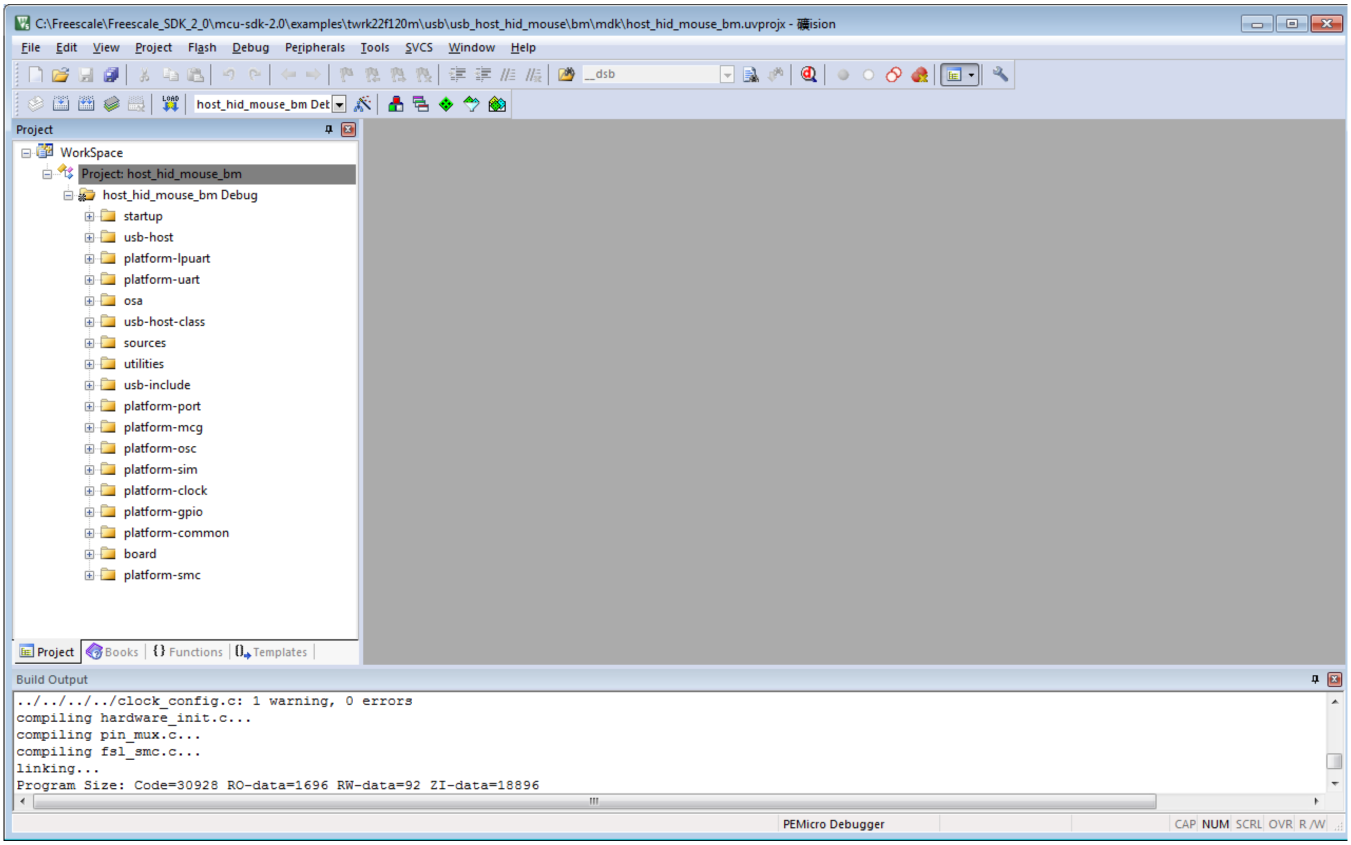


Figure 4 Keil µVision5 Workspace

2. Build the host_hid_mouse_bm example.
3. Click the “Start/Stop” debug session button. Wait for the download to complete.
4. Click the “Go” button to run the example.
5. See the example-specific readme.pdf for more test information.

2.3.3 Step-by-step guide for the Kinetis Design Studio IDE

1. Unlike IAR or Keil, the Kinetis Design Studio doesn’t have a workspace. Create a workspace and import Kinetis Design Studio USB examples.
2. Select “File” and “Import” from the KDS IDE Eclipse menu.

3. Expand the General folder and select the “Existing Projects into Workspace”. Then, click “Next”.

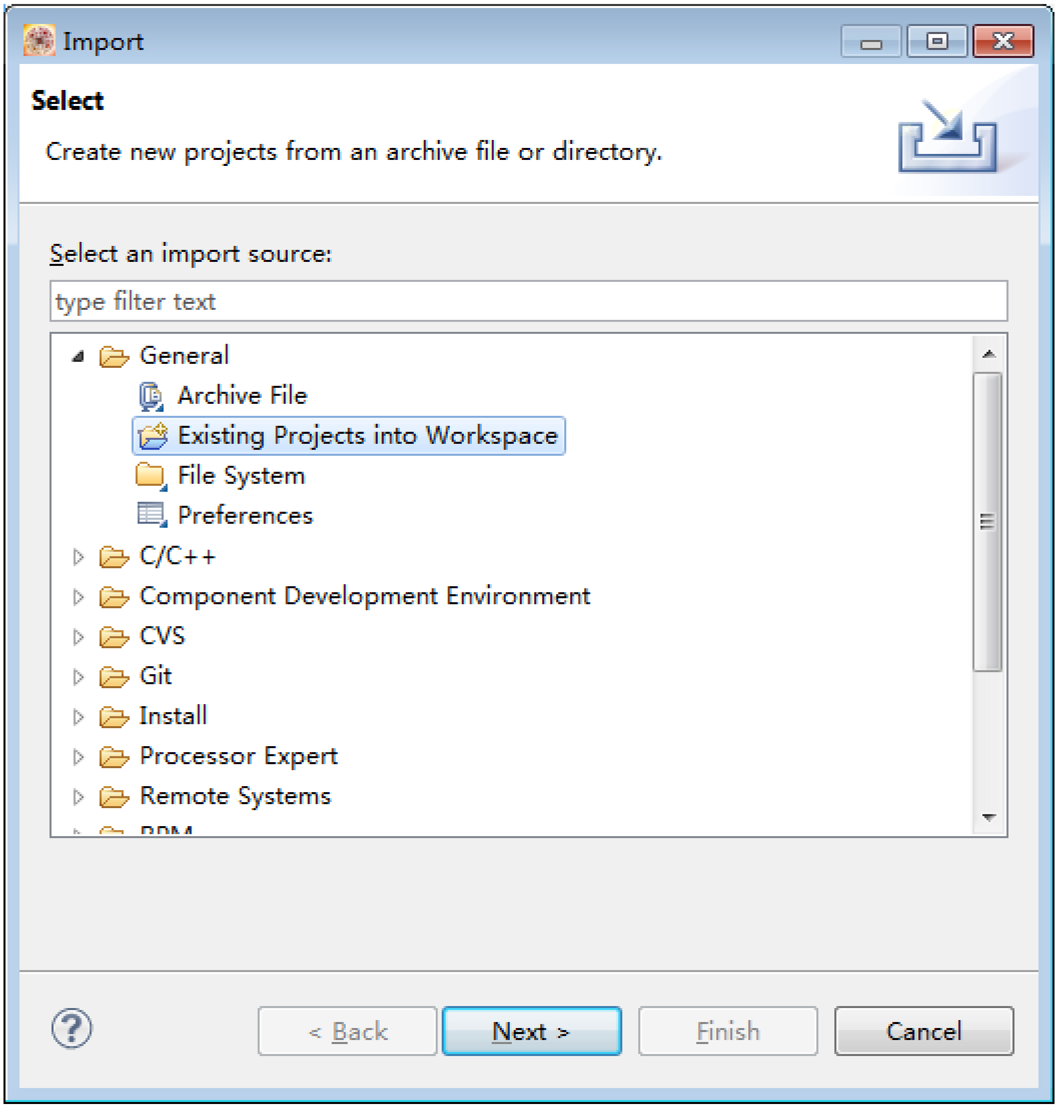


Figure 5 Selection of the correct import type in KDS IDE

4. Point the KDS IDE to the *host_hid_mouse_bm* project in the K22, which is located in the *<install_dir>/boards/twrk22f120m/usb/usb_host_hid_mouse/bm/kds*. The import projects directory selection window should resemble this figure.

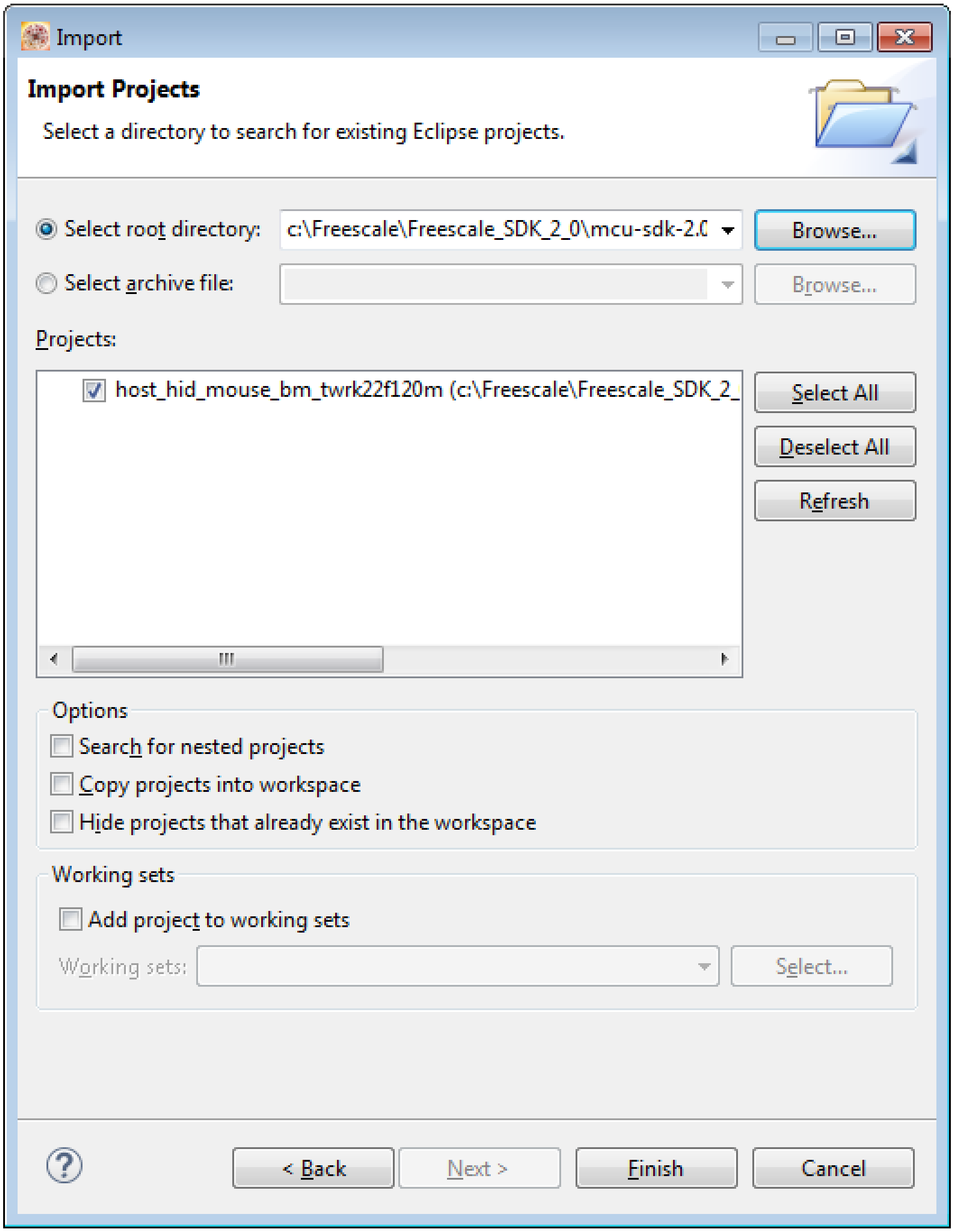


Figure 6 Selection of the K22 host_hid_mouse_bm project

4. After importing, the window should like this.

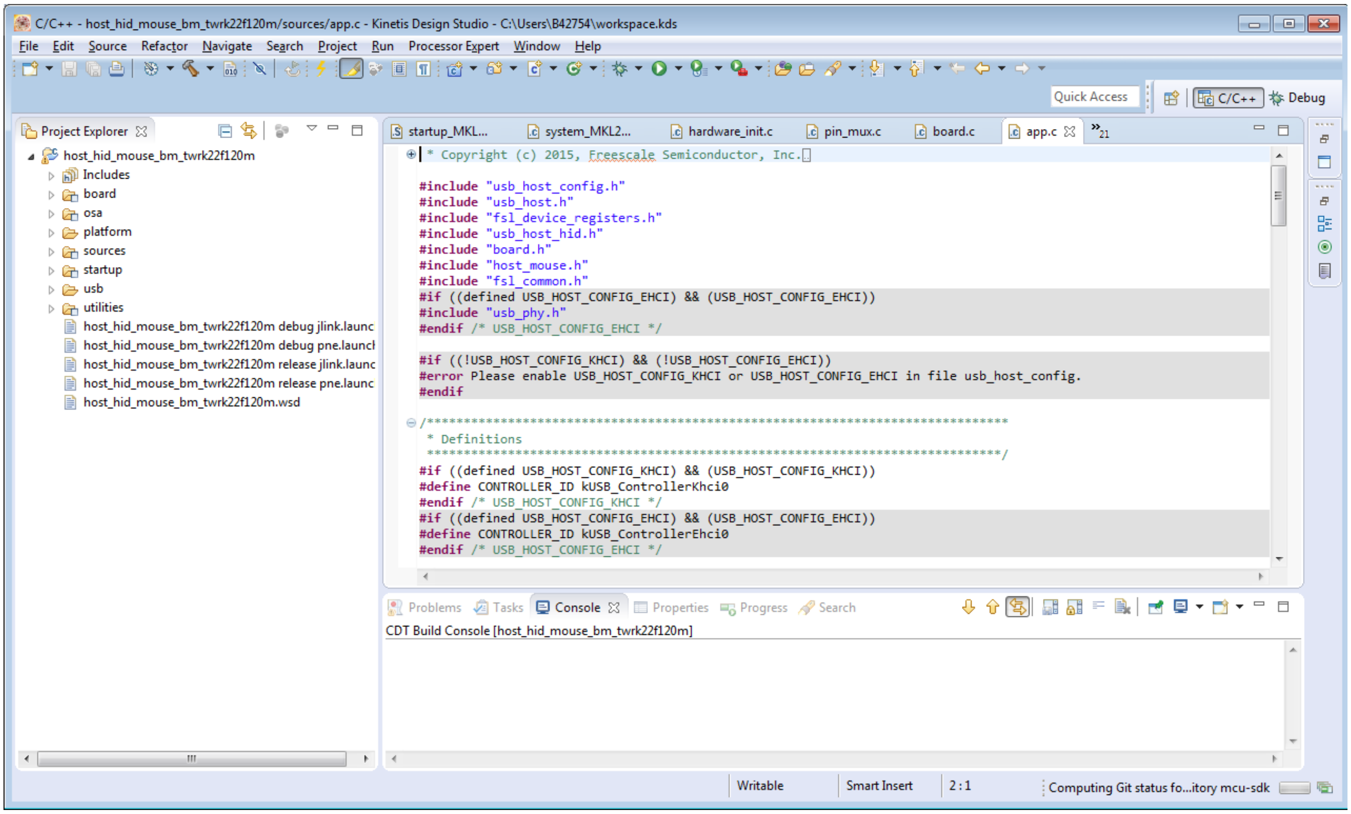


Figure 7 The USB projects workspace

5. Choose the appropriate build target: "Debug" or "Release" by left-clicking the arrow next to the hammer icon as shown here.

