Configuracion usb

/\*\*

\* USB Device Configuration

\* @{

\*/

//! Device definition

#define USB\_DEVICE\_VENDOR\_ID USB\_VID\_ATMEL

#define USB\_DEVICE\_PRODUCT\_ID USB\_PID\_ATMEL\_ASF\_CDC

#define USB\_DEVICE\_MAJOR\_VERSION 1

#define USB\_DEVICE\_MINOR\_VERSION 0

#define USB\_DEVICE\_POWER 100

#define USB\_DEVICE\_MANUFACTURE\_NAME "ATMEL ASF"

#define USB\_DEVICE\_PRODUCT\_NAME "CDC"

#define USB\_DEVICE\_ATTR \

(USB\_CONFIG\_ATTR\_SELF\_POWERED)

/\*\*

\* USB Device Callbacks definitions

\* @{

\*/

#define UDC\_VBUS\_EVENT(b\_vbus\_high)

#define UDC\_SOF\_EVENT()

#define UDC\_SUSPEND\_EVENT()

#define UDC\_RESUME\_EVENT()

//@}

//@}

/\*\*

\* USB Interface Configuration

\* @{

\*/

/\*\*

\* Configuration of CDC interface

\* @{

\*/

//! Interface callback definition

#define UDI\_CDC\_ENABLE\_EXT(port) stdio\_usb\_enable()

#define UDI\_CDC\_DISABLE\_EXT(port) stdio\_usb\_disable()

#define UDI\_CDC\_RX\_NOTIFY(port)

#define UDI\_CDC\_TX\_EMPTY\_NOTIFY(port)

#define UDI\_CDC\_SET\_CODING\_EXT(port,cfg)

#define UDI\_CDC\_SET\_DTR\_EXT(port,set)

#define UDI\_CDC\_SET\_RTS\_EXT(port,set)

//! Default configuration of communication port

#define UDI\_CDC\_DEFAULT\_RATE 115200

#define UDI\_CDC\_DEFAULT\_STOPBITS CDC\_STOP\_BITS\_1

#define UDI\_CDC\_DEFAULT\_PARITY CDC\_PAR\_NONE

#define UDI\_CDC\_DEFAULT\_DATABITS 8

//@}

//@}

Definicion de board\_init()

void board\_init(void)

{

/\* Disable the watchdog \*/

WDT->WDT\_MR = WDT\_MR\_WDDIS;

/\* GPIO has been deprecated, the old code just keeps it for compatibility.

\* In new designs IOPORT is used instead.

\* Here IOPORT must be initialized for others to use before setting up IO.

\*/

ioport\_init();

/\* Configure LED pins \*/

gpio\_configure\_pin(LED0\_GPIO, LED0\_FLAGS);

gpio\_configure\_pin(LED1\_GPIO, LED1\_FLAGS);

/\* Configure Push Button pins \*/

gpio\_configure\_pin(GPIO\_PUSH\_BUTTON\_1, GPIO\_PUSH\_BUTTON\_1\_FLAGS);

}

\*\*

\* \brief main function

\*/

int main (void)

{

sysclk\_init(); // inicializo reloj

board\_init(); // inicializo la board