**USB. Host Mass Storage Class**

We continue to work with the same project USB\_HOST\_MSC\_FATFS.

In the main.c file in the FileReadWrite function, we duplicate the code section

  if (f\_mount (& USBDISKFatFs, (TCHAR const \*) USBH\_Path, 0)! = FR\_OK)

  {

    / \* FatFs Initialization Error \* /

    Error\_Handler ();

  }

else

{

        if (f\_open (& MyFile, "123.txt", FA\_READ)! = FR\_OK)

        {

                Error\_Handler ();

        }

        else

        {

                res = f\_read (& MyFile, rtext, sizeof (rtext), (void \*) & bytesread);

                if ((bytesread == 0) || (res! = FR\_OK))

                {

                        Error\_Handler ();

                }

                else

                {

                        LCD\_Clear ();

                        LCD\_SetPos (0,0);

                        LCD\_String ((char \*) rtext);

                        f\_close (& MyFile);

                }

        }

}

And one of the doubles is recommended, before it we write the comment // Read, and with the other we will work, correcting it for writing to the file.

We correct this section as follows

else

{

 if (f\_open (& MyFile, " ` **1234.txt**", **FA\_CREATE\_ALWAYS | FA\_WRITE**)! = FR\_OK)

        {

                        Error\_Handler ();

That is, if the file exists, then we open it for writing, if it does not exist, then we create it first.

Add a variable to our function

  uint8\_t rtext [100]; / \* File read buffer \* /

**uint8\_t wtext [] = "STM32 is OK!"; / \* File write buffer \* /**

// Read

Change the line for reading to write

res = **f\_write**(& MyFile, **wtext**, sizeof ( **wtext**), (void \*) & **byteswritten**);

There will also be some changes on the next line

        res = f\_write (& MyFile, wtext, sizeof (wtext), (void \*) & byteswritten);

        if (( **byteswritten** == 0) || (res! = FR\_OK))

From the following code, we will remove the output to the display and add the code for turning on the green LED

                        if ((byteswritten == 0) || (res! = FR\_OK))

                        {

                                Error\_Handler ();

                        }

                        else

                        {

                                f\_close (& MyFile);

**HAL\_GPIO\_WritePin (GPIOD, GPIO\_PIN\_12, GPIO\_PIN\_SET);**

                        }

We will collect the code, we will sew the controller, and we will see that the LED is lit. Also take out our flash drive, insert it into the usb port of the PC, open it and see if the file was created and whether the information was written to the file.