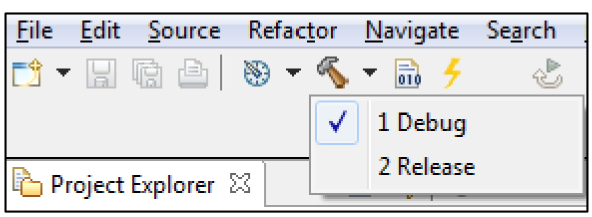


Figure 8 The hammer button

6. If the project build does not begin after selecting the desired target, left-click the hammer icon to start the build.

7. To check the debugger configurations, click the down arrow next to the green debug button and select "Debug Configurations".

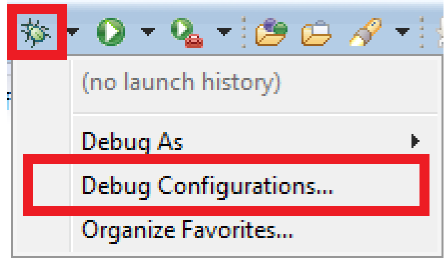


Figure 9 Debug configurations

8. After verifying that the debugger configurations are correct, click the "Debug" button.

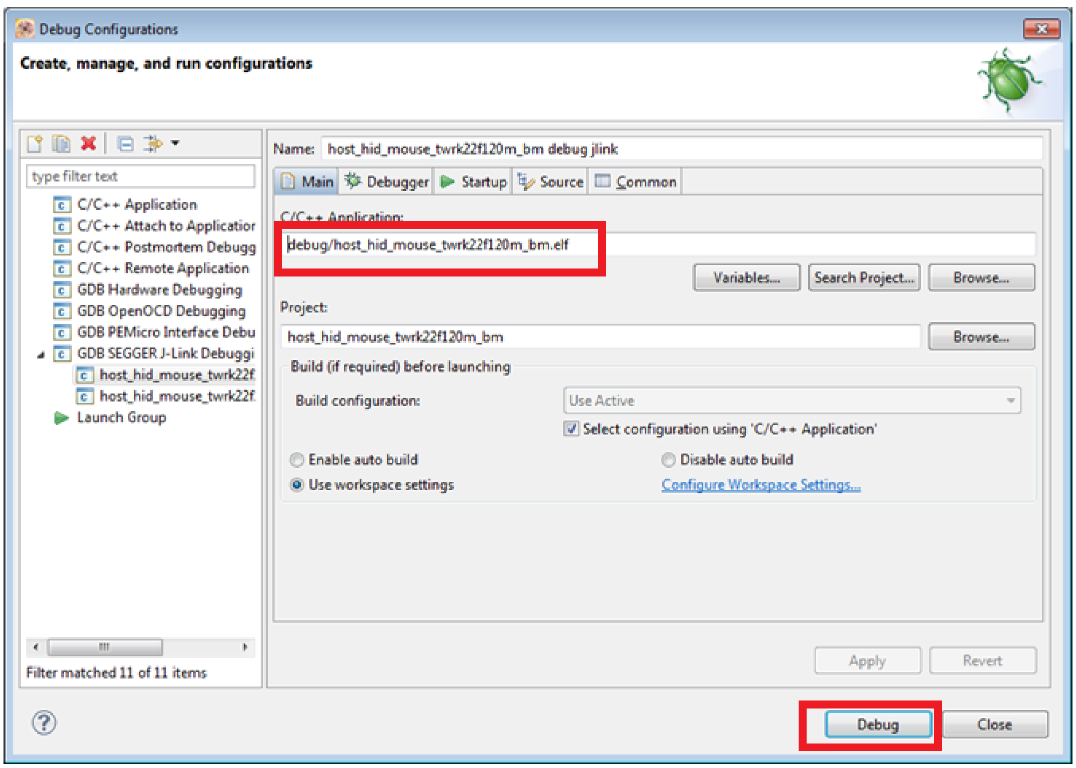


Figure 10 Kinetis Design Studio Debug configurations

9. The application is downloaded to the target and automatically run to main()*:*
10. Run the code by clicking the “Resume” button to start the application:

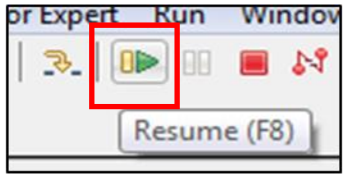


Figure 11 Resume button

11. See the example-specific document for more test information.

2.3.4 Step-by-step guide for the Atollic TrueSTUDIO

1. Unlike IAR or Keil, the Atollic TrueSTUDIO does not have a workspace. Create a workspace and import Atollic TrueSTUDIO USB examples.

2. Select “File” then “Import…” from the Atollic TrueSTUDIO IDE Eclipse menu.

3. Expand the General folder and select "Existing Projects into Workspace. Then, click the "Next" button.

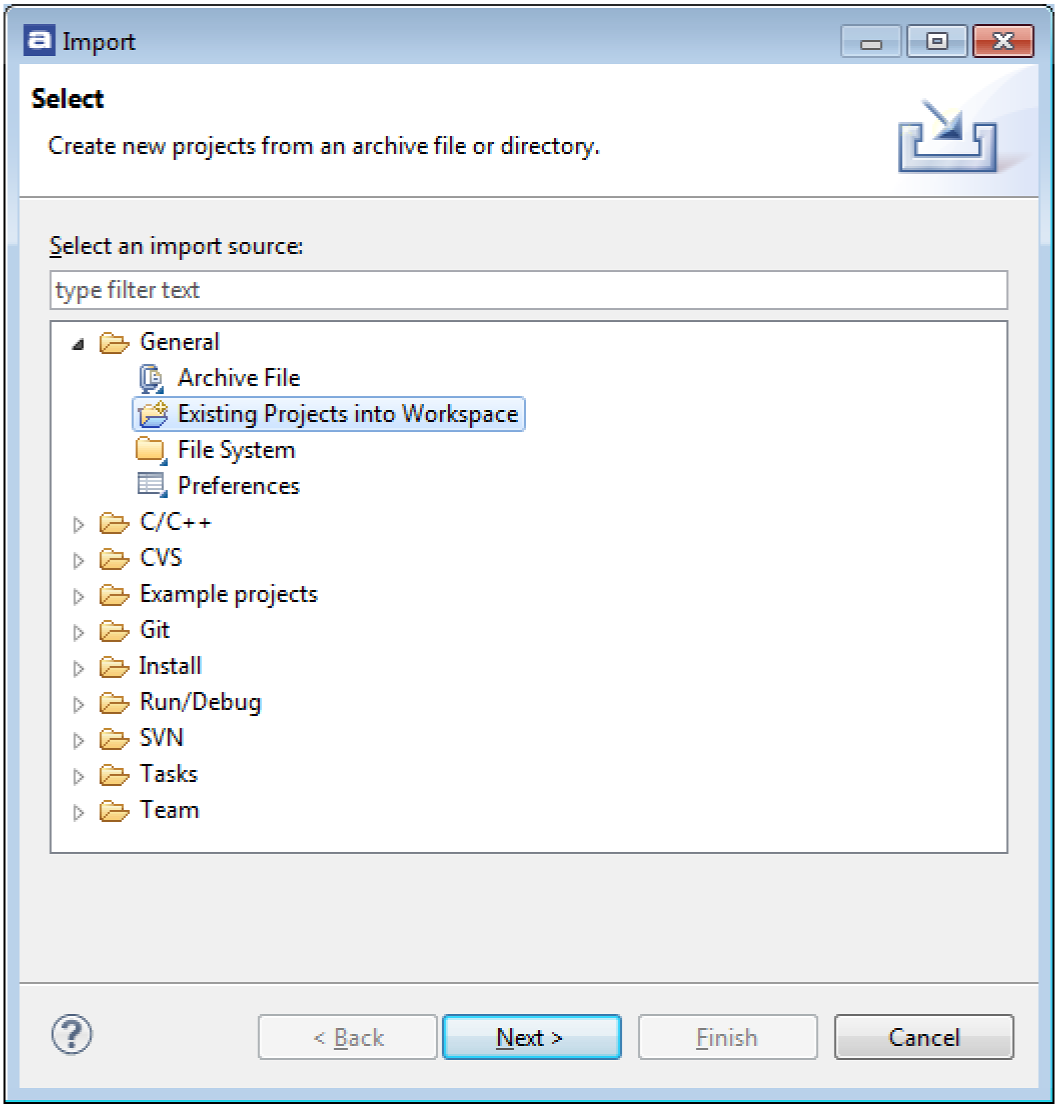


Figure 12 Selection of the correct import type in Atollic TrueSTUDIO IDE

4. Point the Atollic TrueSTUDIO IDE to the *host_hid_mouse_bm* project in the K22, which is located in the *<install_dir>/boards/twrk22f120m/usb/usb_host_hid_mouse/bm/atl.* The import projects directory selection window should resemble this figure.

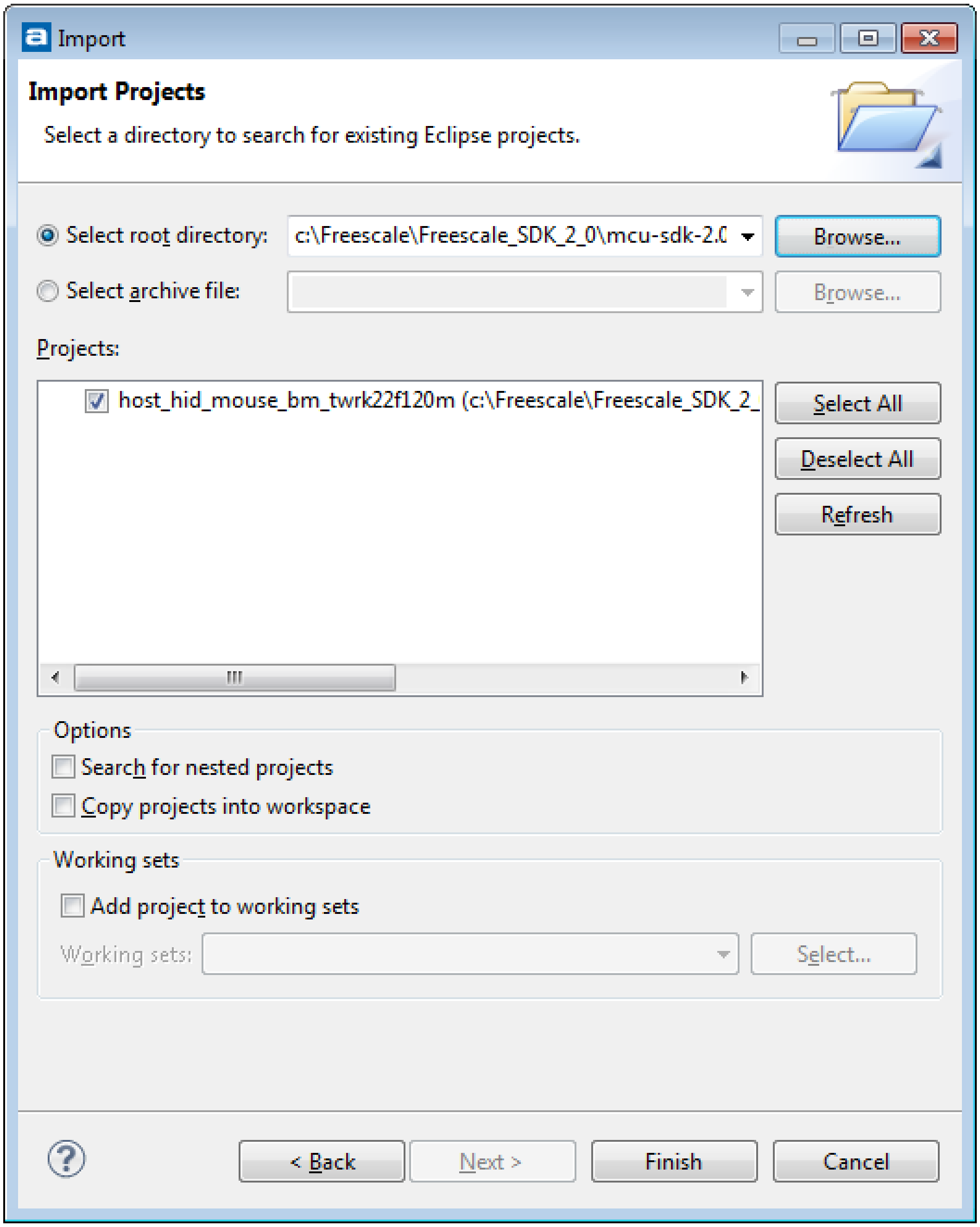


Figure 13 Selection of the K22 host_hid_mouse_bm project

5. After importing, the window should like this.

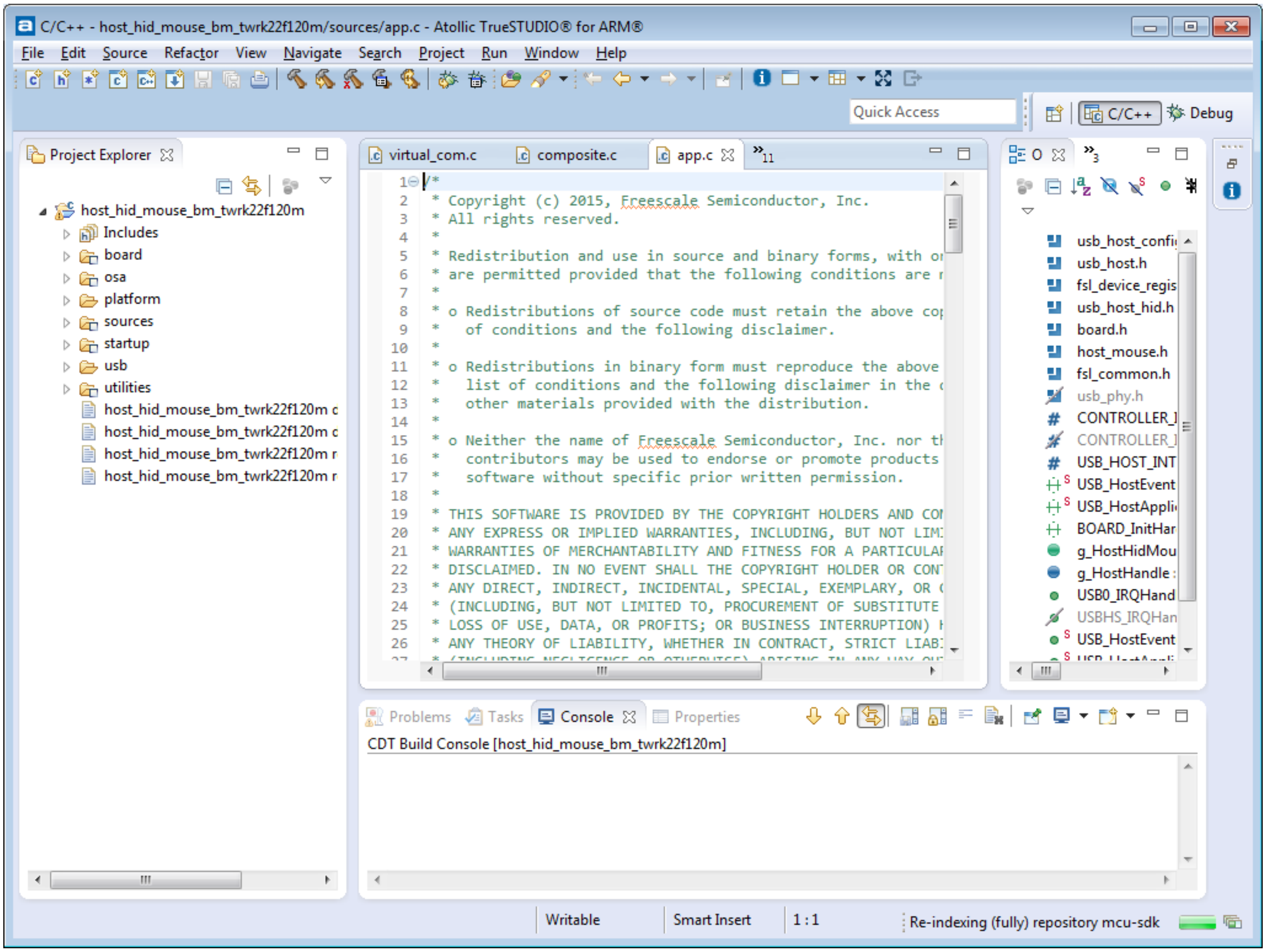


Figure 14 The USB projects workspace

6. Choose the appropriate build target: “Debug” or “Release” by left-clicking the build configuration icon as shown here.

