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# USB Stack OTG Reference Manual

**NXP Semiconductors**

Document Number: KSDK20USBOTGAPIRM  
Rev. 0  
Sep 2016





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# Chapter 1

## Definitions and structures

### 1.1 Overview

This lists the common definitions and structures for USB stack.

### Data Structures

- struct [usb\\_version\\_t](#)  
*USB stack version fields. [More...](#)*

### Macros

- #define [USB\\_STACK\\_VERSION\\_MAJOR](#) (0x01U)  
*Defines USB stack major version.*
- #define [USB\\_STACK\\_VERSION\\_MINOR](#) (0x04U)  
*Defines USB stack minor version.*
- #define [USB\\_STACK\\_VERSION\\_BUGFIX](#) (0x00U)  
*Defines USB stack bugfix version.*
- #define [USB\\_MAKE\\_VERSION](#)(major, minor, bugfix) (((major) << 16) | ((minor) << 8) | (bugfix))  
*USB stack version definition.*

### Typedefs

- typedef void \* [usb\\_host\\_handle](#)  
*USB host handle type define.*
- typedef void \* [usb\\_device\\_handle](#)  
*USB device handle type define.*
- typedef void \* [usb\\_otg\\_handle](#)  
*USB OTG handle type define.*

### Enumerations

- enum `usb_status_t` {  
    `kStatus_USB_Success` = 0x00U,  
    `kStatus_USB_Error`,  
    `kStatus_USB_Busy`,  
    `kStatus_USB_InvalidHandle`,  
    `kStatus_USB_InvalidParameter`,  
    `kStatus_USB_InvalidRequest`,  
    `kStatus_USB_ControllerNotFound`,  
    `kStatus_USB_InvalidControllerInterface`,  
    `kStatus_USB_NotSupported`,  
    `kStatus_USB_Retry`,  
    `kStatus_USB_TransferStall`,  
    `kStatus_USB_TransferFailed`,  
    `kStatus_USB_AllocFail`,  
    `kStatus_USB_LackSwapBuffer`,  
    `kStatus_USB_TransferCancel`,  
    `kStatus_USB_BandwidthFail`,  
    `kStatus_USB_MSDDStatusFail` }  
    *USB error code.*
- enum `usb_controller_index_t` {  
    `kUSB_ControllerKhci0` = 0U,  
    `kUSB_ControllerKhci1` = 1U,  
    `kUSB_ControllerEhci0` = 2U,  
    `kUSB_ControllerEhci1` = 3U,  
    `kUSB_ControllerLpcIp3511Fs0` = 4U,  
    `kUSB_ControllerLpcIp3511Fs1`,  
    `kUSB_ControllerLpcIp3511Hs0` = 6U,  
    `kUSB_ControllerLpcIp3511Hs1` }  
    *USB controller ID.*

## 1.2 Data Structure Documentation

### 1.2.1 struct `usb_version_t`

#### Data Fields

- uint8\_t `major`  
    *Major.*
- uint8\_t `minor`  
    *Minor.*
- uint8\_t `bugfix`  
    *Bug fix.*

### 1.3 Typedef Documentation

#### 1.3.1 typedef void\* usb\_device\_handle

For device stack it is the whole device handle; for host stack it is the attached device instance handle

### 1.4 Enumeration Type Documentation

#### 1.4.1 enum usb\_status\_t

Enumerator

***kStatus\_USB\_Success*** Success.  
***kStatus\_USB\_Error*** Failed.  
***kStatus\_USB\_Busy*** Busy.  
***kStatus\_USB\_InvalidHandle*** Invalid handle.  
***kStatus\_USB\_InvalidParameter*** Invalid parameter.  
***kStatus\_USB\_InvalidRequest*** Invalid request.  
***kStatus\_USB\_ControllerNotFound*** Controller cannot be found.  
***kStatus\_USB\_InvalidControllerInterface*** Invalid controller interface.  
***kStatus\_USB\_NotSupported*** Configuration is not supported.  
***kStatus\_USB\_Retry*** Enumeration get configuration retry.  
***kStatus\_USB\_TransferStall*** Transfer stalled.  
***kStatus\_USB\_TransferFailed*** Transfer failed.  
***kStatus\_USB\_AllocFail*** Allocation failed.  
***kStatus\_USB\_LackSwapBuffer*** Insufficient swap buffer for KHCI.  
***kStatus\_USB\_TransferCancel*** The transfer cancelled.  
***kStatus\_USB\_BandwidthFail*** Allocate bandwidth failed.  
***kStatus\_USB\_MSDStatusFail*** For MSD, the CSW status means fail.

#### 1.4.2 enum usb\_controller\_index\_t

Enumerator

***kUSB\_ControllerKhci0*** KHCI 0U.  
***kUSB\_ControllerKhci1*** KHCI 1U, Currently, there are no platforms which have two KHCI IPs, this is reserved to be used in the future.  
***kUSB\_ControllerEhci0*** EHCI 0U.  
***kUSB\_ControllerEhci1*** EHCI 1U, Currently, there are no platforms which have two KHCI IPs, this is reserved to be used in the future.  
***kUSB\_ControllerLpcIp3511Fs0*** LPC USB IP3511 FS controller 0.  
***kUSB\_ControllerLpcIp3511Fs1*** LPC USB IP3511 FS controller 1, there are no platforms which have two IP3511 IPs, this is reserved to be used in the future.  
***kUSB\_ControllerLpcIp3511Hs0*** LPC USB IP3511 HS controller 0.

## Enumeration Type Documentation

*kUSB\_ControllerLpcIp3511Hs1* LPC USB IP3511 HS controller 1, there are no platforms which have two IP3511 IPs, this is reserved to be used in the future.



