



# **Freescale MQX™ USB Device API Reference Manual**

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## ***How to Reach Us:***

### **Home Page:**

[www.freescale.com](http://www.freescale.com)

### **E-mail:**

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### **USA/Europe or Locations Not Listed:**

Freescale Semiconductor  
Technical Information Center, CH370  
1300 N. Alma School Road  
Chandler, Arizona 85224  
+1-800-521-6274 or +1-480-768-2130  
[support@freescale.com](mailto:support@freescale.com)

### **Europe, Middle East, and Africa:**

Freescale Halbleiter Deutschland GmbH  
Technical Information Center  
Schatzbogen 7  
81829 Muenchen, Germany  
+44 1296 380 456 (English)  
+46 8 52200080 (English)  
+49 89 92103 559 (German)  
+33 1 69 35 48 48 (French)  
[support@freescale.com](mailto:support@freescale.com)

### **Japan:**

Freescale Semiconductor Japan Ltd.  
Headquarters  
ARCO Tower 15F  
1-8-1, Shimo-Meguro, Meguro-ku,  
Tokyo 153-0064, Japan  
0120 191014 or +81 3 5437 9125  
[support.japan@freescale.com](mailto:support.japan@freescale.com)

### **Asia/Pacific:**

Freescale Semiconductor Hong Kong Ltd.  
Technical Information Center  
2 Dai King Street  
Tai Po Industrial Estate  
Tai Po, N.T., Hong Kong  
+800 26668334  
[support.asia@freescale.com](mailto:support.asia@freescale.com)

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## Revision History

To provide the most up-to-date information, the revision of our documents on the World Wide Web will be the most current. Your printed copy may be an earlier revision. To verify you have the latest information available, refer to <http://www.freescale.com/mqx>.

The following revision history table summarizes changes contained in this document.

Revision Number	Revision Date	Description of Changes
Rev. 0	01/2009	Initial Release coming with MQX 3.0
Rev. 1	12/2011	“USB Device Layer API”, “USB Device Class API”, “USB Descriptor API” and “Data Structures” sections added.

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# Chapter 1

## Before Beginning

### 1.1 About This Book

This *USB Device API Reference* describes the USB Device driver and its programmer's interface as it is implemented in the MQX™ RTOS.

We assume that you are familiar with the following reference material:

- *Universal Serial Bus Specification Revision 1.1*
- *Universal Serial Bus Specification Revision 2.0*

Use this book in conjunction with:

- *Freescale MQX™ User's Guide*
- *Freescale MQX™ API Reference Manual*
- *Freescale MQX™ USB Host User's Guide*
- *Source Code*

### 1.2 About MQX

The MQX is real-time operating system from MQX Embedded. It has been designed for uniprocessor, multiprocessor, and distributed-processor embedded real-time systems.

To leverage the success of the MQX RTOS, Freescale Semiconductor adopted this software platform for its microprocessors. Comparing to the original MQX distributions, the Freescale MQX distribution was made simpler to configure and use. One single release now contains the MQX operating system plus all the other software components supported for a given microprocessor part (such as network or USB communication stacks). The first MQX version released as Freescale MQX RTOS is assigned a number 3.0. It is based on and is API-level compatible with the MQX RTOS released by ARC at version 2.50.

Throughout this book, we use MQX as the short name for MQX Real Time Operating System.

### 1.3 Acronyms and abbreviations

**Table 1-1. Acronyms and abbreviations**

Term	Description
API	Application Programming Interface
CDC	Communication Device Class
DCI	Device Controller Interface
HID	Human Interface Device
MSD	Mass Storage Device

Table 1-1. Acronyms and abbreviations (continued)

MSC	Mass Storage Class
PHD	Personal Healthcare Device
PHDC	Personal Healthcare Device Class
QOS	Quality Of Service
SCSI	Small Computer System Interface
USB	Universal Serial Bus

## 1.4 Function Listing Format

This is the general format of an entry for a function, compiler intrinsic, or macro.

### **function\_name()**

A short description of what function **function\_name()** does.

#### **Synopsis**

Provides a prototype for function **function\_name()**.

```
<return_type> function_name(
    <type_1>  parameter_1,
    <type_2>  parameter_2,
    ...
    <type_n>  parameter_n)
```

#### **Parameters**

parameter\_1 [in] — Pointer to x  
parameter\_2 [out] — Handle for y  
parameter\_n [in/out] — Pointer to z

Parameter passing is categorized as follows:

- *In* — Means the function uses one or more values in the parameter you give it without storing any changes.
- *Out* — Means the function saves one or more values in the parameter you give it. You can examine the saved values to find out useful information about your application.
- *In/out* — Means the function changes one or more values in the parameter you give it and saves the result. You can examine the saved values to find out useful information about your application.

**Description** — Describes the function **function\_name()**. This section also describes any special characteristics or restrictions that might apply:

- function blocks or might block under certain conditions
- function must be started as a task
- function creates a task
- function has pre-conditions that might not be obvious
- function has restrictions or special behavior

**Return value** — Specifies any value or values returned by function **function\_name()**.

**See also** — Lists other functions or data types related to function **function\_name()**.

**Example** — Provides an example (or a reference to an example) that illustrates the use of function **function\_name()**.

## Chapter 2 Overview

### 2.1 USB at a Glance

USB (Universal Serial Bus) is a polled bus. USB Host configures all the devices attached to it directly or through a USB hub and initiates all bus transactions. USB Device responds only to the requests sent to it by a USB Host.