Figure 15 Manage build configuration button

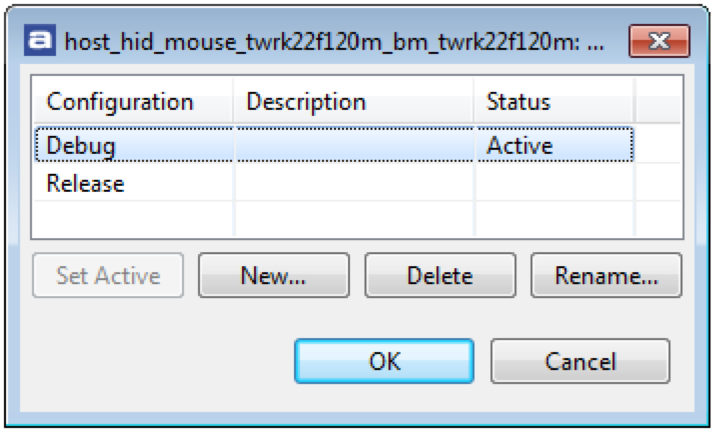


Figure 16 Set build configuration

7. If the project build does not begin after selecting the desired target, left-click the build icon to start the build.

Figure 17 Build project button

8. To check the debugger configurations, click the “Configure Debug” button.

Figure 18 Configure debug button

9. After verifying that the debugger configurations are correct, click the “Debug” button.

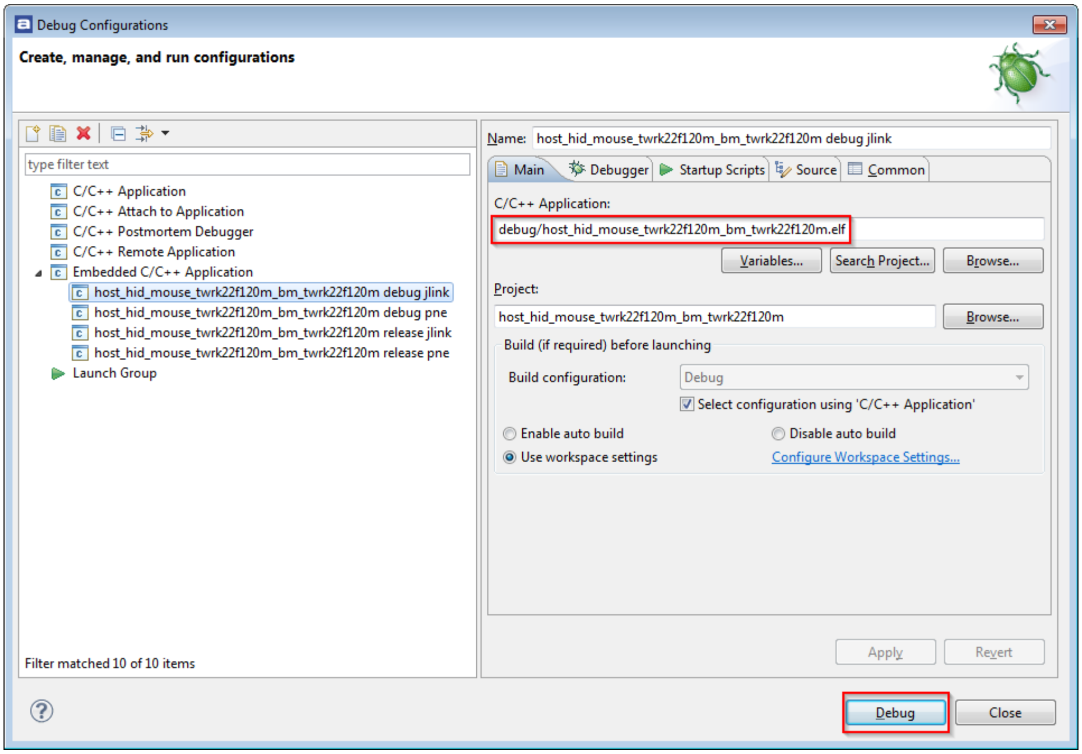


Figure 19 Atollic TrueSTUDIO Debug configurations

10. The application is downloaded to the target and automatically run to **main()*:***
11. Run the code by clicking the "Resume" button to start the application:

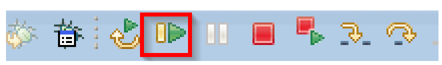


Figure 20 Resume button

12. See the example-specific document for more test information.

2.3.5 Step-by-step guide for the ARM GCC

2.3.5.1 Setup tool chains

2.3.5.2 Install GCC ARM Embedded tool chain

Download and install the installer from www.launchpad.net/gcc-arm-embedded.

2.3.5.3 Install MinGW

1. Download the latest mingw-get-setup.exe.
2. Install the GCC ARM Embedded toolchain. The recommended path is C:/MINGW, however, you may install to any location. Note that the installation path may not contain a space.

3. Ensure that the mingw32-base and msys-base are selected under Basic Setup.
4. Finally, click “Installation” and “Apply changes”.

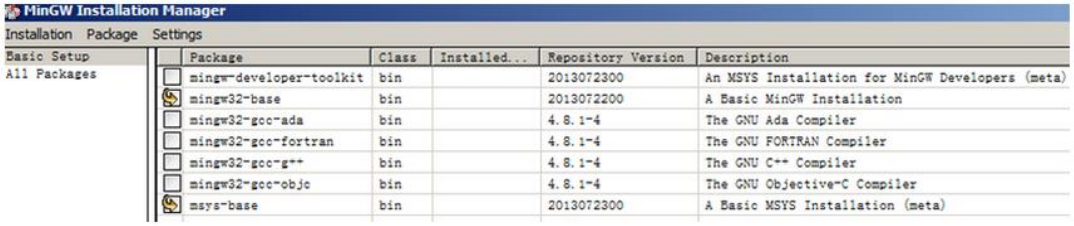


Figure 21 Setup MinGW and MSYS

5. Add paths C:/MINGW/msys/1.0/bin;C:/MINGW/bin to the system environment. Note that, if the GCC ARM Embedded tool chain was installed somewhere other than the recommended location, the system paths added should reflect this change. An example using the recommended installation locations are shown below.

NOTE

There is a high chance that, if the paths are not set correctly, the tool chain will not work properly.

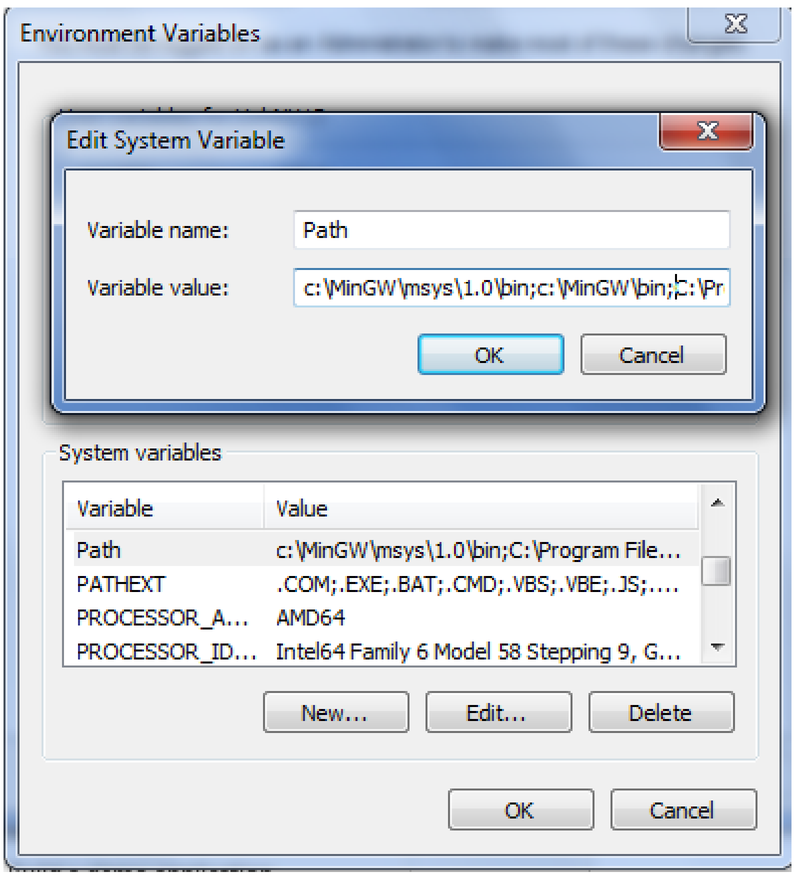


Figure 22 Add Path to systems environment

2.3.5.4 Add new system environment variable ARMGCC_DIR

Create a new system environment variable ARMGCC_DIR. The value of this variable should be the short name of the ARM GCC Embedded tool chain installation path.

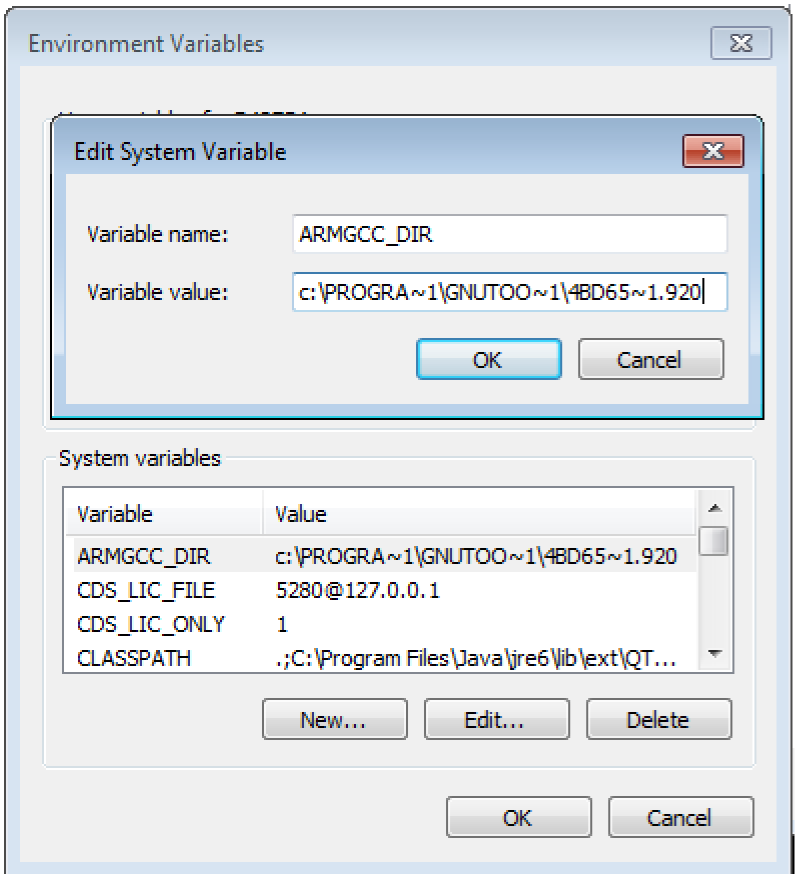


Figure 23 Add ARMGCC_DIR system variable

2.3.5.5 Install CMake

1. Download CMake 3.0.1 from www.cmake.org/cmake/resources/software.html.
2. Install Cmake 3.0.1 and ensure that the option "Add CMake to system PATH" is selected.