## Chapter 2

# USB OTG driver

## 2.1 Overview

### Modules

- [USB OTG Controller driver](#)
- [USB OTG Peripheral driver](#)

### Data Structures

- struct [usb\\_otg\\_descriptor\\_t](#)  
*usb otg descriptor [More...](#)*
- struct [usb\\_otg\\_instance\\_t](#)  
*USB OTG instance structure. [More...](#)*

### Macros

- #define [USB\\_OTG\\_MSG\\_COUNT](#) (8)  
*USB otg task message queue count.*
- #define [USB\\_OTG\\_STATUS\\_HOST\\_REQUEST\\_FLAG](#) (0x01U)  
*USB otg host request flag.*

### Typedefs

- typedef void \* [usb\\_otg\\_controller\\_handle](#)  
*USB otg controller handle type define.*
- typedef void(\* [usb\\_otg\\_callback\\_t](#))(void \*param, uint8\_t eventType, uint32\_t eventValue)  
*OTG callback function typedef.*

### Enumerations

- enum `usb_otg_status_type_t` { ,  
    `kOtg_StatusAdpChange` = 0x0002U,  
    `kOtg_StatusSrpDet` = 0x0004U,  
    `kOtg_StatusVbusVld` = 0x0008U,  
    `kOtg_StatusAConn` = 0x0010U,  
    `kOtg_StatusBusResume` = 0x0020U,  
    `kOtg_StatusBusSuspend` = 0x0040U,  
    `kOtg_StatusSe0Srp` = 0x0080U,  
    `kOtg_StatusSsendSrp` = 0x0100U,  
    `kOtg_StatusSessVld` = 0x0200U,  
    `kOtg_StatusBusDrop` = 0x0400U,  
    `kOtg_StatusBusReq` = 0x0800U,  
    `kOtg_StatusPowerUp` = 0x1000U,  
    `kOtg_StatusTimeOut` = 0x2000U,  
    `kOtg_StatusBConn` = 0x4000U,  
    `kOtg_StatusClrErr` = 0x8000U,  
    `kOtg_StatusBSrpDone` = 0x10000U,  
    `kOtg_StatusADisconn` = 0x20000U,  
    `kOtg_StatusBDisconn` = 0x40000U,  
    `kOtg_StatusVbusInvld` = 0x80000U,  
    `kOtg_StatusSessInvld` = 0x100000U,  
    `kOtg_StatusCheckIdleInAPeripheral` = 0x200000U,  
    `kOtg_StatusBHNPFfeature` = 0x40000000U,  
    `kOtg_StatusChange` = 0x80000000U }  
    *please reference to 7.4 in otg spec*
- enum `usb_otg_device_state_t` { ,  
    `kOtg_State_AIdle`,  
    `kOtg_State_AWaitVrise`,  
    `kOtg_State_AWaitBcon`,  
    `kOtg_State_AHost`,  
    `kOtg_State_AWaitVfall`,  
    `kOtg_State_ASuspend`,  
    `kOtg_State_APeripheral`,  
    `kOtg_State_AVbusErr`,  
    `kOtg_State_BIdleEh`,  
    `kOtg_State_BIdle`,  
    `kOtg_State_BSrpInit`,  
    `kOtg_State_BPeripheral`,  
    `kOtg_State_BWaitAcon`,  
    `kOtg_State_BHost` }  
    *Please reference to chapter 7 in otg spec.*
- enum `usb_otg_stack_init_type_t` { ,

```

kOtg_StackHostInit,
kOtg_StackHostDeinit,
kOtg_StackDeviceInit,
kOtg_StackDeviceDeinit }

```

*The event value for callback to application when event type is kOtg\_EventStackInit.*

- enum `usb_otg_event_type_t` { , `kOtg_EventStackInit` }

*The event types for callback to application.*

## USB OTG APIs

- `usb_status_t` `USB_OtgInit` (`uint8_t` controllerId, `usb_otg_handle` \*otgHandle, `usb_otg_callback_t` otgCallbackFn, void \*callbackParameter)  
*Initializes the USB OTG stack.*
- `usb_status_t` `USB_OtgDeinit` (`usb_otg_handle` otgHandle)  
*Deinitializes the USB otg stack.*
- void `USB_OtgTaskFunction` (`usb_otg_handle` otgHandle)  
*OTG stack task function.*
- void `USB_OtgKhciIsrFunction` (`usb_otg_handle` otgHandle)  
*OTG KHCI ISR function.*
- `usb_status_t` `USB_OtgBusDrop` (`usb_otg_handle` otgHandle, `uint8_t` drop)  
*A-device drop bus.*
- `usb_status_t` `USB_OtgBusRequest` (`usb_otg_handle` otgHandle)  
*bus request.*
- `usb_status_t` `USB_OtgBusRelease` (`usb_otg_handle` otgHandle)  
*bus request.*
- `usb_status_t` `USB_OtgClearError` (`usb_otg_handle` otgHandle)  
*clear error.*
- `usb_status_t` `USB_OtgNotifyChange` (`usb_otg_handle` otgHandle, `uint32_t` statusType, `uint32_t` statusValue)  
*Notify otg stack the status changes.*

## 2.2 Data Structure Documentation

### 2.2.1 struct `usb_otg_descriptor_t`

#### Data Fields

- `uint8_t` `bDescriptorType`  
*Size of Descriptor.*
- `uint8_t` `bmAttributes`  
*OTG type = 9.*

#### 2.2.1.0.0.1 Field Documentation

##### 2.2.1.0.0.1.1 `uint8_t` `usb_otg_descriptor_t::bmAttributes`

Attribute Fields D73: Reserved (reset to zero) D2: ADP support D1: HNP support D0: SRP support

## Typedef Documentation

### 2.2.2 struct usb\_otg\_instance\_t

#### Data Fields

- [usb\\_otg\\_controller\\_handle](#) controllerHandle  
*The low level controller handle.*
- [usb\\_otg\\_callback\\_t](#) otgCallback  
*OTG callback function.*
- void \* [otgCallbackParameter](#)  
*OTG callback function parameter.*
- [usb\\_osa\\_msgq\\_handle](#) otgMsgHandle  
*OTG task message queue handle.*
- const  
usb\_otg\_controller\_interface\_t \* [controllerInterface](#)  
*controller interface APIs*
- uint32\_t [otgControllerStatus](#)  
*please reference to [usb\\_otg\\_status\\_type\\_t](#)*
- uint8\_t [otgDeviceState](#)  
*please reference to [usb\\_otg\\_device\\_state\\_t](#)*
- volatile uint8\_t [hasTimeOutMsg](#)  
*There is timer out message in the message queue.*
- volatile uint8\_t [hasUpdateMsg](#)  
*There is update message in the message queue.*
- uint8\_t [cancelTime](#)  
*Don't process the timer out message.*
- uint8\_t [waitInit](#)  
*Waiting the opposite side board's device stack or host stack initializing.*

## 2.3 Typedef Documentation

### 2.3.1 typedef void(\* usb\_otg\_callback\_t)(void \*param, uint8\_t eventType, uint32\_t eventValue)

This callback function is used to notify application events, the events include [usb\\_otg\\_event\\_type\\_t](#). This callback pointer is passed when initializing OTG.