USB Device software consists of the:

- USB Device application
- USB Device Driver (contains USB Device Class APIs)
- USB Device APIs (independent of hardware)
- USB Device controller interface (DCI) - low-level functions used to interact with the USB Device controller hardware

### 2.2 Interaction Between USB Host and USB Device

The Freescale MQX USB Device API includes the following components:

- USB Device APIs
- USB Device controller interface (DCI)
- an example of a USB specification's Chapter 9 (device framework) responder
- USB Class APIs

[Figure 2-1](#) shows the interaction between a USB Host and a USB Device.

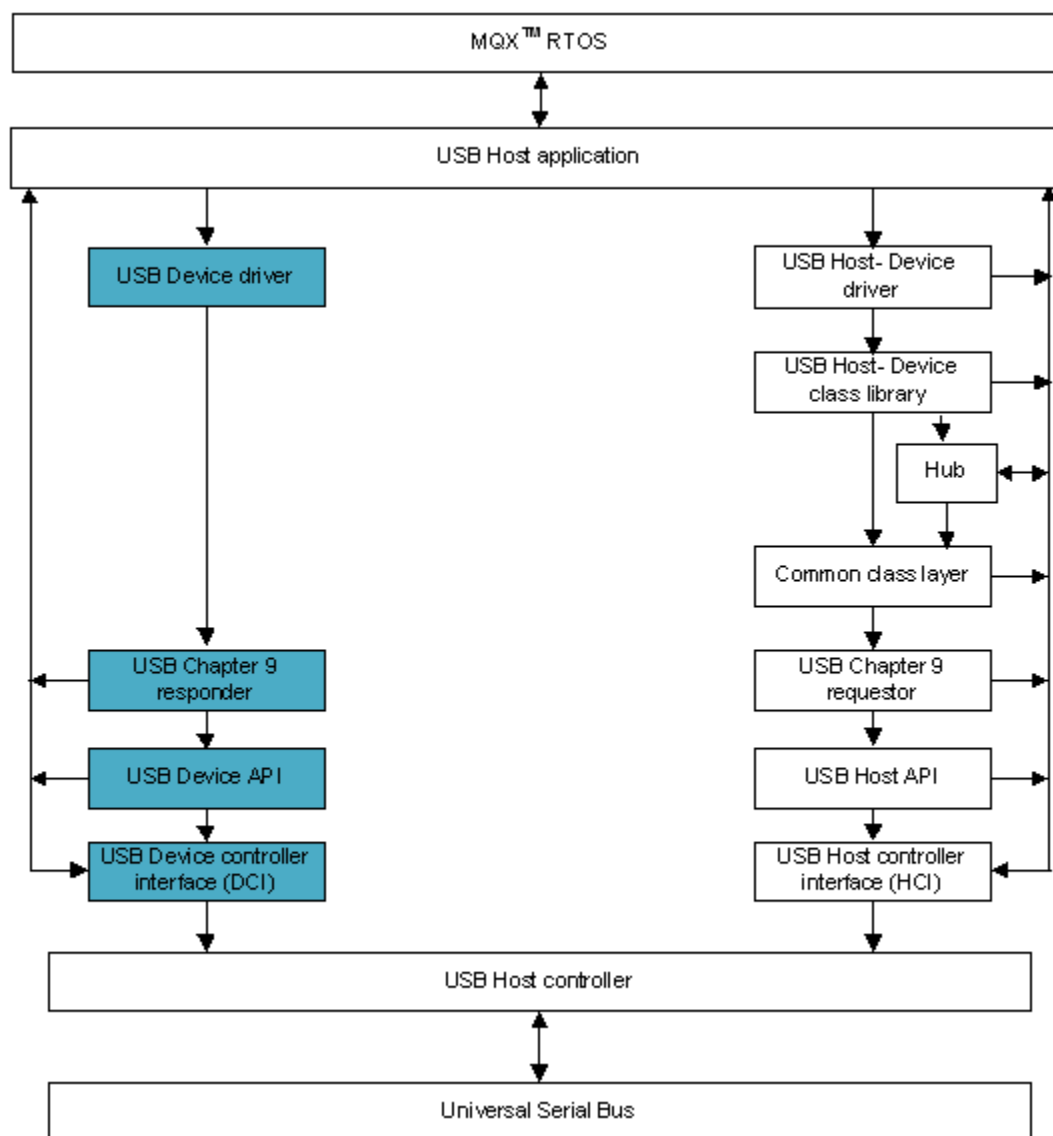


Figure 2-1. USB Host and USB Device Interaction

## 2.3 API Overview

This section describes the list of API functions and their use.

Table 2-1 summarizes the USB Device APIs.