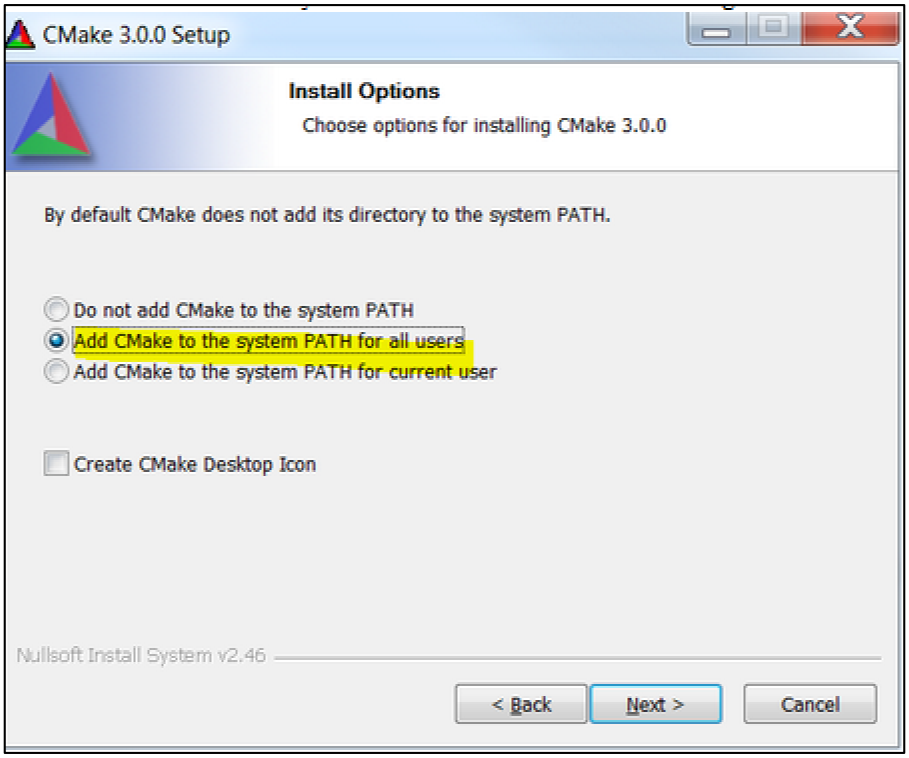


Figure 24 Install CMake

2.3.5.6 Build the USB demo

1. Change the directory to the project directory:
2. *<install_dir>/boards/twrk22f120m/usb/usb_host_hid_mouse/bm/armgcc.* Run the build_all.bat. The build output is shown in this figure:

```
[ 77%] Building C object CMakeFiles/host_hid_mouse_bm.elf.dir/C_/Freescale/Freescale_SDK_2_0/mcu-sdk-2.0/platform/driver
s/gpio/fsl_gpio.c.obj
[ 81%] Building C object CMakeFiles/host_hid_mouse_bm.elf.dir/C_/Freescale/Freescale_SDK_2_0/mcu-sdk-2.0/platform/driver
s/common/fsl_common.c.obj
[ 85%] [ 88%] Building C object CMakeFiles/host_hid_mouse_bm.elf.dir/C_/Freescale/Freescale_SDK_2_0/mcu-sdk-2.0/examples
/twrk22f120m/board.c.obj
Building C object CMakeFiles/host_hid_mouse_bm.elf.dir/C_/Freescale/Freescale_SDK_2_0/mcu-sdk-2.0/examples/twrk22f120m/c
lock_config.c.obj
[ 92%] [ 96%] Building C object CMakeFiles/host_hid_mouse_bm.elf.dir/C_/Freescale/Freescale_SDK_2_0/mcu-sdk-2.0/examples
/twrk22f120m/usb/usb_host_hid_mouse/bm/hardware_init.c.obj
Building C object CMakeFiles/host_hid_mouse_bm.elf.dir/C_/Freescale/Freescale_SDK_2_0/mcu-sdk-2.0/examples/twrk22f120m/u
sb/usb_host_hid_mouse/bm/pin_mux.c.obj
[100%] Building C object CMakeFiles/host_hid_mouse_bm.elf.dir/C_/Freescale/Freescale_SDK_2_0/mcu-sdk-2.0/platform/driver
s/smc/fsl_smc.c.obj
C:\Freescale\Freescale_SDK_2_0\mcu-sdk-2.0\platform\drivers\smc\fsl_smc.c: In function 'SMC_SetPowerModeStop':
C:\Freescale\Freescale_SDK_2_0\mcu-sdk-2.0\platform\drivers\smc\fsl_smc.c:83:23: warning: variable 'dummyRead' set but n
ot used [-Wunused-but-set-variable]
     volatile uint32_t dummyRead;
                       ^

C:\Freescale\Freescale_SDK_2_0\mcu-sdk-2.0\platform\drivers\smc\fsl_smc.c: In function 'SMC_SetPowerModeVlps':
C:\Freescale\Freescale_SDK_2_0\mcu-sdk-2.0\platform\drivers\smc\fsl_smc.c:168:23: warning: variable 'dummyRead' set but
not used [-Wunused-but-set-variable]
     volatile uint32_t dummyRead;
                       ^

C:\Freescale\Freescale_SDK_2_0\mcu-sdk-2.0\platform\drivers\smc\fsl_smc.c: In function 'SMC_SetPowerModeLls':
C:\Freescale\Freescale_SDK_2_0\mcu-sdk-2.0\platform\drivers\smc\fsl_smc.c:204:23: warning: variable 'dummyRead' set but
not used [-Wunused-but-set-variable]
     volatile uint32_t dummyRead;
                       ^

C:\Freescale\Freescale_SDK_2_0\mcu-sdk-2.0\platform\drivers\smc\fsl_smc.c: In function 'SMC_SetPowerModeVlls':
C:\Freescale\Freescale_SDK_2_0\mcu-sdk-2.0\platform\drivers\smc\fsl_smc.c:253:23: warning: variable 'dummyRead' set but
not used [-Wunused-but-set-variable]
     volatile uint32_t dummyRead;
                       ^

Linking C executable release\host_hid_mouse_bm.elf
[100%] Built target host_hid_mouse_bm.elf
```

Figure 25 USB host demo build successfully

2.3.5.7 Run a demo application

This section describes steps to run a demo application using J-Link GDB Server application.

1. Connect the J-Link debug port to the SWD/JTAG connector of the board.
2. Open the J-Link GDB Server application and modify your connection settings as shown in this figure.

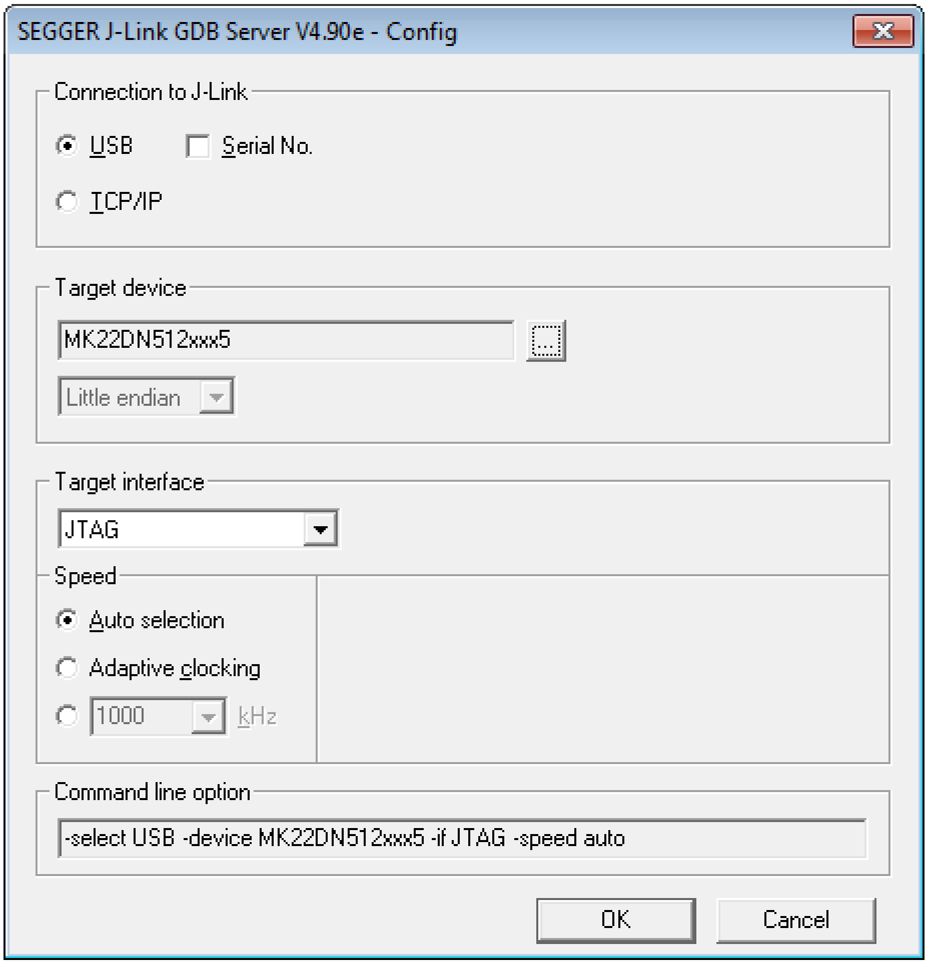


Figure 26 SEGGER J-Link GDB Server configuration

Note

The target device selection should be MK22FN512xxx12. The target interface should be SWD.

3. After connected, the screen should resemble this figure:

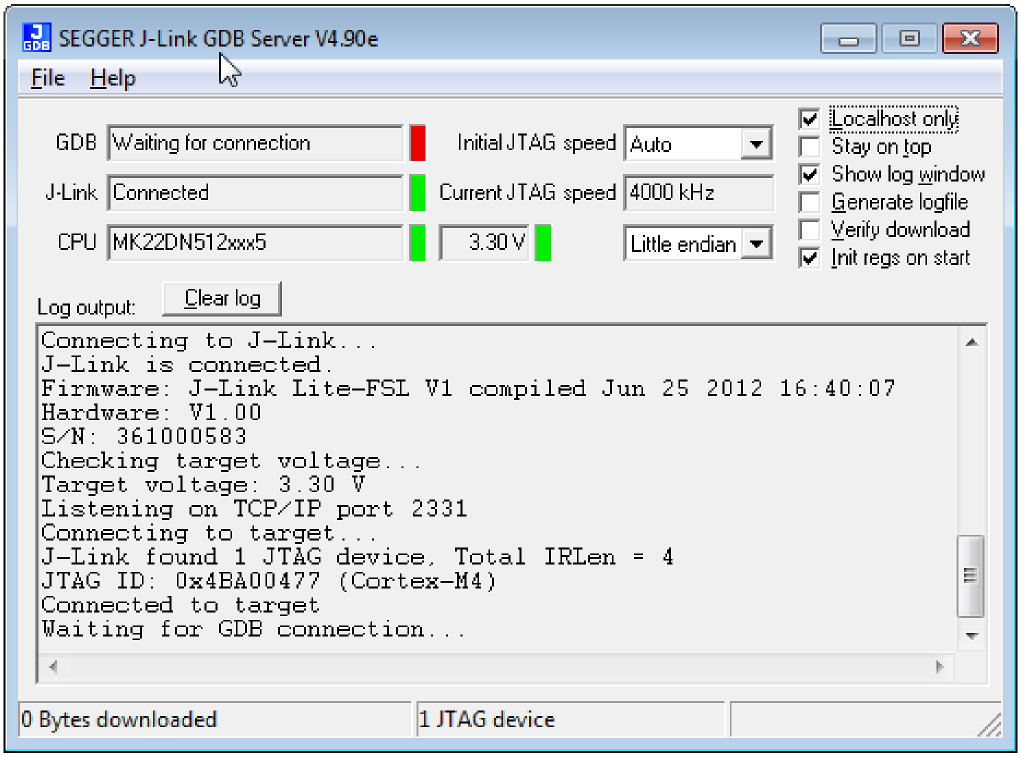


Figure 27 SEGGER J-Link GDB Server screen after successful connection

Note

The CPU selection should be CPU to: MK22FN512xxx12.

4. Open the ARM GCC command prompt and change the directory to the output directory of the desired demo. For this example, the directory is:

   <install_dir>/boards/twrk22f120m/usb/usb_host_hid_mouse/bm/armgcc/debug.

5. Run the command “arm-none-eabi-gdb.exe <DEMO_NAME>.elf”. Run these commands:
   - “target remote localhost: 2331”
   - “monitor reset”
   - “monitor halt”
   - “load”
   - “monitor reset”
6. The application is downloaded and connected. Execute the “monitor go” command to start the demo application.
7. See the example-specific document for more test information.

2.4 USB Stack Configuration

2.4.1 Device configuration

A device configuration file is set up for each example, such as:

<install_dir>/boards/twrk22f120m/usb/usb_device_hid_mouse/bm/usb_device_config.h

This file is used to either enable or disable the USB class driver. The object number is configurable either to decrease the memory usage or to meet specific requirements.

If the device stack configuration is changed, rebuild the example projects.

2.4.2 Host configuration

There is a host configuration file for each example, such as:

<install_dir>/boards/twrk22f120m/usb/usb_host_hid_mouse/bm/usb_host_config.h

This file is used to either enable or disable the USB class driver. The object number is configurable either to decrease the memory usage or to meet specific requirements.

If the Host stack configuration is changed, rebuild the example projects.

3 Porting to a new platform

To port the USB stack to a new platform in the SDK, the SoC-related files, board related files, and a linker file for a specified compiler are required.

Assume that the new platform's name is "xxxk22f120m" based on the MK22F51212 SoC.

3.1 SoC files

SoC source/header files are in the following directory, which are available by default from KSDK.

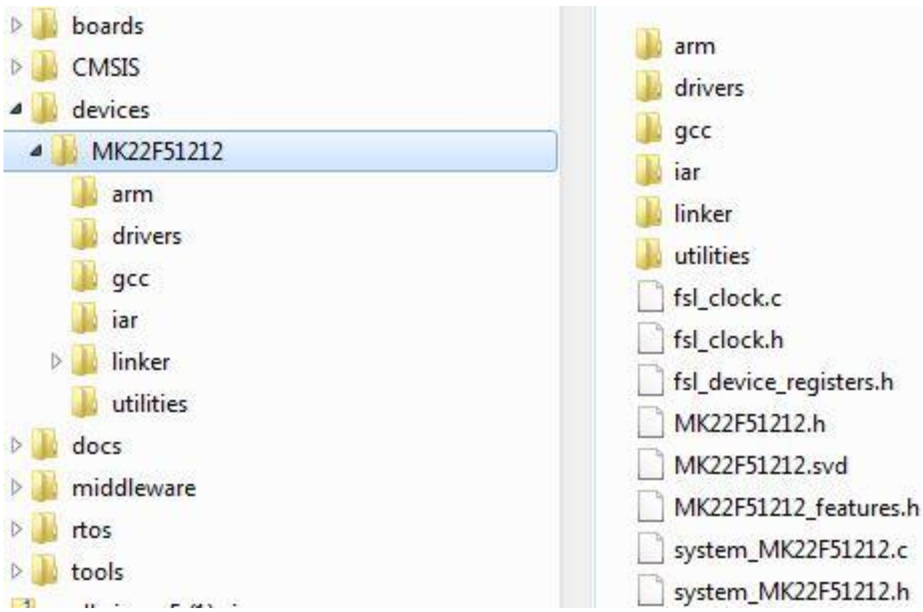


Figure 28 SoC files directory

Note

Different toolchains' linker files are in the linker directory.

Different toolchains' SoC startup assembler files are in the arm, gcc, and iar directories.

3.2 Board files

The files for the board configuration and the clock configuration on a specific platform are needed to enable the USB stack.

The clock configuration files are as follows:

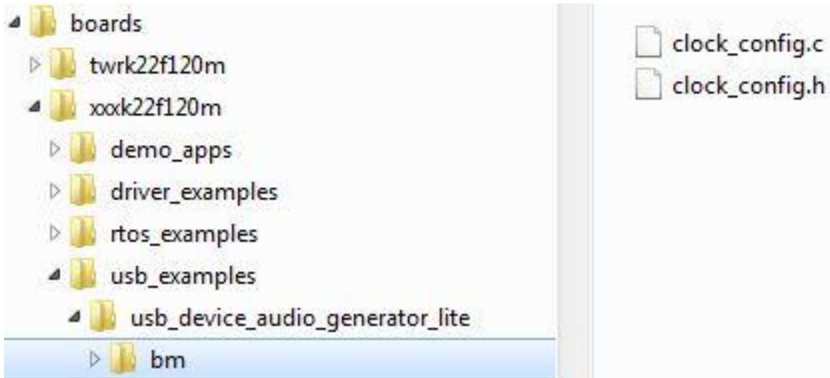


Figure 29 Clock configuration files

1. Create a folder “xxxk22f120m”under examples directory.
2. Copy the clock_config.c and clock_config.h from the similar platform, for example twrk22f120m platform.
3. Ensure that the `BOARD_BootClockxxx` is implemented in the clock_config.c file, for example `BOARD_BootClockRUN` and `BOARD_BootClockHSRUN`. The user can change the function name. However, the `BOARD_InitHardware` must call the function. `BOARD_InitHardware` is introduced later.

   The board clock initialization is based on the board crystal oscillator. Ensure that the following two MACROs are defined in the clock_config.h file:

```
#define BOARD_XTAL0_CLK_HZ    8000000U

#define BOARD_XTAL32K_CLK_HZ  32768U
```

   The user can update the MACROs according to the board design. For example, if the XTAL0 crystal oscillator is 16000000U and the XTAL32K is 32768U, change the above MACROs as follows:

```
#define BOARD_XTAL0_CLK_HZ    16000000U

#define BOARD_XTAL32K_CLK_HZ  32768U
```

The board configuration files are as follow:

Figure 30 Board configuration files

(1) Copy board.c and board.h from the similar platform, for example twrk22f120m platform.

(2) Make sure that the `BOARD_InitDebugConsole` is implemented in board.c, make sure `BOARD_InitHardware` calls the function. `BOARD_InitHardware` will be introduced later.

Debug Console related MACROs are need in board.h, like:

```
#define BOARD_DEBUG_UART_TYPE DEBUG_CONSOLE_DEVICE_TYPE_UART

#define BOARD_DEBUG_UART_BASEADDR (uint32_t) UART2

#define BOARD_DEBUG_UART_CLKSRC BUS_CLK

#define BOARD_DEBUG_UART_BAUDRATE 115200
```

You can update the MACROs according to the board design. For example, the default UART instance on the board is LPUART1, the type of default UART instance on one specific platform is LPUART, and the lpuart clock source is external clock. In this case, you may need to change the above MACROs to be:

```
#define BOARD_DEBUG_UART_TYPE DEBUG_CONSOLE_DEVICE_TYPE_LPUART

#define BOARD_DEBUG_UART_BASEADDR (uint32_t) LPUART1

#define BOARD_DEBUG_UART_CLKSRC kCLOCK_Osc0ErClk

#define BOARD_DEBUG_UART_BAUDRATE 115200
```

Note: There are 3 kinds of UART instance provided in the Kinetis device, UART, LPUART and LPSCI, and the interfaces of these UART instance are different. To provide a uniform UART interface to an USB Host example in which the UART function is used, an UART instance wrapper is provided, which is implemented in usb_uart_drv.c, usb_lpuart_drv.c or usb_lpsci_drv.c and have a common header file usb_uart_drv.h. If the customer want to use a different type UART instance, the customer needs to use the corresponding UART instance wrapper file in the project.