Parameters

<i>param</i>	The assigned parameter when initializing OTG.
<i>eventType</i>	Please reference to <a href="#">usb_otg_event_type_t</a> .
<i>event_code</i>	Please referent to <a href="#">usb_otg_device_state_t</a> and <a href="#">usb_otg_stack_init_type_t</a> .

## 2.4 Enumeration Type Documentation

### 2.4.1 enum usb\_otg\_status\_type\_t

Enumerator

*kOtg\_StatusAdpChange* id  
*kOtg\_StatusSrpDet* adp\_change  
*kOtg\_StatusVbusVld* a\_srp\_det  
*kOtg\_StatusAConn* a\_vbus\_vld  
*kOtg\_StatusBusResume* a\_conn  
*kOtg\_StatusBusSuspend* a\_bus\_resume  
*kOtg\_StatusSe0Srp* a\_bus\_suspend  
*kOtg\_StatusSsendSrp* b\_se0\_srp  
*kOtg\_StatusSessVld* b\_ssend\_srp  
*kOtg\_StatusBusDrop* b\_sess\_vld  
*kOtg\_StatusBusReq* a\_bus\_drop  
*kOtg\_StatusPowerUp* a\_bus\_req and b\_bus\_req  
*kOtg\_StatusTimeOut* power\_up  
*kOtg\_StatusBConn* all the timeout in the state machine  
*kOtg\_StatusClrErr* b\_conn  
*kOtg\_StatusBSrpDone* a\_clr\_err  
*kOtg\_StatusADisconn* b\_srp\_done  
*kOtg\_StatusBDisconn* a\_conn(non)  
*kOtg\_StatusVbusInvld* b\_conn(non)  
*kOtg\_StatusSessInvld* a\_vbus\_vld(non)  
*kOtg\_StatusCheckIdleInAPeripheral* b\_sess\_vld(non)  
*kOtg\_StatusBHNPFeature* check the idle timeout when in a\_peripheral state  
*kOtg\_StatusChange* This status is valid when (1) b\_hnp\_enable feature is sent when A-device works as host; Or (2) b\_hnp\_enable feature is received when B-device works as device.

### 2.4.2 enum usb\_otg\_device\_state\_t

Enumerator

*kOtg\_State\_AIdle* state state  
*kOtg\_State\_AWaitVrise* a\_idle state  
*kOtg\_State\_AWaitBcon* a\_wait\_vrise state  
*kOtg\_State\_AHost* a\_wait\_bcon state  
*kOtg\_State\_AWaitVfall* a\_host state  
*kOtg\_State\_ASuspend* a\_wait\_vfall state  
*kOtg\_State\_APeripheral* a\_suspend state  
*kOtg\_State\_AVbusErr* a\_peripheral state  
*kOtg\_State\_BIdleEh* a\_vbus\_err state  
*kOtg\_State\_BIdle* b\_idle\_eh state

## Function Documentation

***kOtg\_State\_BSrpInit*** b\_idle or bp\_idle state, when the device is peripheral-only B-device it means bp\_idle

***kOtg\_State\_BPeripheral*** b\_srp\_init or bp\_srp\_init state, when the device is peripheral-only B-device it means bp\_srp\_init

***kOtg\_State\_BWaitAcon*** b\_peripheral or bp\_peripheral state, when the device is peripheral-only B-device it means bp\_peripheral

***kOtg\_State\_BHost*** b\_wait\_acon state

### 2.4.3 enum usb\_otg\_stack\_init\_type\_t

Enumerator

***kOtg\_StackHostInit*** default state

***kOtg\_StackHostDeinit*** notify application to initialize host stack

***kOtg\_StackDeviceInit*** notify application to de-initialize host stack

***kOtg\_StackDeviceDeinit*** notify application to initialize device stack

### 2.4.4 enum usb\_otg\_event\_type\_t

Enumerator

***kOtg\_EventStackInit*** otg state change event, the event values are [usb\\_otg\\_device\\_state\\_t](#)

## 2.5 Function Documentation

### 2.5.1 usb\_status\_t USB\_OtgInit ( uint8\_t *controllerId*, usb\_otg\_handle \* *otgHandle*, usb\_otg\_callback\_t *otgCallbackFn*, void \* *callbackParameter* )

This function initializes the USB otg module specified by the controllerId.

Parameters

in	<i>controllerId</i>	The controller ID of the USB IP. See the enumeration <a href="#">usb_controller_index_t</a> .
out	<i>otgHandle</i>	Return the otg handle.
in	<i>otgCallbackFn</i>	Otg callback function, it is <a href="#">usb_otg_callback_t</a> .

in	<i>callback-Parameter</i>	The callback parameter.
----	---------------------------	-------------------------

Return values

<i>kStatus_USB_Success</i>	The otg is initialized successfully.
<i>kStatus_USB_Invalid-Handle</i>	The otgHandle is a NULL pointer.
<i>kStatus_USB_AllocFail</i>	Allocation memory fail.
<i>kStatus_USB_Error</i>	message queue create fail, controller is not found, controller initialize fail.

### 2.5.2 usb\_status\_t USB\_OtgDeinit ( usb\_otg\_handle *otgHandle* )

This function deinitializes the USB otg module specified by the otgHandle.

Parameters

in	<i>otgHandle</i>	the otg handle.
----	------------------	-----------------

Return values

<i>kStatus_USB_Success</i>	The OTG is initialized successfully.
<i>kStatus_USB_Invalid-Handle</i>	The otgHandle is a NULL pointer.
<i>kStatus_USB_Error</i>	Controller deinitialization fail.