Table 2-1. Summary of USB Device APIs

No.	API function	Description
1	USB_Device_Assert_Resume()	Resumes signal on the bus for remote wake-up
2	USB_Device_Cancel_Transfer()	Cancels a pending send or receive call

**Table 2-1. Summary of USB Device APIs (continued)**

No.	API function	Description
3	USB_Device_DeInit_EndPoint()	Disables the previously initialized endpoint passed as parameter
4	USB_Device_Get_Status()	Gets the internal USB device state
5	USB_Device_Get_Transfer_Status()	Gets the status of the last transfer on a particular endpoint
6	USB_Device_Init()	Initializes a USB device controller
7	USB_Device_Init_EndPoint()	Initializes the endpoint provided as parameter to the API
8	USB_Device_Read_Setup_Data()	Reads the setup data for an endpoint
9	USB_Device_Recv_Data()	Copies the data received on an endpoint and sets the endpoint to receive the next set of data
10	USB_Device_Register_Service()	Registers the callback service for a type of event or endpoint
11	USB_Device_Send_Data()	Sends data on an endpoint
12	USB_Device_Set_Address()	Sets the address of a USB device controller
13	USB_Device_Set_Status()	Sets the internal USB device state
14	USB_Device_Shutdown()	Shuts down a USB device controller
15	USB_Device_Stall_EndPoint()	Stalls an endpoint in the specified direction
16	USB_Device_Unstall_EndPoint()	Un-stalls a previously stalled endpoint
17	USB_Device_Unregister_Service()	Un-registers the callback service for a type of event or endpoint

Table 2-2 summarizes the common class APIs

**Table 2-2. Summary of common class APIs**

No.	API function	Description
1	USB_Class_Init()	The function initializes the Class Module
2	USB_Class_Send_Data()	The function calls the device to send data upon receiving an IN token
3	USB_Class_Get_Desc()	This function is called in to get the descriptor as specified in command
4	USB_Class_Set_Desc()	This function is called in to Set the descriptor as specified in command

Table 2-3 summarizes the CDC class APIs.

**Table 2-3. Summary of CDC class APIs**

No.	API function	Description
1	USB_Class_CDC_Init()	Initializes the CDC class
2	USB_Class_CDC_Recv_Data()	Receives the data from the host
3	USB_Class_CDC_Send_Data()	Send the data to the host
4	USB_Class_CDC_Periodic_Task()	Periodic call to the class driver to complete pending tasks

Table 2-4 summarizes the HID class APIs.

**Table 2-4. Summary of HID class APIs**

No.	API function	Description
1	USB_Class_HID_Init()	Initializes the HID class
2	USB_Class_HID_Send_Data()	Sends the HID report to the host
3	USB_Class_HID_Periodic_Task()	Periodic call to the class driver to complete pending tasks

Table 2-5 summarizes the MSC class APIs.

**Table 2-5. Summary of MSC class APIs**

No.	API function	Description
1	USB_Class_MSC_Init()	Initializes the MSC class
2	USB_Class_MSC_Periodic_Task()	Periodic call to the class driver to complete pending tasks

Table 2-6 summarizes the PHDC class APIs.

**Table 2-6. Summary of PHDC class APIs**

No.	API function	Description
1	USB_Class_PHDC_Init()	Initializes the PHDC class
2	USB_Class_PHDC_Send_Data()	Sends the PHDC report to the host
3	USB_Class_PHDC_Recv_Data()	Receives data from the PHDC Receive Endpoint of desired QOS
4	USB_Class_PHDC_Periodic_Task()	Periodic call to the class driver to complete pending tasks

Table 2-7 summarizes the descriptor module API functions required by the class layers for application implementation. See [Chapter 5, “USB Descriptor API](#) for more details on sample implementation of each API function.

**Table 2-7. Summary of Descriptor Module API functions**

No.	API function	Description;
1	USB_Desc_Get_Descriptor()	Gets various descriptors from the application
2	USB_Desc_Get_Endpoints()	Gets the endpoints used and their properties
3	USB_Desc_Get_Interface()	Gets the currently configured interface
4	USB_Desc_Remote_Wakeup()	Checks whether the application supports remote wake-up or not
5	USB_Desc_Set_Interface()	Sets new interface
6	USB_Desc_Valid_Configuration()	Checks whether the configuration being set is valid or not
7	USB_Desc_Valid_Interface()	Checks whether the interface being set is valid or not

## 2.4 Using the USB Device API

This section describes the flow on how to use various device and class API functions.



## 2.4.1 Using the Device Layer API

This section describes a sequence to use the device layer API functions from the class driver or the monolithic application.

### 2.4.1.1 Initialization flow

To initialize the driver layer, the class driver must:

1. Call `_usb_device_init()` to initialize the low level driver and the controller.
2. Call `_usb_device_register_service()` to register service callback functions for the following bus event:
  - `USB_SERVICE_BUS_RESET`
  - `USB_SERVICE_SUSPEND`
  - `USB_SERVICE_SOF`
  - `USB_SERVICE_RESUME`
  - `USB_SERVICE_SLEEP`
  - `USB_SERVICE_ERROR`
  - `USB_SERVICE_STALL`
3. Call `_usb_device_register_service()` to register service call back functions for control and non-control endpoints (endpoint events).
4. Call `_usb_device_init_endpoint()` to initialize the control endpoint and endpoints used by the application.
5. The device layer must be initialized to send callbacks registered in any event on the USB bus. The devices must start receiving the USB Chapter 9 framework calls on control endpoint. The lower layer driver propagates these calls to the class driver.

### 2.4.1.2 Transmission flow

After the initialization, the class driver can call the low level send routine to transmit data. The transmission process includes the following steps:

1. The class driver calls `_usb_device_send_data()` to start the transmission by passing the endpoint number, size, and buffer to the call.
2. As soon as the controller completes the transfer, a call is made to the service callback registered to the particular endpoint.