3.3 Porting Examples

3.3.1 Copy new platform example

The platform usb examples directory is as follow:

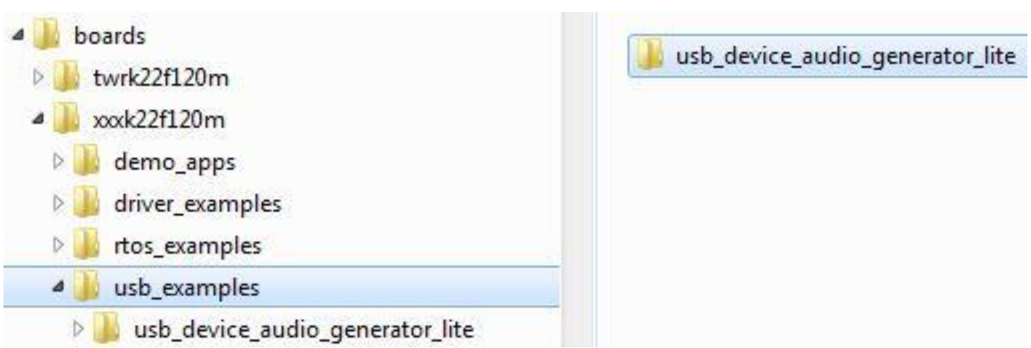


Figure 31 Platform usb examples directory

Copy the existed example's whole directory from the similar platform, this will copy all the example's source files and project files.

For example:

Copy twrk22f120m/usb/usb_device_audio_generator_lite to twrkxx/usb, this will copy sources files and project files for usb_device_audio_generator_lite example.

3.3.2 Porting the example

For different examples, different pins are used, so pin_mux.c/h are needed to assign the different pins to the specific functionality. The porting owner needs to check the board schematic to know the proper pin setting.

Examples related port pins configurations are required in following files:

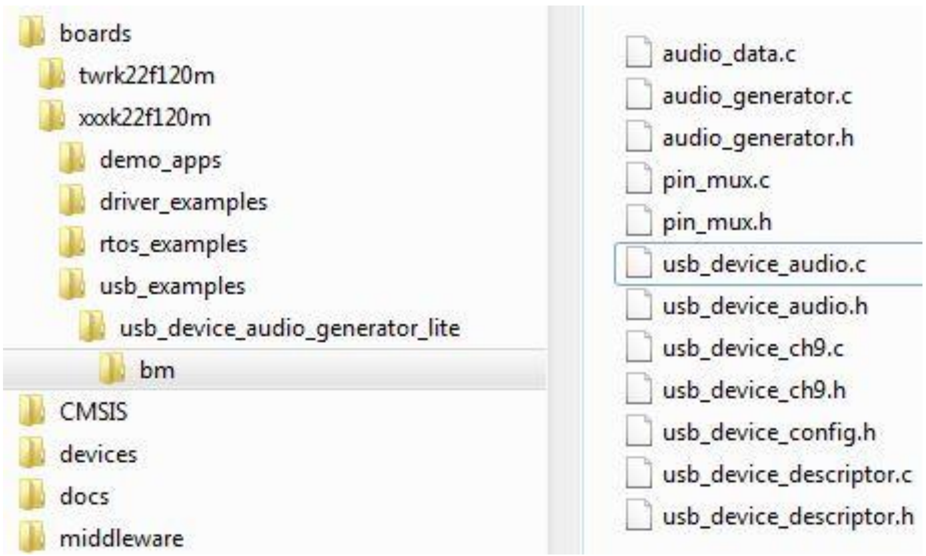


Figure 32 Porting the example

(1) Make sure that `BOARD_InitPins` is implemented in pin_mux.c. In this function, used ports clock and pin mux are initialized. Make sure `BOARD_InitHardware` calls the function, `BOARD_InitHardware` will be introduced later.

For example, on TWRK65F180M board, the VBUS of usb host is controlled by PORTD_8 as a GPIO, so the clock of PORTD needs to be enabled first and then configure the PORTD_8 to GPIO functionality. The debug console use UART2, the TX/RX pins are PORTE_16 and PORTE_17, so the clock of PORTE needs to be enabled first and then configure the PORTE_16 and PORTE_17 to alternative 3.

Codes on twrk65f180m looks like below:

```
void BOARD_InitPins(void)
{
    /* Initialize UART2 pins below */
    CLOCK_EnableClock(kCLOCK_PortE);
    PORT_SetPinMux(PORTE, 16u, kPORT_MuxAlt3);
    PORT_SetPinMux(PORTE, 17u, kPORT_MuxAlt3);
```

```
    /* Initialize usb vbus pin */
    CLOCK_EnableClock(kCLOCK_PortD);
    PORT_SetPinMux(PORTD, 8u, kPORT_MuxAsGpio);
}
```

You need to check the specific board design to get to know which port is used to control the USB VBUS and which ports is used for debug console. For example, in the customer's board design, the PORTC_15 is used to control the USB VBUS and PORTD_1 and PORTD_2 are used for debug console, finally the code would look like:

```
void BOARD_InitPins(void)
{
    /* Initialize UART2 pins below */
    CLOCK_EnableClock(kCLOCK_PortD);
    PORT_SetPinMux(PORTD, 1u, kPORT_MuxAlt3);
    PORT_SetPinMux(PORTD, 2u, kPORT_MuxAlt3);

    /* Initialize usb vbus pin */
    CLOCK_EnableClock(kCLOCK_PortC);
    PORT_SetPinMux(PORTC, 15u, kPORT_MuxAsGpio);
}
```

(2) Control the VBUS GPIO to output high.

There is one BOARD_InitHardware function in each example, which is used to configure the PINs and clock.

The VBUS must output high, for example codes on twrk65f180m are as follow:

```
void BOARD_InitHardware(void)
{
    gpio_pin_config_t pinConfig;
    BOARD_InitPins();
    BOARD_BootClockRUN();
    BOARD_InitDebugConsole();
    /* vbus gpio output high */
    pinConfig.pinDirection = kGPIO_DigitalOutput;
    pinConfig.outputLogic = 1U;
    GPIO_PinInit(PTD, 8U, &pinConfig);
```

```
}
```

As the above steps' description, you may change the function to be:

```
void BOARD_InitHardware(void)
{
     gpio_pin_config_t pinConfig;
     BOARD_InitPins();
     BOARD_BootClockxxx();
     BOARD_InitDebugConsole();
     /* vbus gpio output high */
     pinConfig.pinDirection = kGPIO_DigitalOutput;
     pinConfig.outputLogic = 1U;
     GPIO_PinInit(PTC, 15U, &pinConfig);
}
```

3.3.3 Modify the example project

USB examples project files are kept in the corresponding example directory, like this:

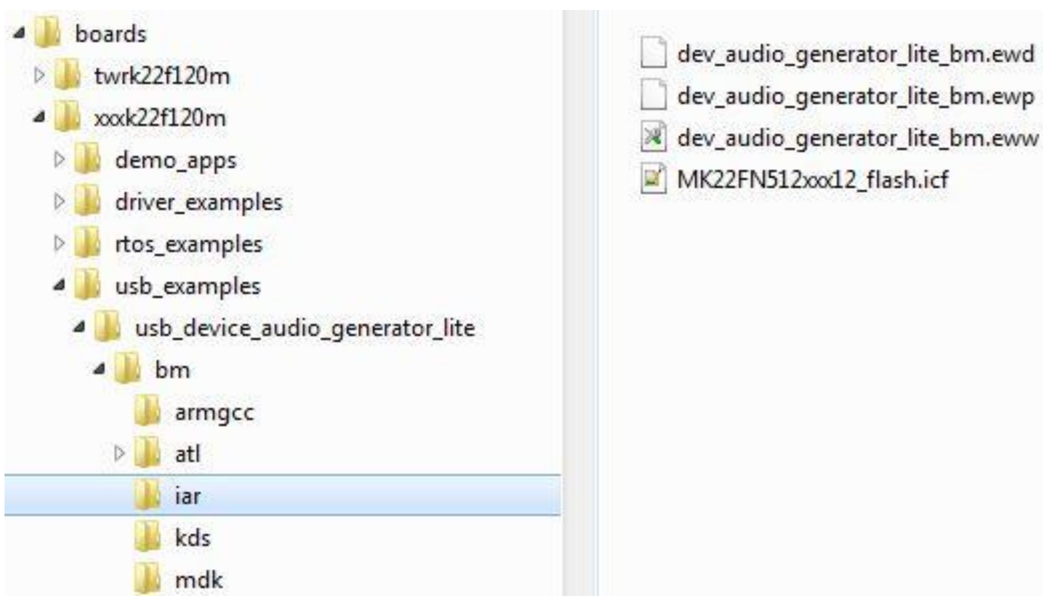


Figure 33 Modify example project

The steps for modifying a new project are as follows:

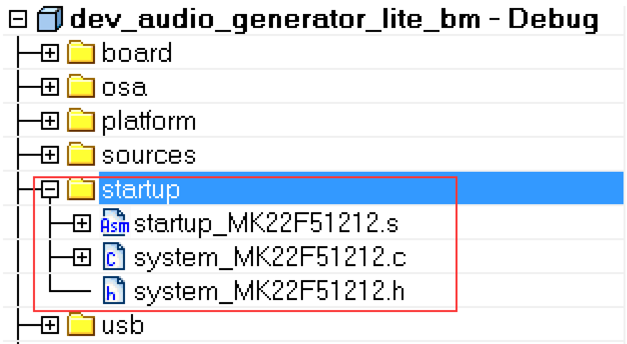
1. Open the project and change the SoC.

   Note:

(1) Check the project SoC, change to the porting platform SoC.

(2) There are three MACROs in the project preprocessor: SoC full name, platform name and board type name. For example twrk22f120m, they are CPU_MK22FN512VDC12, TWR_K22F120M and TOWER. Change them if the SoC changes.

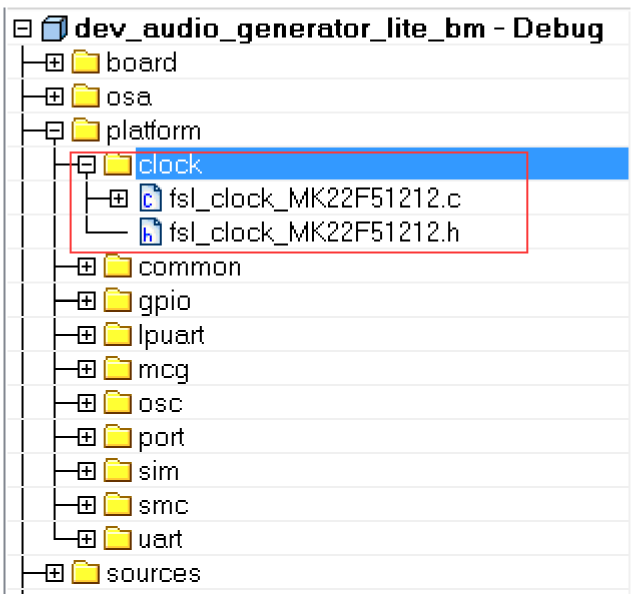
2. Check the files in startup group, for example (iar):



Make sure system_MK22F51212.c, system_MK22F51212.h and strtup_MK22F51212.s are the porting SoC files.

Change the include path too.

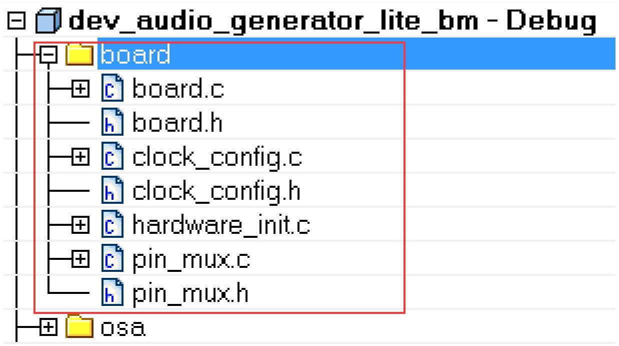
3. Check the files in platform/clock group, for example (iar):



Make sure the fsl_clock_MK22F51212.c and fsl_clock_MK22F51212.h are the porting SoC files.

Change the include path too.

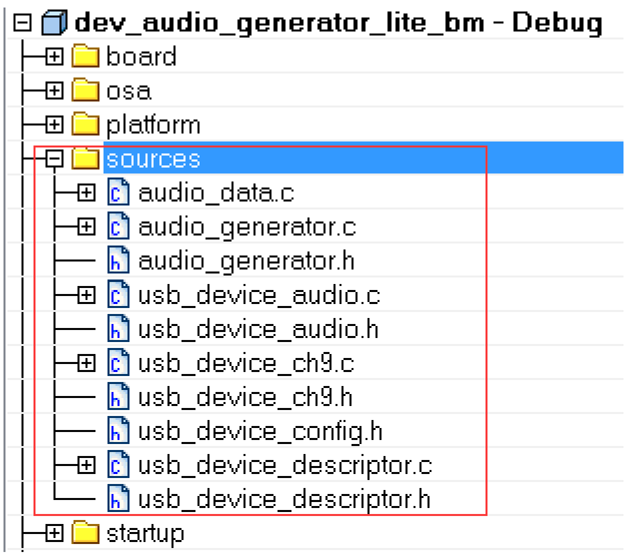
4. Change the files in board group, for example (iar):



Make sure board.c, board.h, clock_config.c and clock_config.h are the porting platform files.

Change the include path too.

5. Check the files in sources group, for example (iar):



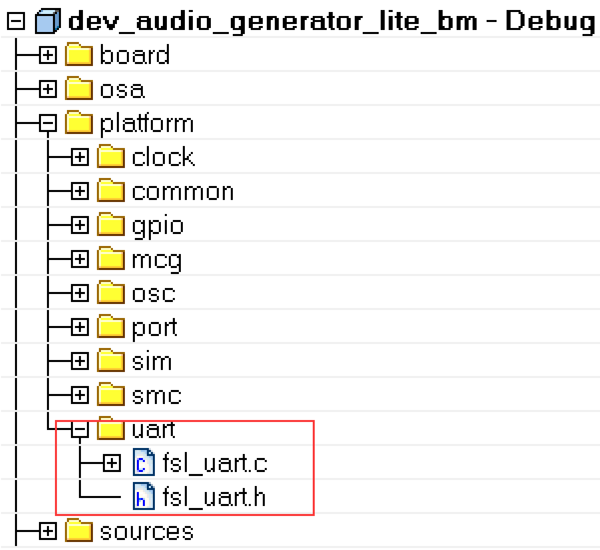
The example's application sources files are copied when coping the example directory.

Change the include path too.

6. Change the linker file to the new platform.

   Make sure the linker file is the porting SoC file.

7. Debug console may use uart, lpuart or lpsci according to the platform, so the example project need contain uart, lpuart or lpsci driver files according to the platform.



For example twrk22f120m, uart files are all in the project.

For example twrk80f150m, lpuart files are in the project.