### 2.5.3 void USB\_OtgTaskFunction ( usb\_otg\_handle *otgHandle* )

The function implement the OTG stack state machine. In bare metal environment, this function should be called periodically in the main function. In the RTOS environment, this function should be used as a function entry to create a task.

Parameters

in	<i>otgHandle</i>	The otg handle.
----	------------------	-----------------

### 2.5.4 void USB\_OtgKhcilSrFunction ( usb\_otg\_handle *otgHandle* )

The function is the KHCI interrupt service routine.

## Function Documentation

### Parameters

in	<i>otgHandle</i>	The otg handle.
----	------------------	-----------------

### 2.5.5 usb\_status\_t USB\_OtgBusDrop ( usb\_otg\_handle *otgHandle*, uint8\_t *drop* )

This function drop the bus.

### Parameters

in	<i>otgHandle</i>	the otg handle.
in	<i>drop</i>	1 or 0.

### Return values

<i>kStatus_USB_Success</i>	Success.
<i>kStatus_USB_Invalid-Handle</i>	The otgHandle is a NULL pointer.
<i>kStatus_USB_Error</i>	The device is not A-device or Send message error.

### 2.5.6 usb\_status\_t USB\_OtgBusRequest ( usb\_otg\_handle *otgHandle* )

This function can be called in the follow situations:

1. A-device request bus, change from a\_idle to a\_wait\_vrise.
2. HNP, B-device is in the b\_peripheral and request the bus.
3. A-device is in the a\_peripheral and request the bus.
4. B-device request bus (SRP), change from b\_idle to b\_srp\_init
5. Poll device status, "host request flag" is set.

### Parameters

in	<i>otgHandle</i>	the otg handle.
----	------------------	-----------------

### Return values

<i>kStatus_USB_Success</i>	Success.
----------------------------	----------



<i>kStatus_USB_Invalid-Handle</i>	The otgHandle is a NULL pointer.
<i>kStatus_USB_Error</i>	Send message error.

### 2.5.7 `usb_status_t USB_OtgBusRelease ( usb_otg_handle otgHandle )`

This function can be called in the follow situations:

1. A-device set the bus request false when in a\_idle.
2. A-device release bus when A-device is host (a\_host).
3. B-device release bus when B-device is host (b\_host).

Parameters

in	<i>otgHandle</i>	the otg handle.
----	------------------	-----------------

Return values

<i>kStatus_USB_Success</i>	Success.
<i>kStatus_USB_Invalid-Handle</i>	The otgHandle is a NULL pointer.
<i>kStatus_USB_Error</i>	Send message error.

### 2.5.8 `usb_status_t USB_OtgClearError ( usb_otg_handle otgHandle )`

This function clear the error.

Parameters

in	<i>otgHandle</i>	the otg handle.
----	------------------	-----------------

Return values

<i>kStatus_USB_Success</i>	Success.
<i>kStatus_USB_Invalid-Handle</i>	The otgHandle is a NULL pointer.

## Function Documentation

<i>kStatus_USB_Error</i>	The device is not in error state or send message error.
--------------------------	---

### 2.5.9 **usb\_status\_t USB\_OtgNotifyChange ( usb\_otg\_handle *otgHandle*, uint32\_t *statusType*, uint32\_t *statusValue* )**

This function notify the [usb\\_otg\\_status\\_type\\_t](#) and values.

#### Parameters

in	<i>otgHandle</i>	the otg handle.
in	<i>statusType</i>	please reference to <a href="#">usb_otg_status_type_t</a>
in	<i>statusValue</i>	the value is 1 or 0

#### Return values

<i>kStatus_USB_Success</i>	Success.
<i>kStatus_USB_Invalid-Handle</i>	The otgHandle is a NULL pointer.
<i>kStatus_USB_Error</i>	Send message error.

## 2.6 USB OTG Controller driver

### 2.6.1 Overview

#### Data Structures

- struct `usb_otg_msg_t`  
OTG stack task message. [More...](#)

#### Macros

- #define `USB_OTG_TIMER_A_WAIT_VRISE_TMR` (100U)  
*a\_wait\_vrise\_tmr in OTG spec, VBUS Rise Time, 100ms*
- #define `USB_OTG_TIMER_A_WAIT_VFALL_TMR` (1000U)  
*a\_wait\_vfall\_tmr in OTG spec, Session end to VOTG\_VBUS\_LKG, 1sec*
- #define `USB_OTG_TIMER_A_WAIT_BCON_TMR` (2000U)  
*a\_wait\_bcon\_tmr in OTG spec, Wait for B-Connect, 1.1sec ~ 30^15sec*
- #define `USB_OTG_TIMER_A_AIDL_BDIS_TMR` (500)  
*a\_aidl\_bdis\_tmr in OTG spec, A-Idle to B-Disconnect, 200ms ~ infinity*
- #define `USB_OTG_TIMER_B_ASE0_BRST_TMR` (155)  
*b\_ase0\_brst\_tmr in OTG spec, A-SE0 to B-Reset, 155ms ~ 200ms*
- #define `USB_OTG_TIME_B_DATA_PLS` (7)  
*TB\_DATA\_PLS in OTG spec, Data-Line Pulse Time, 5ms ~ 10ms.*
- #define `USB_OTG_TIME_B_DATA_PLS_MIN` (5)  
*TB\_DATA\_PLS in OTG spec, Data-Line Pulse Time's minimum value.*
- #define `USB_OTG_TIME_B_DATA_PLS_MAX` (10)  
*TB\_DATA\_PLS in OTG spec, Data-Line Pulse Time's maximum value.*
- #define `USB_OTG_TIME_A_BCON_LDB` (100)  
*TA\_BCON\_LDB in OTG spec, B-Connect Long Debounce, 100ms ~ infinity.*
- #define `USB_OTG_TIME_A_BCON_SDB` (1)  
*TA\_BCON\_SDB in OTG spec, B-Connect Short Debounce, 2.5us ~ infinity.*
- #define `USB_OTG_TIME_B_SSEND_SRP` (1500)  
*TB\_SSEND\_SRP in OTG spec, Session end to SRP init, 1.5sec ~ infinity.*
- #define `USB_OTG_TIME_B_SE0_SRP` (1000)  
*TB\_SE0\_SRP in OTG spec, SE0 Time Before SRP, 1sec ~ infinity.*
- #define `USB_OTG_TIME_B_AIDL_BDIS` (100)  
*TB\_AIDL\_BDIS in OTG spec, A-Idle to B-Disconnect, 4ms ~ 150ms.*
- #define `USB_OTG_TIME_A_BIDL_ADIS` (190)  
*TA\_BIDL\_ADIS in OTG spec, B-Idle to A-Disconnect, Used by an A-device to determine when the B-device has finished being host, 155ms ~ 200ms.*
- #define `USB_OTG_TIME_WAIT_DEVICE_INIT` (200U)  
*wait another device initialize device stack before initializing the host stack*
- #define `USB_OTG_TIME_WAIT_BHOST` (1000U)  
*delay this time before check idle in a\_peripheral state, wait another device initialize host stack*