### 2.4.1.3 Receive flow

After the initialization, the class driver must be ready to receive data. The receive process includes the following steps:

1. When the data is received at the configured endpoint, the low level driver calls the service registered using `_usb_device_register_service()` to that endpoint passing it the buffer and size of the data received.

2. The class driver calculates the size of the complete packet from the data in the buffer and makes a call to the `_usb_device_recv_data()` to receive the complete packet. To do so, it passes the class driver buffer pointer and complete packet size to receive the data. In the case where the complete packet size is equal to the data received; it processes the packet, otherwise it waits to receive the complete packet in the next callback to process it.

## 2.4.2 CDC Class Layer API

To use CDC class layer API functions from the application:

1. Call `USB_Class_CDC_Init()` to initialize the class driver, all the layers below it, and the device controller. Event callback functions are also passed as parameter to this function.
2. When the callback function is called with the `USB_APP_ENUM_COMPLETE` event, the application should move into the connected state.
3. Call `USB_Class_CDC_Send_Data()` to send data to the host through the device layers, when required.
4. Call `USB_Class_CDC_Recv_Data()` when callback function is called with the `USB_APP_DATA_RECEIVED` event (that implies reception of data from the host).

## 2.4.3 HID Class Layer API

To use HID class layer API functions from the application:

1. Call `USB_Class_HID_Init()` to initialize the class driver, all the layers below it, and the device controller. Event callback functions are also passed as a parameter to this function.
2. When the callback function is called with the `USB_APP_ENUM_COMPLETE` event, the application should move into the ready state.
3. Call `USB_Class_HID_Send_Data()` to send data to the host through the device layers, when required.

## 2.4.4 MSC Class Layer API

To use MSD class layer API functions from the application:

1. Call `USB_Class_MSC_Init()` to initialize the class driver, all the layers below it, and the device controller. Event callback functions are also passed as a parameter to this function.
2. When the callback function is called with the `USB_APP_ENUM_COMPLETE` event, the application should move into the ready state.
3. Callback function is called with the `USB_MSC_DEVICE_READ_REQUEST` event to copy data from storage device before sending it on USB bus. It reads data from mass storage device to driver buffer.
4. Callback function is called with the `USB_MSC_DEVICE_WRITE_REQUEST` event to copy data from USB driver buffer to Storage device. It reads data from driver buffer to mass storage device.

## 2.4.5 PHDC Class Layer API

To use PHDC class layer API functions from the application:

1. Call [USB\\_Class\\_PHDC\\_Init\(\)](#) to initialize the class driver, all the layers below it, and the device controller. Event callback functions are also passed as parameter to this function.
2. When the callback function is called with the `USB_APP_ENUM_COMPLETE` event, the application should move into the connected state.
3. Call [USB\\_Class\\_PHDC\\_Send\\_Data\(\)](#) to send data to the host through the device layers, when required.
4. Call [USB\\_Class\\_PHDC\\_Recv\\_Data\(\)](#) when callback function is called with the `USB_APP_DATA_RECEIVED` event (that implies reception of data from the host).

## Chapter 3

# USB Device Layer API

### 3.1 USB Device Layer API function listings

#### 3.1.1 `_usb_device_assert_resume()`

Resume the USB Host.

##### Synopsis

```
void _usb_device_assert_resume
(
    _usb_device_handle    handle
);
```

##### Parameters

*handle [in]* — USB Device handle

##### Description

The function sends a resume signal on the USB bus for remote wakeup. This function is called when the device needs to send the data to the USB host and the USB bus is in suspend state. Blocks for 20 ms until the resume assertion is complete.

##### Return value

None

##### See also:

[`\_usb\_device\_init\(\)`](#)

[`\_usb\_device\_init\_endpoint\(\)`](#)

### 3.1.2 `_usb_device_cancel_transfer()`

Cancel the transfer on the endpoint.

#### Synopsis

```
uint_8  _usb_device_cancel_transfer
(
    _usb_device_handle      handle,
    uint_8                  endpoint_number,
    uint_8                  direction
);
```

#### Parameters

*handle [in]* - USB Device handle

*endpoint\_number [in]* - Endpoint number for the transfer

*direction [in]* - Direction of transfer; one of:

**USB\_RECV**

**USB\_SEND**

#### Description

The function checks whether the transfer on the specified endpoint and direction is active. If it is not active, the function changes the status to idle and returns. If the transfer is active, the function calls the DCI function to terminate all the transfers queued on the endpoint and sets the status to idle.

This function blocks until the transfer cancellation at the hardware is completed.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_ERROR** (failure)

#### See Also:

[\\_usb\\_device\\_get\\_transfer\\_status\(\)](#)

[\\_usb\\_device\\_init\(\)](#)

[\\_usb\\_device\\_init\\_endpoint\(\)](#)

### 3.1.3 `_usb_device_deinit_endpoint()`

Disable the endpoint for the USB Device controller.

#### Synopsis

```
uint_8 _usb_device_deinit_endpoint
(
    _usb_device_handle      handle,
    uint_8                  endpoint_number,
    uint_8                  direction
)
```

#### Parameters

*handle [in]* - USB Device handle

*endpoint\_number [in]* - Endpoint number

*direction [in]* - Direction of transfer; one of:

**USB\_RECV**

**USB\_SEND**

#### Description

The function resets the data structures specific to the specified endpoint and calls the DCI function to disable the endpoint in the specified direction.