3.3.4 USB host cdc example

KSDK debug console can be based on KSDK UART, LPUART or LPSCI driver, different platforms may use different drivers. So host cdc has a wrapper code, the files call corresponding driver API according to the debug console use UART, LPUART or LPSCI, the utility use `BOARD_DEBUG_UART_TYPE` to identify uart type. If the customer want to use a different type UART instance, the customer needs to use the corresponding UART instance wrapper file.

KSDK debug console only enable send, host cdc example need the receive function. So the configuration MACROs need be defined in the board.h file, the debug console and host cdc share the same configuration.

Like:

```
#define BOARD_DEBUG_UART_TYPE        DEBUG_CONSOLE_DEVICE_TYPE_UART
#define BOARD_DEBUG_UART_BASEADDR    (uint32_t)UART1
#define BOARD_DEBUG_UART_CLKSRC      kCLOCK_CoreSysClk
#define BOARD_DEBUG_UART_BAUDRATE    115200
```

You can update the MACROs according to the board design. For example, the default UART instance on the board is LPUART1, the type of default UART instance on one specific platform is LPUART, and the lpuart clock source is external clock. In this case, you may need to change the above MACROs to be:

```
#define BOARD_DEBUG_UART_TYPE DEBUG_CONSOLE_DEVICE_TYPE_LPUART

#define BOARD_DEBUG_UART_BASEADDR (uint32_t) LPUART1

#define BOARD_DEBUG_UART_CLKSRC kCLOCK_Osc0ErClk

#define BOARD_DEBUG_UART_BAUDRATE 115200
```

3.3.5 USB device msc sdcard example

USB device msc sdcard example need the sdhc driver support and sdcard support. The example can only exist if the platform support sdcard and sdhc. In order to enable this example by same codes, the follow MACROs are defined in board.h:

```
#define BOARD_SDHC_BASEADDR             SDHC
#define BOARD_SDHC_CLKSRC               kCLOCK_CoreSysClk
#define BOARD_SDHC_CD_GPIO_BASE         GPIOB
#define BOARD_SDHC_CD_GPIO_PIN          20U
#define BOARD_SDHC_CD_PORT_BASE         PORTB
#define BOARD_SDHC_CD_PORT_IRQ          PORTB_IRQn
#define BOARD_SDHC_CD_PORT_IRQ_HANDLER  PORTB_IRQHandler
```

You can update the MACROs according to the board design. For example, the sdcard detection GPIO on the board is PORTD_1. In this case, you may need to change the above MACROs to be:

```
#define BOARD_SDHC_BASEADDR             SDHC
#define BOARD_SDHC_CLKSRC               kCLOCK_CoreSysClk
#define BOARD_SDHC_CD_GPIO_BASE         GPIOD
#define BOARD_SDHC_CD_GPIO_PIN          1U
#define BOARD_SDHC_CD_PORT_BASE         PORTD
#define BOARD_SDHC_CD_PORT_IRQ          PORTD_IRQn
#define BOARD_SDHC_CD_PORT_IRQ_HANDLER  PORTD_IRQHandler
```

3.3.6 USB device audio speaker example

USB device audio speaker example need the I2C, SAI and DMA drivers support.

The instance of SAI(I2S) and I2C are defined in the app.h in the example directory.

Like:

```
#define DEMO_SAI I2S0
#define DEMO_I2C I2C0
#define DEMO_SAI_CLKSRC kCLOCK_CoreSysClk
```

You can update the MACROs according to the board design. For example, I2S instance on the board is I2S2. In this case, you may need to change the above MACROs to be:

```
#define DEMO_SAI I2S2
#define DEMO_I2C I2C2
#define DEMO_SAI_CLKSRC kCLOCK_CoreSysClk
```

3.3.7 USB device ccid smart card example

The example is based on emvl1 stack, and emvl1 stack must work on emv protocol. So the example can only be ported to the platform that supports emvl1 stack and emv protocol.

4 Developing a New USB Application

There are two parts in this document:

- Developing a new USB device application
- Developing a new USB host application

4.1 Developing a New USB Device Application

4.1.1 Application interfaces

The interface definition between the application and the classes includes the calls shown in the following table:

Table 1 Application and classes interface definition

API Call	Description
Class Initialize	This API is used to initialize the class.
Receive Data	This API is used by the application to receive the data from the host system.
Send Data	This API is used by the application to send the data to the host system.
USB descriptor related callback	Handles the callback to get the descriptor.
USB Device call back function	Handles the callback by the class driver to inform the application about various USB bus events.
USB Class-specific call back function	Handles the specific callback of the class.

4.1.2 How to develop a new device application

Perform these steps to develop a new device application:

1. Create a new application directory under `<install_dir>/boards/<board>/usb_examples/usb_device_<class>_<application>` to locate the application source files and header files. For example, `<install_dir>/boards/<board>/usb_examples/usb_device_hid_test`.
2. Copy the following files from the similar existing applications to the application directory that is created in Step 1.

   ```
   usb_device_descriptor.c
   usb_device_descriptor.h
   ```

The `usb_device_descriptor.c` and `usb_device_descriptor.h` files contain the USB descriptors that are dependent on the application and the class driver.

3. Copy the bm directory from the similar existing application directory to the new application directory. Remove the unused project directory from the bm directory. Modify the project directory name to the new application project name. For example, if we want to create `toolchain-IAR, board-frdmk64 class-hid related application`, then we can create the new application `hid_test` based on a similar existing application `hid_mouse`.

   Change `<install_dir>/boards/frdmk64f/usb_examples/usb_device_hid_mouse/bm/iar` to `<install_dir>/boards/frdmk64f/usb_examples/usb_device_hid_test/bm/iar`

4. Modify the project file name to the new application project file name, for example, from `dev_hid_mouse_bm.ewp` to `dev_hid_test_bm.ewp`. You can globally replace the existing name to the new project name by editing the project files. The `dev_hid_test_bm.ewp` file includes the new application project setting.

5. Create a new source file to implement the main application functions and callback functions. The name of this file is similar with the new application name, such as `mouse.c` and `keyboard.c`.

The following sections describe the detailed steps to change application files created in the steps above to correspond with the new application.

4.1.2.1 Changing the usb_device_descriptor.c file

This file contains the class driver interface. It also contains USB standard descriptors such as device descriptor, configuration descriptor, string descriptor, and the other class-specific descriptors that are provided to class driver when required.

The lists below show user modifiable variable types for an already implemented class driver. The user should also modify the corresponding MACROs defined in the `usb_device_descriptor.h` file. See the Kinetis SDK v.2.0 API Reference Manual for details.

- usb_device_endpoint_struct_t;
- usb_device_endpoint_list_t;
- usb_device_interface_struct_t;
- usb_device_interfaces_struct_t;
- usb_device_interface_list_t;
- usb_device_class_struct_t;
- usb_device_class_config_struct_t;
- usb_device_class_config_list_struct_t;

A brief diagram about the relationship between these items is as follows:

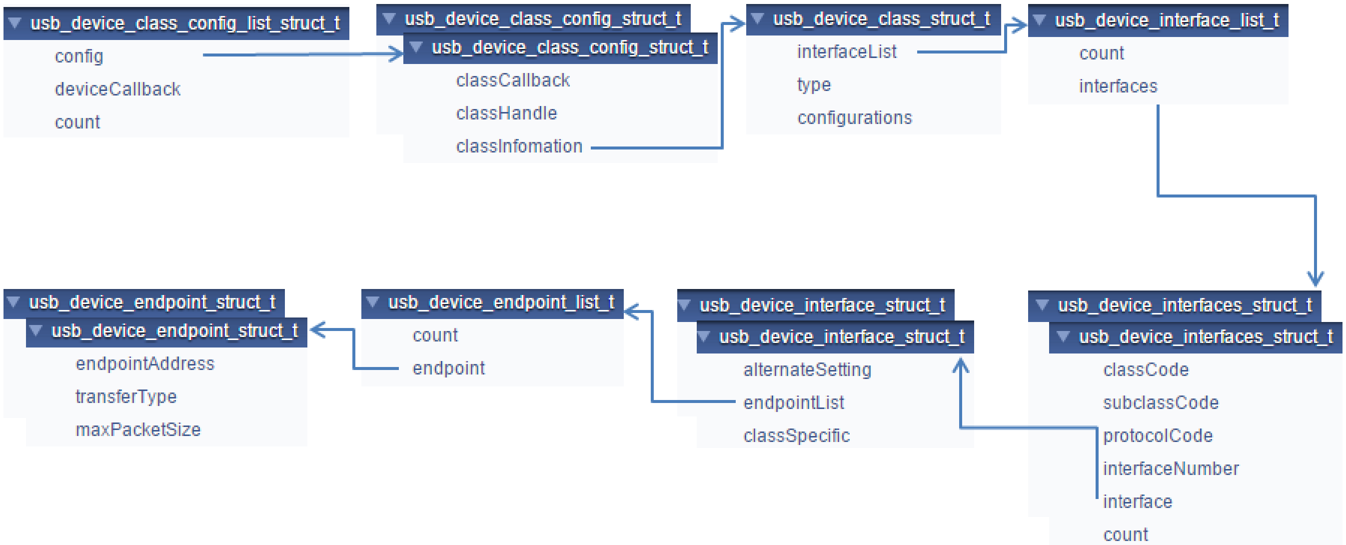


Figure 33 Relationship diagram

Sample code implementation of endpoint descriptor for HID class is given below:

```
/* hid mouse endpoint information */
usb_device_endpoint_struct_t
g_UsbDeviceHidMouseEndpoints[USB_HID_MOUSE_ENDPOINT_COUNT] =
{
    /* HID mouse interrupt IN pipe */
    {
        USB_HID_MOUSE_ENDPOINT_IN | (USB_IN <<
USB_DESCRIPTOR_ENDPOINT_ADDRESS_DIRECTION_SHIFT),
        USB_ENDPOINT_INTERRUPT,
        FS_HID_MOUSE_INTERRUPT_IN_PACKET_SIZE,
    },
};
```

The endpoint address, transfer type and max packet size in this variable is defined in usb_device_descriptor.h. User may change these value as required. For example, to implement a CDC class application, this would look like as below.

```
/* Define endpoint for communication class */
usb_device_endpoint_struct_t
g_UsbDeviceCdcVcomCicEndpoints[USB_CDC_VCOM_ENDPOINT_CIC_COUNT] = {
    {
        USB_CDC_VCOM_INTERRUPT_IN_ENDPOINT | (USB_IN << 7U), USB_ENDPOINT_INTERRUPT,
        FS_CDC_VCOM_INTERRUPT_IN_PACKET_SIZE,
    },
};

/* HID mouse interface information */
```

```
usb_device_interface_struct_t g_UsbDeviceHidMouseInterface[] =
{
    {
        0U, /* The alternate setting of the interface */
        {
            USB_HID_MOUSE_ENDPOINT_COUNT, /* Endpoint count */
            g_UsbDeviceHidMouseEndpoints,        /* Endpoints handle */
        },
    }
};
```

The endpoint count and alternate setting of the interface may differ from various applications. User may change these value as required. For example, the interface structure of a CDC class application would be as below.

```
/* Define interface for communication class */
usb_device_interface_struct_t g_UsbDeviceCdcVcomCommunicationInterface[] = {{
    1U,
    {
        USB_CDC_VCOM_ENDPOINT_CIC_COUNT, g_UsbDeviceCdcVcomCicEndpoints,
    },
}};

usb_device_interfaces_struct_t
g_UsbDeviceHidMouseInterfaces[USB_HID_MOUSE_INTERFACE_COUNT] =
{
    USB_HID_MOUSE_CLASS,           /* HID mouse class code */
    USB_HID_MOUSE_SUBCLASS,        /* HID mouse subclass code */
    USB_HID_MOUSE_PROTOCOL,        /* HID mouse protocol code */
    USB_HID_MOUSE_INTERFACE_INDEX, /* The interface number of the HID mouse */
    g_UsbDeviceHidMouseInterface,         /* Interfaces handle */
    sizeof(g_UsbDeviceHidMouseInterface) / sizeof(usb_device_interfaces_struct_t),
};
```

The class code, subclass code and protocol code may differ from various classes. For example, the usb_device_interfaces_struct of a CDC class would be as below.

```
/* Define interfaces for virtual com */
usb_device_interfaces_struct_t
g_UsbDeviceCdcVcomInterfaces[USB_CDC_VCOM_INTERFACE_COUNT] = {
    {USB_CDC_VCOM_CIC_CLASS, USB_CDC_VCOM_CIC_SUBCLASS, USB_CDC_VCOM_CIC_PROTOCOL,
USB_CDC_VCOM_COMM_INTERFACE_INDEX,
     g_UsbDeviceCdcVcomCommunicationInterface,
     sizeof(g_UsbDeviceCdcVcomCommunicationInterface) /
sizeof(usb_device_interfaces_struct_t)},
    {USB_CDC_VCOM_DIC_CLASS, USB_CDC_VCOM_DIC_SUBCLASS, USB_CDC_VCOM_DIC_PROTOCOL,
USB_CDC_VCOM_DATA_INTERFACE_INDEX,
     g_UsbDeviceCdcVcomDataInterface, sizeof(g_UsbDeviceCdcVcomDataInterface) /
sizeof(usb_device_interfaces_struct_t)},
};
```

```
usb_device_interface_list_t
g_UsbDeviceHidMouseInterfaceList[USB_DEVICE_CONFIGURATION_COUNT] =
{
    {
        USB_HID_MOUSE_INTERFACE_COUNT, /* The interface count of the HID mouse */
        g_UsbDeviceHidMouseInterfaces,        /* The interfaces handle */
    },
};
```

The interface count may differ from various applications. For example, the usb_device_interface_list of a CDC class application would be as below.

```
/* Define configurations for virtual com */
usb_device_interface_list_t
g_UsbDeviceCdcVcomInterfaceList[USB_DEVICE_CONFIGURATION_COUNT] = {
    {
        USB_CDC_VCOM_INTERFACE_COUNT, g_UsbDeviceCdcVcomInterfaces,
    },
};
usb_device_class_struct_t g_UsbDeviceHidMouseConfig =
{
    g_UsbDeviceHidMouseInterfaceList, /* The interface list of the HID mouse */
    kUSB_DeviceClassTypeHid,             /* The HID class type */
    USB_DEVICE_CONFIGURATION_COUNT,          /* The configuration count */

};
```

The interface list, class type and configuration count may differ from various applications. For example, the usb_device_class_struct of a CDC class application would be as below.

```
/* Define class information for virtual com */

usb_device_class_struct_t g_UsbDeviceCdcVcomConfig = {

    g_UsbDeviceCdcVcomInterfaceList, kUSB_DeviceClassTypeCdc,
USB_DEVICE_CONFIGURATION_COUNT,

};
```

- g_UsbDeviceDescriptor

  This variable contains the USB Device Descriptor.