### Enumerations

- enum `usb_otg_control_t` { ,  
    `kOtg_ControlPullUp`,  
    `kOtg_ControlPullDown`,  
    `kOtg_ControlResume`,  
    `kOtg_ControlAdpPrb`,  
    `kOtg_ControlDataPulse`,  
    `kOtg_ControlHNPCheckEnable`,  
    `kOtg_ControlSetTimer`,  
    `kOtg_ControlCancelTimer`,  
    `kOtg_ControlRequestStatus`,  
    `kOtg_ControlUpdateStatus` }  
    *The control types.*
- enum `usb_otg_pull_control_t` { , `kOtg_PullDm` = 0x02U }  
    *Pull up/down parameters.*

### 2.6.2 Data Structure Documentation

#### 2.6.2.1 struct `usb_otg_msg_t`

##### Data Fields

- uint32\_t `otgStatusType`  
    *The status types please reference to `usb_otg_status_type_t`.*
- uint32\_t `otgStatusValue`  
    *The status values.*

### 2.6.3 Macro Definition Documentation

#### 2.6.3.1 #define `USB_OTG_TIME_B_DATA_PLS` (7)

generate the data pulse using this time value.

### 2.6.4 Enumeration Type Documentation

#### 2.6.4.1 enum `usb_otg_control_t`

Enumerator

*`kOtg_ControlPullUp`* control vbus  
*`kOtg_ControlPullDown`* pull dp/dm up  
*`kOtg_ControlResume`* pull dp/dm down

*kOtg\_ControlAdpPrb* do resume  
*kOtg\_ControlDataPulse* probe adp  
*kOtg\_ControlHNPCheckEnable* generate data pulse  
*kOtg\_ControlSetTimer* start to check HNP  
*kOtg\_ControlCancelTimer* start timer  
*kOtg\_ControlRequestStatus* cancel timer  
*kOtg\_ControlUpdateStatus* request the status values [usb\\_otg\\_status\\_type\\_t](#)

#### 2.6.4.2 enum usb\_otg\_pull\_control\_t

Enumerator

*kOtg\_PullDm* pull DP line

## 2.7 USB OTG Peripheral driver

### 2.7.1 Overview

#### Functions

- [usb\\_status\\_t USB\\_OtgPeripheralEnable](#) (void)  
*Enable OTG peripheral.*
- [usb\\_status\\_t USB\\_OtgPeripheralDisable](#) (void)  
*Disable OTG peripheral.*
- [usb\\_status\\_t USB\\_OtgPeripheralGetStatus](#) (uint32\_t statusType, uint32\_t \*statusValue)  
*Get the peripheral status.*
- [usb\\_status\\_t USB\\_OtgPeripheralControl](#) ([usb\\_otg\\_controller\\_handle](#) controllerHandle, uint32\_t controlType, uint32\_t controlValue1, uint32\_t controlValue2)  
*Control the peripheral.*

### 2.7.2 Function Documentation

#### 2.7.2.1 [usb\\_status\\_t USB\\_OtgPeripheralEnable](#) ( void )

This function enable OTG peripheral function.

Return values

<i>kStatus_USB_Success</i>	success.
<i>other</i>	values Fail.

#### 2.7.2.2 [usb\\_status\\_t USB\\_OtgPeripheralDisable](#) ( void )

This function disable OTG peripheral function.

Return values

<i>kStatus_USB_Success</i>	success.
<i>other</i>	values Fail.

#### 2.7.2.3 [usb\\_status\\_t USB\\_OtgPeripheralGetStatus](#) ( uint32\_t *statusType*, uint32\_t \**statusValue* )

This function is nonblocking, return the result immediately.

## Parameters

in	<i>statusType</i>	Please referent to <a href="#">usb_otg_status_type_t</a> .
out	<i>statusValue</i>	The status value.

## Return values

<i>kStatus_USB_Success</i>	success.
<i>other</i>	values Fail.

#### 2.7.2.4 **usb\_status\_t USB\_OtgPeripheralControl ( usb\_otg\_controller\_handle controllerHandle, uint32\_t controlType, uint32\_t controlValue1, uint32\_t controlValue2 )**

This function control the peripheral to implement the different functions.

## Parameters

<i>controller-Handle</i>	The controller instance handle.
<i>controlType</i>	The control type, please referent to <a href="#">usb_otg_control_t</a> .
<i>controlValue1</i>	The control value, it is 0 or 1 usually.
<i>controlValue2</i>	It only be used in the kOtg_ControlRequestStatus control now.

## Return values

<i>kStatus_USB_Success</i>	success.
<i>other</i>	values Fail.





## Chapter 3

# USB OS Adapter

### 3.1 Overview

The OS adapter (OSA) is used to wrap the differences between RTOSes and make the USB stack with the same code base and behavior.

Note

OSA should not be used in the USB application. Therefore, from the USB application viewpoint, OSA is invisible.