#### Return value

- **USB\_OK** (success)
- **USBERR\_ERROR** (failure: endpoint deinitialization failed)

#### See Also:

[`\_usb\_device\_init\_endpoint\(\)`](#)

### 3.1.4 `_usb_device_get_status()`

Get the internal USB device state.

#### Synopsis

```
uint_8 _usb_device_get_status
(
    _usb_device_handle  handle ,
    uint_8              component ,
    uint_16_ptr         status
)
```

#### Parameters

*handle* [in] - USB Device handle

*component* [in] - Component status to get; one of:

**USB\_STATUS\_ADDRESS**

**USB\_STATUS\_CURRENT\_CONFIG**

**USB\_STATUS\_DEVICE**

**USB\_STATUS\_DEVICE\_STATE**

**USB\_STATUS\_ENDPOINT** - The LSB nibble carries the endpoint number

**USB\_STATUS\_INTERFACE**

**USB\_STATUS\_SOF\_COUNT**

*status* [out] - Requested status

#### Description

The function gets the status of the specified component for the GET STATUS device request. This function must be used by the GET STATUS device response function.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_BAD\_STATUS** (failure: incorrect component status requested)
- **USBERR\_ERROR** (failure: unknown error)

#### See Also:

[\\_usb\\_device\\_set\\_status\(\)](#)

### 3.1.5 `_usb_device_get_transfer_status()`

Get the status of the last transfer on the endpoint.

#### Synopsis

```
uint_8 _usb_device_get_transfer_status
(
    _usb_device_handle  handle,
    uint_8              endpoint_number,
    uint_8              direction
)
```

#### Parameters

*handle* [in] - USB Device handle

*endpoint\_number* [in] - Endpoint number

*direction* [in] - Direction of transfer; one of:

**USB\_RECV**

**USB\_SEND**

#### Description

The function gets the status of the transfer on the endpoint specified by *endpoint\_number*. It reads the status and also checks whether the transfer is active. If the transfer is active, depending on the hardware, the function may call the DCI function to check the status of that transfer.

To check whether a receive or send transfer was complete, the application can call [\\_usb\\_device\\_get\\_transfer\\_status\(\)](#) or use the callback function registered for the endpoint.

#### Return Value

- Status of the transfer; one of:
  - USB\_STATUS\_TRANSFER\_IN\_PROGRESS** (transfer is active on the specified endpoint)
  - USB\_STATUS\_DISABLED** (endpoint is disabled)
  - USB\_STATUS\_IDLE** (endpoint is idle)
  - USB\_STATUS\_STALLED** (endpoint is stalled)
  - USBERR\_ERROR** (failure: unknown error)

#### See Also:

[\\_usb\\_device\\_init\(\)](#)

[\\_usb\\_device\\_init\\_endpoint\(\)](#)

[\\_usb\\_device\\_rcv\\_data\(\)](#)

[\\_usb\\_device\\_send\\_data\(\)](#)



### 3.1.6 `_usb_device_init()`

Initialize the USB Device controller.

#### Synopsis

```
uint_8  _usb_device_init
(
    uint_8          device_number,
    _usb_device_handle_ptr handle,
    uint_8          number_of_endpoints
);
```

#### Parameters

*device\_number* [in] - USB Device controller to initialize

*handle* [out] - Pointer to a USB Device handle

*number\_of\_endpoints* [in] - Number of endpoints to initialize

#### Description

The function does the following:

- Initializes the USB Device-specific data structures
- Initializes the status for all transfer data structures to **USB\_STATUS\_DISABLED**
- Changes the device state from **USB\_UNKNOWN\_STATE** to **USB\_POWERED\_STATE**
- Calls the device-specific initialization function
- Installs the interrupt service routine for USB interrupts

#### Return Value

- **USB\_OK** (success)
- **USBERR\_INVALID\_DEVICE\_NUM** (failure: invalid USB device controller)
- **USBERR\_ALLOC\_STATE** (failure: cannot allocate memory for USB device state structure)
- **USBERR\_DRIVER\_NOT\_INSTALLED** (failure: USB callback structure is not initialized)
- **USBERR\_UNKNOWN\_ERROR** (failure: unknown error)
- **USBERR\_ALLOC\_TR** (failure: cannot allocate memory for endpoints' structure)
- **USBERR\_ALLOC** (failure: cannot allocate memory for internal scratch structure)
- **USBERR\_ERROR** (failure: USB device callback function pointer of DCI Device Init function is not initialized)
- **USBERR\_INSTALL\_ISR** (failure: cannot install USB interrupt)

See Also:

[\\_usb\\_device\\_shutdown\(\)](#)

### 3.1.7 `_usb_device_init_endpoint()`

Initialize the endpoint for the USB Device controller.

#### Synopsis

```
uint_8 _usb_device_init_endpoint
(
    _usb_device_handle      handle,
    USB_EP_STRUCT_PTR      ep_ptr,
    uint_8                  flag
);
```

#### Parameters

*handle* [in] - USB Device handle

*ep\_ptr* [in] - Pointer to the USB endpoint

*flag* [in] - One of:

- 0**- if the last data packet transferred is MAX\_PACKET\_SIZE bytes, terminate the transfer with a zero-length packet
- 1 or 2** - maximum number of transactions per microframe (relevant only for USB 2.0 and high-bandwidth endpoints)

#### Description

The function initializes endpoint-specific data structures and calls the DCI function to initialize the specified endpoint.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_EP\_INIT\_FAILED** - USB 2.0 Device API only (failure: endpoint initialization failed)
- **USBERR\_ERROR** (failure: USB device callback function pointer of DCI Init Endpoint function is not initialized)
- **USBERR\_ALLOC** (failure: cannot allocate memory)

#### See Also:

[\\_usb\\_device\\_deinit\\_endpoint\(\)](#)

[\\_usb\\_device\\_init\(\)](#)

### 3.1.8 `_usb_device_read_setup_data()`

Read the setup data for the endpoint.