  Sample code implementation of device descriptor for HID class is given below:

```
uint8_t g_UsbDeviceDescriptor[USB_DESCRIPTOR_LENGTH_DEVICE] =
{
    USB_DESCRIPTOR_LENGTH_DEVICE,    /* Size of this descriptor in bytes */
    USB_DESCRIPTOR_TYPE_DEVICE,      /* DEVICE Descriptor Type */
    USB_SHORT_GET_LOW(USB_DEVICE_SPECIFIC_BCD_VERSION),
    USB_SHORT_GET_HIGH(USB_DEVICE_SPECIFIC_BCD_VERSION),/* USB Specification
Release Number in
```

```
                                                                    Binary-Coded Decimal
(i.e., 2.10 is 210H). */
    USB_DEVICE_CLASS,                 /* Class code (assigned by the USB-IF). */
    USB_DEVICE_SUBCLASS,              /* Subclass code (assigned by the USB-IF). */
    USB_DEVICE_PROTOCOL,              /* Protocol code (assigned by the USB-IF). */
    USB_CONTROL_MAX_PACKET_SIZE,      /* Maximum packet size for endpoint zero
                                         (only 8, 16, 32, or 64 are valid) */
    0xA2U, 0x15U,                     /* Vendor ID (assigned by the USB-IF) */
    0x7CU, 0x00U,                   /* Product ID (assigned by the manufacturer) */
    USB_SHORT_GET_LOW(USB_DEVICE_DEMO_BCD_VERSION),
    USB_SHORT_GET_HIGH(USB_DEVICE_DEMO_BCD_VERSION),/* Device release number in
binary-coded decimal */
    0x01U,                     /* Index of string descriptor describing manufacturer
*/
    0x02U,                          /* Index of string descriptor describing product
*/
    0x00U,                            /* Index of string descriptor describing the
                                         device's serial number */
    USB_DEVICE_CONFIGURATION_COUNT,   /* Number of possible configurations */

};
```

The macros in the variable above is defined in usb_device_descriptor.h, such as USB_DEVICE_CLASS, USB_DEVICE_SUBCLASS and USB_DEVICE_PROTOCOL. User may change those value as required. The vendor ID and product ID can also be modified.

- g_UsbDeviceConfigurationDescriptor

  This variable contains the USB Configuration Descriptor.

  Sample code implementation of configuration descriptor for HID class is given below:

```
uint8_t
g_UsbDeviceConfigurationDescriptor[USB_DESCRIPTOR_LENGTH_CONFIGURATION_ALL] =
{
   USB_DESCRIPTOR_LENGTH_CONFIGURE,  /* Size of this descriptor in bytes */
   USB_DESCRIPTOR_TYPE_CONFIGURE,    /* CONFIGURATION Descriptor Type */
   USB_SHORT_GET_LOW(USB_DESCRIPTOR_LENGTH_CONFIGURATION_ALL),
   USB_SHORT_GET_HIGH(USB_DESCRIPTOR_LENGTH_CONFIGURATION_ALL),/* Total length of
data returned for this configuration. */
   USB_HID_MOUSE_INTERFACE_COUNT,  /* Number of interfaces supported by this
configuration */
   USB_HID_MOUSE_CONFIGURE_INDEX,  /* Value to use as an argument to the
                                         SetConfiguration() request to select this
configuration */
   0x00U,                            /* Index of string descriptor describing this
configuration */
   (USB_DESCRIPTOR_CONFIGURE_ATTRIBUTE_D7_MASK) |
```

```
    (USB_DEVICE_CONFIG_SELF_POWER <<
USB_DESCRIPTOR_CONFIGURE_ATTRIBUTE_SELF_POWERED_SHIFT) |
    (USB_DEVICE_CONFIG_REMOTE_WAKEUP <<
USB_DESCRIPTOR_CONFIGURE_ATTRIBUTE_REMOTE_WAKEUP_SHIFT),
                                     /* Configuration characteristics
                                          D7: Reserved (set to one)
                                          D6: Self-powered
                                          D5: Remote Wakeup
                                          D4...0: Reserved (reset to zero)
                                     */
   USB_DEVICE_MAX_POWER,             /* Maximum power consumption of the USB
                                      * device from the bus in this specific
                                      * configuration when the device is fully
                                      * operational. Expressed in 2 mA units
                                      *  (i.e., 50 = 100 mA).
                                      */
```

The macro USB_DESCRIPTOR_LENGTH_CONFIGURATION_ALL, which is defined in usb_device_descriptor.h, need to be modified to equal to the size of this variable. The interface count and configure index may differ from various applications. For example, this part of a CDC class application would be as below.

```
    /* Size of this descriptor in bytes */
    USB_DESCRIPTOR_LENGTH_CONFIGURE,
    /* CONFIGURATION Descriptor Type */
    USB_DESCRIPTOR_TYPE_CONFIGURE,
    /* Total length of data returned for this configuration. */
    USB_SHORT_GET_LOW(USB_DESCRIPTOR_LENGTH_CONFIGURATION_ALL),
    USB_SHORT_GET_HIGH(USB_DESCRIPTOR_LENGTH_CONFIGURATION_ALL),
    /* Number of interfaces supported by this configuration */
    USB_CDC_VCOM_INTERFACE_COUNT,
    /* Value to use as an argument to the SetConfiguration() request to select this
configuration */
    USB_CDC_VCOM_CONFIGURE_INDEX,
    /* Index of string descriptor describing this configuration */
    0,
    /* Configuration characteristics D7: Reserved (set to one) D6: Self-powered D5:
Remote Wakeup D4...0: Reserved
       (reset to zero) */
    (USB_DESCRIPTOR_CONFIGURE_ATTRIBUTE_D7_MASK) |
        (USB_DEVICE_CONFIG_SELF_POWER <<
USB_DESCRIPTOR_CONFIGURE_ATTRIBUTE_SELF_POWERED_SHIFT) |
        (USB_DEVICE_CONFIG_REMOTE_WAKEUP <<
USB_DESCRIPTOR_CONFIGURE_ATTRIBUTE_REMOTE_WAKEUP_SHIFT),
    /* Maximum power consumption of the USB * device from the bus in this specific
* configuration when the device is
       fully * operational. Expressed in 2 mA units *  (i.e., 50 = 100 mA).  */
    USB_DEVICE_MAX_POWER,
```

```
   USB_DESCRIPTOR_LENGTH_INTERFACE,  /* Size of this descriptor in bytes */
   USB_DESCRIPTOR_TYPE_INTERFACE,    /* INTERFACE Descriptor Type */
   USB_HID_MOUSE_INTERFACE_INDEX,  /* Number of this interface. */
   0x00U,                           /* Value used to select this alternate setting
                                        for the interface identified in the prior
field */
   USB_HID_MOUSE_ENDPOINT_COUNT,   /* Number of endpoints used by this
                                        interface (excluding endpoint zero). */
   USB_HID_MOUSE_CLASS,            /* Class code (assigned by the USB-IF). */
   USB_HID_MOUSE_SUBCLASS,         /* Subclass code (assigned by the USB-IF). */
   USB_HID_MOUSE_PROTOCOL,         /* Protocol code (assigned by the USB). */
   0x00U,                           /* Index of string descriptor describing this
interface */
```

The interface descriptor may differ from various applications. For example, the interface descriptor of a CDC class application would be as below.

```
    /* Communication Interface Descriptor */
    USB_DESCRIPTOR_LENGTH_INTERFACE, USB_DESCRIPTOR_TYPE_INTERFACE,
USB_CDC_VCOM_COMM_INTERFACE_INDEX, 0x00,
    USB_CDC_VCOM_ENDPOINT_CIC_COUNT, USB_CDC_VCOM_CIC_CLASS,
USB_CDC_VCOM_CIC_SUBCLASS, USB_CDC_VCOM_CIC_PROTOCOL,
    0x00, /* Interface Description String Index*/
```

```
   USB_DESCRIPTOR_LENGTH_HID,       /* Numeric expression that is the total size of
the
                                        HID descriptor. */
   USB_DESCRIPTOR_TYPE_HID,          /* Constant name specifying type of HID
                                        descriptor. */
   0x00U,
   0x01U,                           /* Numeric expression identifying the HID Class
                                        Specification release. */
   0x00U,                            /* Numeric expression identifying country code
of
                                        the localized hardware */
   0x01U,                            /* Numeric expression specifying the number of
                                        class descriptors(at least one report
descriptor) */
   USB_DESCRIPTOR_TYPE_HID_REPORT,   /* Constant name identifying type of class
descriptor. */
   USB_SHORT_GET_LOW(USB_DESCRIPTOR_LENGTH_HID_MOUSE_REPORT),
   USB_SHORT_GET_HIGH(USB_DESCRIPTOR_LENGTH_HID_MOUSE_REPORT),
                                     /* Numeric expression that is the total size of
the
                                        Report descriptor. */
```

The class specific descriptor may differ from various applications. For example, the class specific descriptor of a CDC class application would be as below.

```
    /* CDC Class-Specific descriptor */
    USB_DESCRIPTOR_LENGTH_CDC_HEADER_FUNC, /* Size of this descriptor in bytes */
    USB_DESCRIPTOR_TYPE_CDC_CS_INTERFACE,  /* CS_INTERFACE Descriptor Type */
    HEADER_FUNC_DESC, 0x10,
    0x01, /* USB Class Definitions for Communications the Communication specification
version 1.10 */

    USB_DESCRIPTOR_LENGTH_CDC_CALL_MANAG, /* Size of this descriptor in bytes */
    USB_DESCRIPTOR_TYPE_CDC_CS_INTERFACE, /* CS_INTERFACE Descriptor Type */
    CALL_MANAGEMENT_FUNC_DESC,
    0x01, /*Bit 0: Whether device handle call management itself 1, Bit 1: Whether device
can send/receive call
             management information over a Data Class Interface 0 */
    0x01, /* Indicates multiplexed commands are handled via data interface */
   USB_DESCRIPTOR_LENGTH_ENDPOINT,   /* Size of this descriptor in bytes */
   USB_DESCRIPTOR_TYPE_ENDPOINT,     /* ENDPOINT Descriptor Type */
   USB_HID_MOUSE_ENDPOINT_IN | (USB_IN <<
USB_DESCRIPTOR_ENDPOINT_ADDRESS_DIRECTION_SHIFT),
                                     /* The address of the endpoint on the USB device
                                        described by this descriptor. */
   USB_ENDPOINT_INTERRUPT,        /* This field describes the endpoint's attributes
*/
   USB_SHORT_GET_LOW(FS_HID_MOUSE_INTERRUPT_IN_PACKET_SIZE),
   USB_SHORT_GET_HIGH(FS_HID_MOUSE_INTERRUPT_IN_PACKET_SIZE),
                                     /* Maximum packet size this endpoint is capable
of
                                        sending or receiving when this configuration
is
                                        selected. */
   FS_HID_MOUSE_INTERRUPT_IN_INTERVAL, /* Interval for polling endpoint for data
transfers. */
The endpoint descriptor may differ from various applications. For example, the endpoint
descriptor of a CDC class application would be as below.    /*Notification Endpoint
descriptor */
    USB_DESCRIPTOR_LENGTH_ENDPOINT, USB_DESCRIPTOR_TYPE_ENDPOINT,
USB_CDC_VCOM_INTERRUPT_IN_ENDPOINT | (USB_IN << 7U),
    USB_ENDPOINT_INTERRUPT,
USB_SHORT_GET_LOW(FS_CDC_VCOM_INTERRUPT_IN_PACKET_SIZE),
    USB_SHORT_GET_HIGH(FS_CDC_VCOM_INTERRUPT_IN_PACKET_SIZE),
FS_CDC_VCOM_INTERRUPT_IN_INTERVAL,

}
```

- String Descriptors

  Users can modify string descriptors to customize their product. String descriptors are written in the UNICODE format. An appropriate language identification number is specified in USB_STR_0. Multiple languages support can also be added.

- USB_DeviceGetDeviceDescriptor

  This interface function is invoked by the application. This call is made when the application receives the kUSB_DeviceEventGetDeviceDescriptor event from the Host. Mandatory descriptors that an application is required to implement are as follows:

  - Device Descriptor
  - Configuration Descriptor
  - Class-Specific Descriptors (For example, for HID class implementation, Report Descriptor, and HID Descriptor)

  Apart from the mandatory descriptors, an application should also implement various string descriptors as specified by the Device Descriptor and other configuration descriptors.

  Sample code for HID class application is given below:

```
/* Get device descriptor request */
usb_status_t USB_DeviceGetDeviceDescriptor(usb_device_handle handle,
                                            usb_device_get_device_descriptor_struct_t
*deviceDescriptor)
{
    deviceDescriptor->buffer = g_UsbDeviceDescriptor;
    deviceDescriptor->length = USB_DESCRIPTOR_LENGTH_DEVICE;
    return kStatus_USB_Success;
}
```

  User may assign the appropriate variable of device descriptor. For example, if the device descriptor variable name is g_UsbDeviceDescriptorUser. This sample code would be as below.

```
/* Get device descriptor request */
usb_status_t USB_DeviceGetDeviceDescriptor(usb_device_handle handle,
                                            usb_device_get_device_descriptor_struct_t
*deviceDescriptor)
{
    deviceDescriptor->buffer = g_UsbDeviceDescriptorUser;
    deviceDescriptor->length = USB_DESCRIPTOR_LENGTH_DEVICE;
    return kStatus_USB_Success;
}
```

- USB_DeviceGetConfigurationDescriptor

  This interface function is invoked by the application. This call is made when the application receives the kUSB_DeviceEventGetConfigurationDescriptor event from the Host.

```
/* Get device configuration descriptor request */
usb_status_t USB_DeviceGetConfigurationDescriptor(
    usb_device_handle handle, usb_device_get_configuration_descriptor_struct_t
*configurationDescriptor)
{
```

```
    if (USB_HID_MOUSE_CONFIGURE_INDEX > configurationDescriptor->configuration)
    {
        configurationDescriptor->buffer = g_UsbDeviceConfigurationDescriptor;
        configurationDescriptor->length = USB_DESCRIPTOR_LENGTH_CONFIGURATION_ALL;
        return kStatus_USB_Success;
    }
    return kStatus_USB_InvalidRequest;
}
```

The macro HID_MOUSE_CONFIGURE_INDEX may differ from various applications. For example, the implementation of a CDC class application would be as below.

```
usb_status_t USB_DeviceGetConfigurationDescriptor(
    usb_device_handle handle, usb_device_get_configuration_descriptor_struct_t
*configurationDescriptor)
{
    if (USB_CDC_VCOM_CONFIGURE_INDEX > configurationDescriptor->configuration)
    {
        configurationDescriptor->buffer = g_UsbDeviceConfigurationDescriptor;
        configurationDescriptor->length = USB_DESCRIPTOR_LENGTH_CONFIGURATION_ALL;
        return kStatus_USB_Success;
    }
    return kStatus_USB_InvalidRequest;
}
```

- USB_DeviceGetStringDescriptor

  This interface function is invoked by the application. This call is made when the application receives the kUSB_DeviceEventGetStringDescriptor event from the Host.

  Refer to the usb_device_hid_mouse example for the sample code.:

- USB_DeviceGetHidReportDescriptor

  This interface function is invoked by the application. This call is made when the application receives the kUSB_DeviceEventGetHidReportDescriptor event from the Host.

  Refer to the usb_device_hid_mouse example for the sample code

- USB_DeviceSetSpeed

  Due to the difference of HS and FS descriptors, the device descriptors and configurations need to be updated to match current speed. As the default, the device descriptors and configurations are configured by using FS parameters for both EHCI and KHCI. When the EHCI is enabled, the application needs to call this fucntion to update device by using current speed. The updated information includes endpoint max packet size, endpoint interval, etc..

4.1.2.2 Refer to the usb_device_hid_mouse example for the sample code Changing the usb_device_descriptor.h file

This file is mandatory for the application to implement. The usb_device_descriptor.c file includes this file for function prototype definitions. When the user modifies usb_device_descriptor.c, MACROs in this file should also be modified.

4.1.2.3 Changing the application file

1. Main application function

   The main application function is provided by two functions: USB_DeviceApplicationInit and APP_task(optional).

2. The USB_DeviceApplicationInit will enable the clock and the interrupt of USB, also initialize the specific USB class. Refer to the usb_device_hid_mouse example for the sample code.USB device call back function

   The device callback function handles the USB device specific requests. Refer to the usb_device_hid_mouse example for the sample code.