### Macros

- #define **BIG\_ENDIAN** (0U)  
*Define big endian.*
- #define **LITTLE\_ENDIAN** (1U)  
*Define little endian.*
- #define **ENDIANNESS LITTLE\_ENDIAN**  
*Define current endian.*

### Typedefs

- typedef void \* **usb\_osa\_event\_handle**  
*Define USB OSA event handle.*
- typedef void \* **usb\_osa\_sem\_handle**  
*Define USB OSA semaphore handle.*
- typedef void \* **usb\_osa\_mutex\_handle**  
*Define USB OSA mutex handle.*
- typedef void \* **usb\_osa\_msgq\_handle**  
*Define USB OSA message queue handle.*

### Enumerations

- enum **usb\_osa\_status\_t** {  
    **kStatus\_USB\_OSA\_Success** = 0x00U,  
    **kStatus\_USB\_OSA\_Error**,  
    **kStatus\_USB\_OSA\_TimeOut** }  
*USB OSA error code.*
- enum **usb\_osa\_event\_mode\_t** {  
    **kUSB\_OsaEventManualClear** = 0U,  
    **kUSB\_OsaEventAutoClear** = 1U }  
*The event flags are cleared automatically or manually.*

### USB OSA Memory Management

- void \* [USB\\_OsaMemoryAllocate](#) (uint32\_t length)  
*Reserves the requested amount of memory in bytes.*
- void [USB\\_OsaMemoryFree](#) (void \*p)  
*Frees the memory previously reserved.*

### USB OSA Event

- [usb\\_osa\\_status\\_t USB\\_OsaEventCreate](#) ([usb\\_osa\\_event\\_handle](#) \*handle, uint32\_t flag)  
*Creates an event object with all flags cleared.*
- [usb\\_osa\\_status\\_t USB\\_OsaEventDestroy](#) ([usb\\_osa\\_event\\_handle](#) handle)  
*Destroys a created event object.*
- [usb\\_osa\\_status\\_t USB\\_OsaEventSet](#) ([usb\\_osa\\_event\\_handle](#) handle, uint32\_t bitMask)  
*Sets an event flag.*
- [usb\\_osa\\_status\\_t USB\\_OsaEventWait](#) ([usb\\_osa\\_event\\_handle](#) handle, uint32\_t bitMask, uint32\_t flag, uint32\_t timeout, uint32\_t \*bitSet)  
*Waits for an event flag.*
- [usb\\_osa\\_status\\_t USB\\_OsaEventCheck](#) ([usb\\_osa\\_event\\_handle](#) handle, uint32\_t bitMask, uint32\_t \*bitSet)  
*Checks an event flag.*
- [usb\\_osa\\_status\\_t USB\\_OsaEventClear](#) ([usb\\_osa\\_event\\_handle](#) handle, uint32\_t bitMask)  
*Clears an event flag.*

### USB OSA Semaphore

- [usb\\_osa\\_status\\_t USB\\_OsaSemCreate](#) ([usb\\_osa\\_sem\\_handle](#) \*handle, uint32\_t count)  
*Creates a semaphore with a given value.*
- [usb\\_osa\\_status\\_t USB\\_OsaSemDestroy](#) ([usb\\_osa\\_sem\\_handle](#) handle)  
*Destroys a semaphore object.*
- [usb\\_osa\\_status\\_t USB\\_OsaSemPost](#) ([usb\\_osa\\_sem\\_handle](#) handle)  
*Posts a semaphore.*
- [usb\\_osa\\_status\\_t USB\\_OsaSemWait](#) ([usb\\_osa\\_sem\\_handle](#) handle, uint32\_t timeout)  
*Waits on a semaphore.*

### USB OSA Mutex

- [usb\\_osa\\_status\\_t USB\\_OsaMutexCreate](#) ([usb\\_osa\\_mutex\\_handle](#) \*handle)  
*Creates a mutex.*
- [usb\\_osa\\_status\\_t USB\\_OsaMutexDestroy](#) ([usb\\_osa\\_mutex\\_handle](#) handle)  
*Destroys a mutex.*
- [usb\\_osa\\_status\\_t USB\\_OsaMutexLock](#) ([usb\\_osa\\_mutex\\_handle](#) handle)  
*Waits for a mutex and locks it.*
- [usb\\_osa\\_status\\_t USB\\_OsaMutexUnlock](#) ([usb\\_osa\\_mutex\\_handle](#) handle)  
*Unlocks a mutex.*

### USB OSA Message Queue

- [usb\\_osa\\_status\\_t USB\\_OsaMsgqCreate](#) ([usb\\_osa\\_msgq\\_handle](#) \*handle, uint32\_t count, uint32\_t size)

- Creates a message queue.*
- `usb_osa_status_t USB_OsaMsgqDestroy (usb_osa_msgq_handle handle)`
- Destroys a message queue.*
- `usb_osa_status_t USB_OsaMsgqSend (usb_osa_msgq_handle handle, void *msg)`
- Sends a message.*
- `usb_osa_status_t USB_OsaMsgqRecv (usb_osa_msgq_handle handle, void *msg, uint32_t timeout)`
- Receives a message.*
- `usb_osa_status_t USB_OsaMsgqCheck (usb_osa_msgq_handle handle, void *msg)`
- Checks a message queue and receives a message if the queue is not empty.*

## 3.2 Enumeration Type Documentation

### 3.2.1 enum usb\_osa\_status\_t

Enumerator

*kStatus\_USB\_OSA\_Success* Success.  
*kStatus\_USB\_OSA\_Error* Failed.  
*kStatus\_USB\_OSA\_TimeOut* Timeout occurs while waiting.

### 3.2.2 enum usb\_osa\_event\_mode\_t

Enumerator

*kUSB\_OsaEventManualClear* The flags of the event is cleared manually.  
*kUSB\_OsaEventAutoClear* The flags of the event is cleared automatically.

## 3.3 Function Documentation

### 3.3.1 void\* USB\_OsaMemoryAllocate ( uint32\_t length )

The function is used to reserve the requested amount of memory in bytes and initializes it to 0.

Parameters

<i>length</i>	Amount of bytes to reserve.
---------------	-----------------------------

Returns

Pointer to the reserved memory. NULL if memory can't be allocated.

### 3.3.2 void USB\_OsaMemoryFree ( void \* p )

The function is used to free the memory block previously reserved.