#### Synopsis

```
uint_8 _usb_device_read_setup_data
(
    _usb_device_handle  handle,
    uint_8              endpoint_number,
    uchar_ptr           buffer_ptr
);
```

#### Parameters

*handle* [in] - USB Device handle  
*endpoint\_number* [in] - Endpoint number for the transaction  
*buffer\_ptr* [in/out] - Pointer to the buffer into which to read data

#### Description

Call the function only after the callback function for the endpoint notifies the application that a setup packet has been received. The function reads the setup packet, which USB Device API received by calling [\\_usb\\_device\\_rcv\\_data\(\)](#) internally.

Depending on the hardware, the function may call the DCI function to read the setup data from the endpoint.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_ERROR** (failure)

#### See Also:

[\\_usb\\_device\\_init\(\)](#)

[\\_usb\\_device\\_init\\_endpoint\(\)](#)

[\\_usb\\_device\\_rcv\\_data\(\)](#)

### 3.1.9 `_usb_device_rcv_data()`

Receive data from the endpoint.

#### Synopsis

```
uint_8 _usb_device_rcv_data
(
    _usb_device_handle  handle,
    uint_8              endpoint_number,
    uchar_ptr           buffer_ptr,
    uint_32             size
)
```

#### Parameters

*handle [in]* - USB Device handle  
*endpoint\_number [in]* - Endpoint number for the transaction  
*buffer\_ptr [in]* - Pointer to the buffer into which to receive data  
*size [in]* - Number of bytes to receive

#### Description

The function enqueues the receive request and returns.

To check whether the transaction was complete, the application can call [\\_usb\\_device\\_get\\_transfer\\_status\(\)](#) or use the callback function registered for the endpoint.

Do not call [\\_usb\\_device\\_rcv\\_data\(\)](#) to receive a setup packet.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_RX\_FAILED** (failure: data reception from the endpoint failed)
- **USBERR\_TRANSFER\_IN\_PROGRESS** (failure: Endpoint is stalled; no transfer can take place until the endpoint is unstalled)
- **USBERR\_ERROR** (failure: other errors)

#### See Also:

[\\_usb\\_device\\_get\\_transfer\\_status\(\)](#)

[\\_usb\\_device\\_init\(\)](#)

[\\_usb\\_device\\_init\\_endpoint\(\)](#)

### 3.1.10 `_usb_device_register_service()`

Register the service for the type of event or endpoint.

#### Synopsis

```
uint_8 _usb_device_register_service
(
    _usb_device_handle  handle,
    uint_8              event_endpoint,
    void (_CODE_PTR_    service)(USB_EVENT_STRUCT,pointer),
    pointer arg
);
```

#### Parameters

*handle [in]* - USB Device handle

*event\_endpoint [in]* - Endpoint (0 through 15) or event to service. Event; one of:

**USB\_SERVICE\_BUS\_RESET**

**USB\_SERVICE\_ERROR**

**USB\_SERVICE\_RESUME**

**USB\_SERVICE\_SLEEP**

**USB\_SERVICE\_STALL**

*service [in]* - Callback function that services the event or endpoint

#### Return Value

- **USB\_OK** (success)
- **USBERR\_ALLOC** (failure: could not allocate internal data structures for registering services)
- **USBERR\_OPEN\_SERVICE** (failure: service was already registered)

#### See Also:

[`\_usb\_device\_unregister\_service\(\)`](#)

### 3.1.11 `_usb_device_send_data()`

Send data on the endpoint.

#### Synopsis

```
uint_8  _usb_device_send_data
(
    _usb_device_handle  handle,
    uint_8              endpoint_number,
    uchar_ptr           buffer_ptr,
    uint_32             size
)
```

#### Parameters

*handle* [in] - USB Device handle  
*endpoint\_number* [in] - Endpoint number of the transaction  
*buffer\_ptr* [in] - Pointer to the buffer to send  
*size* [in] - Number of bytes to send

#### Description

The function calls the DCI function to send the data on the endpoint specified by *endpoint\_number*. The function enqueues the send request by passing data size as parameter along with the buffer pointer. When the complete data has been sent, the device layer sends an event to the calling function. This can be done only if a service for this endpoint has been registered. The buffer pointed to by the buffer pointer must not be used until the complete send data event is received. To check whether the transaction was complete, the application can call [\\_usb\\_device\\_get\\_transfer\\_status\(\)](#) or use the callback function registered for the endpoint.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_TRANSFER\_IN\_PROGRESS** (failure: previously queued transfer on the specified endpoint is still in progress; wait until the transfer has been completed; call [\\_usb\\_device\\_get\\_transfer\\_status\(\)](#) to determine when the endpoint has a status of `USB_STATUS_IDLE`). Relevant to USB 1.1 stack only).
- **USBERR\_TX\_FAILED** (failure: data transfer from the endpoint failed)
- **USBERR\_ERROR** (failure: other error)

#### See Also:

[\\_usb\\_device\\_rcv\\_data\(\)](#)

[\\_usb\\_device\\_get\\_transfer\\_status\(\)](#)

### 3.1.12 `_usb_device_set_address()`

Set the address of the USB Device. Available in USB 2.0 Device API only.