3. USB Class-specific call back function

4.2 The class callback function handles the USB class specific requests. Refer to the usb_device_hid_mouse example for the sample code.Developing a New USB Host Application

4.2.1 Background

In the USB system, the host software controls the bus and talks to the target devices under the rules defined by the specification. A device is represented by a configuration that is a collection of one or more interfaces. Each interface comprises one or more endpoints. Each endpoint is represented as a logical pipe from the application software perspective.

The host application software registers callback with the USB host stack and application can know the device attach/detach events, determine the device is supported or not through the callback function. The following figure shows the enumeration and detachment flow.

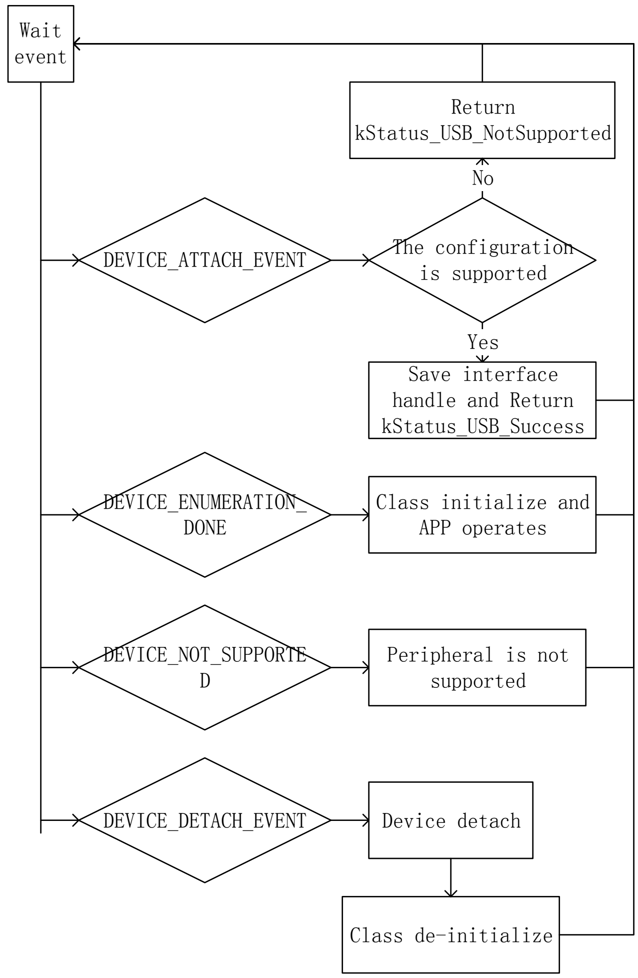


Figure 34 Enumeration and detachment flow

The USB host stack is a few lines of code executed before starting communication with the USB device. The examples on the USB stack are written with class drivers APIs. Class drivers work with the host API as a supplement to the functionality. They make it easy to achieve the target functionality (see example sources for details) without dealing with the implementation of standard routines. The following code steps are taken inside a host application driver for any specific device.

4.2.2 How to develop a new host application

4.2.2.1 Creating a project

Perform the following steps to create a project.

1. Create a new application directory under <install_dir>/boards/<board>/usb_examples/usb_host_<class>_<application> to locate the application source files and header files. For example, <install_dir>/boards/<board>/usb_examples/usb_host_hid_mouse.

2. Copy the following files from the similar existing applications to the application directory that is created in step 1.

   app.c

   usb_host_config.h

   app.c contains the common initialization codes for USB host, usb_host_config.h contains configuration MACROs for USB host.

3. Copy the bm directory from the similar existing applications directory to the new application directory. Remove the unused project directory from the bm directory. Modify the project directory name to the new application project name. For example, if we want to create `toolchain-IAR`, `board-frdmk64 class-hid related application`, then we can create the new application `hid_test` based on a similar existing application `hid_mouse`.

   Copy <install_dir>/boards/frdmk64f/usb_examples/usb_host_hid_mouse/bm to <install_dir>/boards/frdmk64f/usb_examples/usb_host_hid_test/bm

4. Modify the project file name to the new application project file name, for example, from `host_hid_mouse_bm.ewp` to `host_hid_test_bm.ewp`. You can globally replace the existing name to the new project name by editing the project files. The `host_hid_test_bm.ewp` file includes the new application project setting.

5. Create a new source file to implement the main application function, application task function and the callback function. The name of this file is similar with the new application name, such as `host_mouse.c` and `host_keyboard.c`.

The following sections describe the detailed steps to change application files created in the steps above to correspond with the new application.

4.2.2.2 Main application function flow

In the main application function, it is necessary to follow these steps:

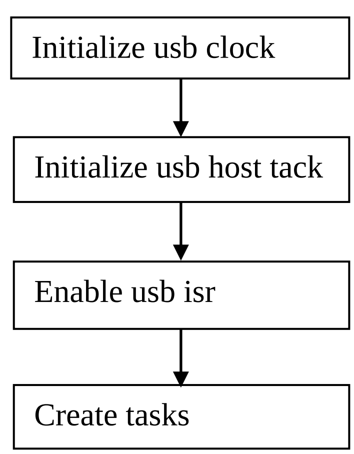


Figure 35 Main application function flow

1. Initialize usb clock.

   Call KSDK API to initialize KHCI or EHCI USB clock.

2. Initialize the host controller.

   This allows the stack to initialize the necessary memory required to run the stack and register the callback function to stack.

   For example:

   ```
   status = USB_HostInit(CONTROLLER_ID, &g_HostHandle, USB_HostEvent);
   ```

3. Enable USB isr.

   Set USB interrupt priority and enable USB interrupt.

4. Initialize the host stack task and application task.

   For example (bm):

   ```
   while (1)
   {
   #if ((defined USB_HOST_CONFIG_KHCI) && (USB_HOST_CONFIG_KHCI))
       USB_HostKhciTaskFunction(g_HostHandle);
   #endif /* USB_HOST_CONFIG_KHCI */
   #if ((defined USB_HOST_CONFIG_EHCI) && (USB_HOST_CONFIG_EHCI))
       USB_HostEhciTaskFunction(g_HostHandle);
   #endif /* USB_HOST_CONFIG_EHCI */
       USB_HostMsdTask(&g_MsdCommandInstance);
   }
   ```

   Note: In this code, the `g_MsdCommandInstance` variable contains all the states and pointers used by the application to control or operate the device

   If you implement the application task as `USB_HostHidTestTask` and use `g_HidTestInstance` to maintain the application states, you can change the codes to be:

   ```
   while (1)
   {
   #if ((defined USB_HOST_CONFIG_KHCI) && (USB_HOST_CONFIG_KHCI))
       USB_HostKhciTaskFunction(g_HostHandle);
   #endif /* USB_HOST_CONFIG_KHCI */
   #if ((defined USB_HOST_CONFIG_EHCI) && (USB_HOST_CONFIG_EHCI))
   ```

```
        USB_HostEhciTaskFunction(g_HostHandle);
    #endif /* USB_HOST_CONFIG_EHCI */
        USB_HostHidTestTask(&g_HidTestInstance);
    }
```

4.2.2.3 Event callback function

In app.c there is one `USB_HostEvent` function, in default the function is registered to host stack when calling `USB_HostInit`. In the USB Host stack, customers do not have to write any enumeration code. When the device is connected to the host controller, the USB Host stack enumerates the device. The device attach/detach events are notified by this callback function.

Application need to implement one or more functions, one function correspond to one class process. These application functions are called in the `USB_HostEvent`. The device's configuration handle and interface list are passed to application through the function, then application can determine whether the device is supported by this application.

There are four events in the callback: `kUSB_HostEventAttach, kUSB_HostEventNotSupported, kUSB_HostEventEnumerationDone, kUSB_HostEventDetach`.

The events happen as follow:

1. When one device is attached, host stack notify `kUSB_HostEventAttach`.
2. Application can return `kStatus_USB_Success` to tell host stack the device configuration is supported by this class application, or return `kStatus_USB_NotSupported` to tell host stack the device configuration is not supported by this class application.
3. Host stack will continue for enumeration if the device is supported by application, then notify `kUSB_HostEventEnumerationDone` when the enumeration is done.
4. Host stack will check next device's configuration if current configuration is not supported by application.
5. When host stack check device's all the configurations, and all are not supported by application, it will notify `kUSB_HostEventNotSupported`.
6. When device detach, host stack will notify `kUSB_HostEventDetach`.

Here is the sample code for the hid mouse application. `USB_HostHidMouseEvent` should be called by `USB_HostEvent`. In this code, the `g_HostHidMouse` variable contains all the states and pointers used by the application to control or operate the device:

```
usb_status_t USB_HostHidMouseEvent
(
    usb_device_handle deviceHandle,
   usb_host_configuration_handle configurationHandle,
```

```
   uint32_t eventCode
)
{
    /* process the same and supported device's configuration handle */
    static usb_host_configuration_handle s_ConfigHandle = NULL;
    usb_status_t status = kStatus_USB_Success;
    uint8_t id;
    usb_host_configuration_t *configuration;
    uint8_t interfaceIndex;
    usb_host_interface_t *interface;

    switch (eventCode)
    {
        case kUSB_HostEventAttach:
            /* judge whether is configurationHandle supported */
            configuration = (usb_host_configuration_t *)configurationHandle;
            for (interfaceIndex = 0; interfaceIndex < configuration->interfaceCount;
++interfaceIndex)
            {
                interface = &configuration->interfaceList[interfaceIndex];
                id = interface->interfaceDesc->bInterfaceClass;
                if (id != USB_HOST_HID_CLASS_CODE)
                {
                    continue;
                }
                id = interface->interfaceDesc->bInterfaceSubClass;
                if ((id != USB_HOST_HID_SUBCLASS_CODE_NONE) && (id !=
USB_HOST_HID_SUBCLASS_CODE_BOOT))
                {
                    continue;
                }
                id = interface->interfaceDesc->bInterfaceProtocol;
                if (id != USB_HOST_HID_PROTOCOL_MOUSE)
                {
                    continue;
```

```
            }
            else
            {
                /* the interface is supported by the application */
                g_HostHidMouse.deviceHandle = deviceHandle;
                g_HostHidMouse.interfaceHandle = interface;
                s_ConfigHandle = configurationHandle;
                return kStatus_USB_Success;
            }
        }
        status = kStatus_USB_NotSupported;
        break;
    case kUSB_HostEventNotSupported:
        break;
    case kUSB_HostEventEnumerationDone:
        if (s_ConfigHandle == configurationHandle)
        {
            if ((g_HostHidMouse.deviceHandle != NULL) &&
(g_HostHidMouse.interfaceHandle != NULL))
            {
                /* the device enumeration is done */
                if (g_HostHidMouse.deviceState == kStatus_DEV_Idle)
                {
                    g_HostHidMouse.deviceState = kStatus_DEV_Attached;
                }
                else
                {
                    usb_echo("not idle mouse instance\r\n");
                }
            }
        }
        break;
    case kUSB_HostEventDetach:
        if (s_ConfigHandle == configurationHandle)
        {
```

```
                /* the device is detached */
                s_ConfigHandle = NULL;
                if (g_HostHidMouse.deviceState != kStatus_DEV_Idle)
                {
                    g_HostHidMouse.deviceState = kStatus_DEV_Detached;
                }
            }
            break;
        default:
            break;
    }
    return status;
}
```

If you implement the callback as `USB_HostHidTestEvent`, use `g_HidTestInstance`, and support the device that the class code is `USB_HOST_HID_TEST_CLASS_CODE`, sub-class code is `USB_HOST_HID_TEST_SUBCLASS_CODE` and the protocol is `USB_HOST_HID_TEST_PROTOCOL`. You can change the codes to be:

```
usb_status_t USB_HostHidMouseEvent
(
   usb_device_handle deviceHandle,
   usb_host_configuration_handle configurationHandle,
   uint32_t eventCode
)
{
    /* process the same and supported device's configuration handle */
    static usb_host_configuration_handle s_ConfigHandle = NULL;
    usb_status_t status = kStatus_USB_Success;
    uint8_t id;
    usb_host_configuration_t *configuration;
    uint8_t interfaceIndex;
    usb_host_interface_t *interface;

    switch (eventCode)
    {
        case kUSB_HostEventAttach:
```

```
            /* judge whether is configurationHandle supported */
            configuration = (usb_host_configuration_t *)configurationHandle;
            for (interfaceIndex = 0; interfaceIndex < configuration->interfaceCount;
++interfaceIndex)
            {
                interface = &configuration->interfaceList[interfaceIndex];
                id = interface->interfaceDesc->bInterfaceClass;
                if (id != USB_HOST_HID_TEST_CLASS_CODE)
                {
                    continue;
                }
                id = interface->interfaceDesc->bInterfaceSubClass;
                if (id != USB_HOST_HID_TEST_SUBCLASS_CODE)
                {
                    continue;
                }
                id = interface->interfaceDesc->bInterfaceProtocol;
                if (id != USB_HOST_HID_TEST_PROTOCOL)
                {
                    continue;
                }
                else
                {
                    /* the interface is supported by the application */
                    g_HidTestInstance.deviceHandle = deviceHandle;
                    g_HidTestInstance.interfaceHandle = interface;
                    s_ConfigHandle = configurationHandle;
                    return kStatus_USB_Success;
                }
            }
            status = kStatus_USB_NotSupported;
            break;
        case kUSB_HostEventNotSupported:
            break;
        case kUSB_HostEventEnumerationDone:
```

```
            if (s_ConfigHandle == configurationHandle)
            {
                if ((g_HidTestInstance.deviceHandle != NULL) &&
(g_HidTestInstance.interfaceHandle != NULL))
                {
                    /* the device enumeration is done */
                    if (g_HidTestInstance.deviceState == kStatus_DEV_Idle)
                    {
                        g_HidTestInstance.deviceState = kStatus_DEV_Attached;
                    }
                    else
                    {
                        usb_echo("not idle mouse instance\r\n");
                    }
                }
            }
            break;
        case kUSB_HostEventDetach:
            if (s_ConfigHandle == configurationHandle)
            {
                /* the device is detached */
                s_ConfigHandle = NULL;
                if (g_HidTestInstance.deviceState != kStatus_DEV_Idle)
                {
                    g_HidTestInstance.deviceState = kStatus_DEV_Detached;
                }
            }
            break;
        default:
            break;
    }
    return status;
}
```

Note: the kStatus_DEV_Attached, kStatus_DEV_Detached etc MACROs are defined in the example, you can reference to the existed example for them

4.2.2.4 Class initialization

When the supported device is attached, the device's class need initialize.

For example, the hid mouse initialization flow is as follow:

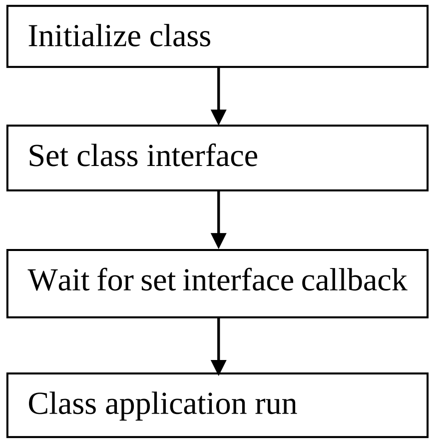


Figure 36 Hid mouse initialization flow

1. Call class initialization function to initialize class instance.
2. Call class set interface function to set the class interface.
3. When the set interface callback return successfully, then application can run.

4.2.2.5 Sending/Receiving data to/from the device

The transfer flow is quite simple: Call the USB_hostClassxxx API to begin the transfer. The transfer result will be notified by the callback function that is passed as parameter.

The hid mouse host uses the following code to receive data from the device:

```
USB_HostHidRecv(classHandle, mouseBuffer, bufferLength, callbackFunction,
callbackParameter);
```

5 Revision history

This table summarizes revisions to this document since the release of the previous version

Revision History		
Revision number	**Date**	**Substantive changes**
0	12/2015	Initial release

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