## Function Documentation

### Parameters

<i>p</i>	Pointer to the start of the memory block previously reserved.
----------	---

### 3.3.3 `usb_osa_status_t USB_OsaEventCreate ( usb_osa_event_handle * handle, uint32_t flag )`

This function creates an event object and sets its clear mode. If the clear mode is `kUSB_OsaEvent-AutoClear`, when a task gets the event flags, these flags are cleared automatically. If the clear mode is `kUSB_OsaEventManualClear`, the flags must be cleared manually.

### Parameters

<i>handle</i>	It is an out parameter, which is used to return the pointer of the event object.
<i>flag</i>	The event is auto-clear or manual-clear. See the enumeration <a href="#">usb_osa_event_mode_t</a> .

### Returns

A USB OSA error code or `kStatus_OSA_Success`.

### Example:

```
usb_osa_event_handle eventHandle;  
usb_osa_status_t      usbOsaStatus;  
usbOsaStatus = USB_OsaEventCreate(&eventHandle,  
    kUSB_OsaEventManualClear);
```

### 3.3.4 `usb_osa_status_t USB_OsaEventDestroy ( usb_osa_event_handle handle )`

### Parameters

<i>handle</i>	Pointer to the event object.
---------------	------------------------------

### Returns

A USB OSA error code or `kStatus_OSA_Success`.

### Example:

```
usb_osa_status_t      usbOsaStatus;  
...  
usbOsaStatus = USB_OsaEventDestroy(eventHandle);
```

### 3.3.5 `usb_osa_status_t USB_OsaEventSet ( usb_osa_event_handle handle, uint32_t bitMask )`

Sets specified flags for an event object.

## Function Documentation

### Parameters

<i>handle</i>	Pointer to the event object.
<i>bitMask</i>	Event flags to be set.

### Returns

A USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_status_t    usbOsaStatus;  
...  
usbOsaStatus = USB_OsaEventSet(eventHandle, 0x01U);
```

### 3.3.6 usb\_osa\_status\_t USB\_OsaEventWait ( usb\_osa\_event\_handle *handle*, uint32\_t *bitMask*, uint32\_t *flag*, uint32\_t *timeout*, uint32\_t \* *bitSet* )

This function waits for a combination of flags to be set in an event object. An applications can wait for any/all bits to be set. This function can get the flags that wake up the waiting task.

### Parameters

<i>handle</i>	Pointer to the event object.
<i>bitMask</i>	Event flags to wait.
<i>flag</i>	Wait all flags or any flag to be set. 0U - wait any flag, others, wait all flags.
<i>timeout</i>	The maximum number of milliseconds to wait for the event. If the wait condition is not met, passing 0U waits indefinitely when the environment is an RTOS and returns the kStatus_OSA_Timeout immediately. Pass any value for the bare metal.
<i>bitSet</i>	Flags that wake up the waiting task are obtained by this parameter.

### Returns

An USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_status_t    usbOsaStatus;  
uint32_t            bitSet;  
...  
usbOsaStatus = USB_OsaEventWait(eventHandle, 0x01U, 0U, 0U, &bitSet);
```

### 3.3.7 `usb_osa_status_t` `USB_OsaEventCheck` ( `usb_osa_event_handle` *handle*, `uint32_t` *bitMask*, `uint32_t` \* *bitSet* )

This function checks for a combination of flags to be set in an event object.

## Function Documentation

### Parameters

<i>handle</i>	Pointer to the event object.
<i>bitMask</i>	Event flags to check.
<i>bitSet</i>	Flags have been set.

### Returns

An USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_status_t    usbOsaStatus;  
uint32_t            bitSet;  
...  
usbOsaStatus = USB_OsaEventCheck(eventHandle, 0x01U, &bitSet);
```

### 3.3.8 usb\_osa\_status\_t USB\_OsaEventClear ( usb\_osa\_event\_handle *handle*, uint32\_t *bitMask* )

This function clears flags of an event object.

### Parameters

<i>handle</i>	Pointer to the event object
<i>bitMask</i>	Event flags to be cleared.

### Returns

An USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_status_t    usbOsaStatus;  
...  
usbOsaStatus = USB_OsaEventClear(eventHandle, 0x01U);
```

### 3.3.9 usb\_osa\_status\_t USB\_OsaSemCreate ( usb\_osa\_sem\_handle \* *handle*, uint32\_t *count* )

This function creates a semaphore and sets the default count.



## Parameters

<i>handle</i>	It is an out parameter, which is used to return pointer of the semaphore object.
<i>count</i>	Initializes a value of the semaphore.

## Returns

An USB OSA error code or kStatus\_OSA\_Success.

## Example:

```
usb_osa_sem_handle    semHandle;
usb_osa_status_t      usbOsaStatus;
usbOsaStatus = USB_OsaSemCreate(&semHandle, 1U);
```

### 3.3.10 usb\_osa\_status\_t USB\_OsaSemDestroy ( usb\_osa\_sem\_handle *handle* )

This function destroys a semaphore object.

## Parameters

<i>handle</i>	Pointer to the semaphore.
---------------	---------------------------

## Returns

An USB OSA error code or kStatus\_OSA\_Success.

## Example:

```
usb_osa_sem_handle    semHandle;
usb_osa_status_t      usbOsaStatus;
...
usbOsaStatus = USB_OsaSemDestroy(semHandle);
```

### 3.3.11 usb\_osa\_status\_t USB\_OsaSemPost ( usb\_osa\_sem\_handle *handle* )

This function wakes up a task waiting on the semaphore. If a task is not pending, increases the semaphore's value.

## Function Documentation

### Parameters

<i>handle</i>	Pointer to the semaphore.
---------------	---------------------------

### Returns

A USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_sem_handle    semHandle;
usb_osa_status_t      usbOsaStatus;
...
usbOsaStatus = USB_OsaSemPost(semHandle);
```

### 3.3.12 usb\_osa\_status\_t USB\_OsaSemWait ( usb\_osa\_sem\_handle *handle*, uint32\_t *timeout* )

This function checks the semaphore's value. If it is positive, it decreases the semaphore's value and return kStatus\_OSA\_Success.

### Parameters

<i>handle</i>	Pointer to the semaphore.
<i>timeout</i>	The maximum number of milliseconds to wait for the semaphore. If the wait condition is not met, pass 0U waits indefinitely when environment is RTOS. And return kStatus_OSA_Timeout immediately for bare metal no matter what value has been passed.

### Returns

A USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_sem_handle    semHandle;
usb_osa_status_t      usbOsaStatus;
...
usbOsaStatus = USB_OsaSemWait(semHandle, 0U);
```

### 3.3.13 usb\_osa\_status\_t USB\_OsaMutexCreate ( usb\_osa\_mutex\_handle \* *handle* )

This function creates a mutex and sets it to an unlocked status.