#### Synopsis

```
uint_8 _usb_device_set_address
(
    _usb_device_handle  handle,
    uint_8              address
);
```

#### Parameter

*handle [in]* - USB Device handle

*address [in]* - Address of the USB device

#### Description

The function calls the DCI function to initialize the device address and can be called by set-address response functions. This API function is called only when the control transfer that carries the address as part of the setup packet from the host to the device has completed.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_ERROR** (failure)

### 3.1.13 `_usb_device_set_status()`

Set the internal USB device state.

#### Synopsis

```
uint_8 _usb_device_set_status
(
    _usb_device_handle  handle,
    uint_8              component,
    uint_16              setting
);
```

#### Parameters

*handle* [in] - USB Device handle

*component* [in] - Component status to set (see [\\_usb\\_device\\_get\\_status\(\)](#))

*status* [in] - Status to set

#### Description

The function sets the status of the specified component for the SET STATUS device request. This function must be used by the SET STATUS device response function.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_BAD\_STATUS** (failure: incorrect component status requested)
- **USBERR\_ERROR** (failure: other errors)

#### See Also:

[\\_usb\\_device\\_get\\_status\(\)](#)



### 3.1.14 `_usb_device_shutdown()`

Shuts down the USB Device controller.

#### Synopsis

```
uint_8 _usb_device_shutdown
(
    _usb_device_handle  handle
);
```

#### Parameters

*handle [in]* - USB Device handle

#### Description

The function is useful if the services of the USB Device controller are no longer required or if the USB Device controller needs to be configured as a host.

The function does the following:

1. Terminates all transactions
2. Un-registers all the services
3. Disconnects the device from the USB bus

#### Return Value

- **USB\_OK** (success)
- **USBERR\_ERROR** (failure)

#### See Also:

[\\_usb\\_device\\_init\(\)](#)

### 3.1.15 `_usb_device_stall_endpoint()`

Stall the endpoint in the specified direction.

#### Synopsis

```
uint_8 _usb_device_stall_endpoint
(
    _usb_device_handle  handle,
    uint_8              endpoint_number,
    uint_8              direction
);
```

#### Parameters

*handle [in]* - USB Device handle

*endpoint\_number [in]* - Endpoint number to stall

*direction [in]* - Direction to stall; one of:

**USB\_RECV**

**USB\_SEND**

#### Return Value

- **USB\_OK** (success)
- **USBERR\_ERROR** (failure)

#### See Also:

[`\_usb\_device\_unstall\_endpoint\(\)`](#)

### 3.1.16 `_usb_device_unregister_service()`

Un-register the service for the type of event or endpoint.

#### Synopsis

```
uint_8 _usb_device_unregister_service
(
    _usb_device_handle  handle,
    uint_8              event_endpoint
);
```

#### Parameters

*handle [in]* - USB Device handle

*event\_endpoint [in]* - Endpoint (0 through 15) or event to service (see [\\_usb\\_device\\_register\\_service\(\)](#))

#### Description

The function un-registers the callback function that is used to process the event or endpoint. As a result, that type of event or endpoint cannot be serviced by a callback function.

Before calling the function, the application must disable the endpoint by calling [\\_usb\\_device\\_deinit\\_endpoint\(\)](#).

#### Return Value

- **USB\_OK** (success)
- **USBERR\_CLOSED\_SERVICE** (failure: service was not previously registered)
- **USBERR\_ERROR** (failure: other errors)

#### See Also:

[\\_usb\\_device\\_deinit\\_endpoint\(\)](#)

[\\_usb\\_device\\_register\\_service\(\)](#)

### 3.1.17 `_usb_device_unstall_endpoint()`

Unstall the endpoint in the specified direction.

#### Synopsis

```
uint_8 _usb_device_unstall_endpoint
(
    _usb_device_handle  handle,
    uint_8              endpoint_number,
    uint_8              direction
);
```

#### Parameters

*handle [in]* - USB Device handle

*endpoint\_number [in]* - Endpoint number to unstall

*direction [in]* - Direction to unstall; one of:

**USB\_RECV**

**USB\_SEND**

#### Return Value

- **USB\_OK** (success)
- **USBERR\_ERROR** (failure)

#### See Also:

[\\_usb\\_device\\_stall\\_endpoint\(\)](#)

## Chapter 4

# USB Device Class API

This section discusses the API functions provided as part of the class implementations.

### 4.1 Common Class API function listings

#### 4.1.1 USB\_Class\_Init()

Initialize the class module.

##### Synopsis

```
USB_CLASS_HANDLE USB_Class_Init
(
    _usb_device_handle      handle,
    USB_CLASS_CALLBACK      class_callback,
    USB_REQ_FUNC            other_req_callback,
    pointer                 user_arg,
    DESC_CALLBACK_FUNCTIONS_STRUCT_PTR desc_callback_ptr
);
```

##### Parameters

*handle [in]* - the USB device controller to initialize  
*class\_callback [in]* - class callback function pointer  
*other\_req\_callback[in]* - vendor specific callback function pointer  
*user\_arg[in]* - parameter to be passed to class callback function  
*desc\_callback\_ptr[in]* - pointer to structure of descriptor function pointers

##### Description

The function initializes class state object and register service for USB events.