## Parameters

<i>handle</i>	It is out parameter, which is used to return the pointer of the mutex object.
---------------	---

## Returns

A USB OSA error code or kStatus\_OSA\_Success.

## Example:

```
usb_osa_mutex_handle mutexHandle;
usb_osa_status_t      usbOsaStatus;
usbOsaStatus = USB_OsaMutexCreate(&mutexHandle);
```

### 3.3.14 usb\_osa\_status\_t USB\_OsaMutexDestroy ( usb\_osa\_mutex\_handle *handle* )

This function destroys a mutex and sets it to an unlocked status.

## Parameters

<i>handle</i>	Pointer to the mutex.
---------------	-----------------------

## Returns

A USB OSA error code or kStatus\_OSA\_Success.

## Example:

```
usb_osa_mutex_handle mutexHandle;
usb_osa_status_t      usbOsaStatus;
...
usbOsaStatus = USB_OsaMutexDestroy(mutexHandle);
```

### 3.3.15 usb\_osa\_status\_t USB\_OsaMutexLock ( usb\_osa\_mutex\_handle *handle* )

This function checks the mutex status. If it is unlocked, it locks it and returns the kStatus\_OSA\_Success. Otherwise, it waits forever to lock in RTOS and returns the kStatus\_OSA\_Success immediately for bare metal.

## Function Documentation

### Parameters

<i>handle</i>	Pointer to the mutex.
---------------	-----------------------

### Returns

A USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_mutex_handle mutexHandle;  
usb_osa_status_t      usbOsaStatus;  
...  
usbOsaStatus = USB_OsaMutexLock(mutexHandle);
```

### 3.3.16 usb\_osa\_status\_t USB\_OsaMutexUnlock ( usb\_osa\_mutex\_handle *handle* )

This function unlocks a mutex.

### Parameters

<i>handle</i>	Pointer to the mutex.
---------------	-----------------------

### Returns

A USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_mutex_handle mutexHandle;  
usb_osa_status_t      usbOsaStatus;  
...  
usbOsaStatus = USB_OsaMutexUnlock(mutexHandle);
```

### 3.3.17 usb\_osa\_status\_t USB\_OsaMsgqCreate ( usb\_osa\_msgq\_handle \* *handle*, uint32\_t *count*, uint32\_t *size* )

This function creates a message queue.

## Parameters

<i>handle</i>	It is an out parameter, which is used to return a pointer of the message queue object.
<i>count</i>	The count of elements in the queue.
<i>size</i>	Size of every elements in words.

## Returns

A USB OSA error code or kStatus\_OSA\_Success.

## Example:

```
usb_osa_msgq_handle msgqHandle;
usb_osa_status_t usbOsaStatus;
usbOsaStatus = USB_OsaMsgqCreate(msgqHandle, 8U, 4U);
```

### 3.3.18 usb\_osa\_status\_t USB\_OsaMsgqDestroy ( usb\_osa\_msgq\_handle *handle* )

This function destroys a message queue.

## Parameters

<i>handle</i>	Pointer to a message queue.
---------------	-----------------------------

## Returns

A USB OSA error code or kStatus\_OSA\_Success.

## Example:

```
usb_osa_msgq_handle msgqHandle;
usb_osa_status_t usbOsaStatus;
...
usbOsaStatus = USB_OsaMsgqDestroy(msgqHandle);
```

### 3.3.19 usb\_osa\_status\_t USB\_OsaMsgqSend ( usb\_osa\_msgq\_handle *handle*, void \* *msg* )

This function sends a message to the tail of the message queue.

## Function Documentation

### Parameters

<i>handle</i>	Pointer to a message queue.
<i>msg</i>	The pointer to a message to be put into the queue.

### Returns

A USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_msgq_handle    msgqHandle;
message_struct_t       message;
usb_osa_status_t       usbOsaStatus;
...
usbOsaStatus = USB_OsaMsgqSend(msgqHandle, &message);
```

### 3.3.20 usb\_osa\_status\_t USB\_OsaMsgqRecv ( usb\_osa\_msgq\_handle *handle*, void \* *msg*, uint32\_t *timeout* )

This function receives a message from the head of the message queue.

### Parameters

<i>handle</i>	Pointer to a message queue.
<i>msg</i>	The pointer to save a received message.
<i>timeout</i>	The maximum number of milliseconds to wait for a message. If the wait condition is not met, passing 0U waits indefinitely when an environment is RTOS and returns the kStatus_OSA_Timeout immediately for bare metal.

### Returns

A USB OSA error code or kStatus\_OSA\_Success.

### Example:

```
usb_osa_msgq_handle    msgqHandle;
message_struct_t       message;
usb_osa_status_t       usbOsaStatus;
...
usbOsaStatus = USB_OsaMsgqRecv(msgqHandle, &message, 0U);
```

### 3.3.21 usb\_osa\_status\_t USB\_OsaMsgqCheck ( usb\_osa\_msgq\_handle *handle*, void \* *msg* )

This function checks a message queue and receives a message if the queue is not empty.

## Parameters

<i>handle</i>	Pointer to a message queue.
<i>msg</i>	The pointer to save a received message.

## Returns

A USB OSA error code or kStatus\_OSA\_Success.

## Example:

```
usb_osa_msgq_handle    msgqHandle;  
message_struct_t       message;  
usb_osa_status_t       usbOsaStatus;  
...  
usbOsaStatus = USB_OsaMsgqCheck(msgqHandle, &message);
```





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Document Number: KSDK20USBOTGAPIRM

Rev. 0

Sep 2016