##### Return Value

- **class handle** (success)
- **others** (failure)

### 4.1.2 USB\_Class\_Send\_Data()

Sends data to the host.

#### Synopsis

```
uint_8 USB_Class_Send_Data
(
    USB_CLASS_HANDLE    handle,
    uint_8               ep_num,
    uint_8_ptr           buff_ptr,
    uint_32              size
)
```

#### Parameters

*handle [in]* - class handle returned by [USB\\_Class\\_Init\(\)](#)

*ep\_num [in]* - endpoint number

*buff\_ptr [in]* - buffer to send

*size [in]* - length of the transfer

#### Description

This function is called to send data upon receiving an IN token.

#### Return Value

- **USB\_OK** (success)
- **others** (failure)

### 4.1.3 USB\_Class\_Get\_Desc()

Get the descriptor.

#### Synopsis

```
uint_8 USB_Class_Get_Desc
(
    USB_CLASS_HANDLE  handle,
    int_32             cmd,
    uint_8             input_data,
    uint_8_ptr         *out_buf
)
```

#### Parameters

*handle* [in] - class handle returned by [USB\\_Class\\_Init\(\)](#)

*cmd* [in] - command for USB descriptor to get

*input\_data* [in] - input to the application function

*out\_buf* [out] - buffer to get descriptor to

#### Description

The function returns device descriptor. This function is called when a GET request is received from host.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)

### 4.1.4 USB\_Class\_Set\_Desc()

Set the descriptor.

#### Synopsis

```
uint_8 USB_Class_Get_Desc
(
    USB_CLASS_HANDLE  handle,
    int_32             cmd,
    uint_8             input_data,
    uint_8_ptr         *in_buf
)
```

#### Parameters

*handle* [in] - class handle returned by [USB\\_Class\\_Init\(\)](#)

*cmd* [in] - command for USB descriptor to set

*input\_data* [in] - input to the application function

*in\_buf* [in] - buffer containing descriptor to set

#### Description

This functions is called when a SET request is received from host.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)



## 4.2 CDC Class API function listings

This section defines the API functions used for the Communication Device Class (CDC). The user can use these API functions to make CDC applications.

### 4.2.1 USB\_Class\_CDC\_Init()

Initialize the CDC class.

#### Synopsis

```
uint_8 USB_Class_CDC_Init  
(  
    CDC_CONFIG_STRUCT_PTR cdc_config_ptr  
);
```

#### Parameters

*cdc\_config\_ptr [in]* - pointer to the configuration parameter send by API to configure CDC class

#### Description

The application calls this API function to initialize the CDC class, the underlying layers, and the controller hardware.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)

#### See Also:

[CDC\\_CONFIG\\_STRUCT](#)

## 4.2.2 USB\_Class\_CDC\_Send\_Data()

Send CDC data.

### Synopsis

```
uint_8 USB_Class_CDC_Send_Data
(
    CDC_HANDLE      handle,
    uint_8          ep_num,
    uint_8_ptr      app_buff,
    uint_32         size
);
```

### Parameters

*handle* [in] - handle returned by [USB\\_Class\\_CDC\\_Init\(\)](#)

*ep\_num*[in] - endpoint number

*app\_buff*[in] - buffer to send

*size*[in] - length of the transfer

### Description

The application calls this API function to send DIC data specified by *app\_buff* and *size*. Data is sent over DIC\_SEND\_ENDPOINT endpoint. Once the data has been sent, the application layer receives a callback event. The application reserves the buffer until it receives a callback event stating that the data has been sent.

### Return Value

- **USB\_OK** (success)
- **Others** (failure)

### See Also:

[USB\\_Class\\_CDC\\_Init\(\)](#)

### 4.2.3 USB\_Class\_CDC\_Recv\_Data()

Receive CDC data.

#### Synopsis

```
uint_8 USB_Class_CDC_Recv_Data
(
    CDC_HANDLE      handle,
    uint_8          ep_num,
    uint_8_ptr      buff_ptr,
    uint_32         size
);
```

#### Parameters

*handle* [in] - handle returned by [USB\\_Class\\_CDC\\_Init\(\)](#)

*ep\_num* [in] - endpoint number

*buff\_ptr* [out] - buffer to receive

*size* [in] - Number of bytes to receive

#### Description

The function calls this API function to receive CDC report data in the specified *buff\_ptr* of length given by *size*. Data is received over DIC\_RECV\_ENDPOINT endpoint. Once the data has been received, the application layer receives a callback event. The application reserves the buffer until it receives a callback event stating that the data has been received.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)

#### See Also:

[USB\\_Class\\_CDC\\_Init\(\)](#)

#### 4.2.4 USB\_CDC\_Periodic\_Task()

Complete any left over activity on a specified time period.

##### Synopsis

```
void USB_Class_CDC_Periodic_Task(void);
```

##### Parameters

None

##### Description

The application calls this API function so the class driver can complete any left over activity on the device's control endpoint.

##### Return Value

None

## 4.3 HID Class API function listings

This section defines the API functions used for the Human Interface Device (HID) class. The user can use these API functions to make HID applications using a USB transport.

### 4.3.1 USB\_Class\_HID\_Init()

Initialize the HID class.

#### Synopsis

```
uint_8 USB_Class_HID_Init
(
    HID_CONFIG_STRUCT_PTR hid_config_ptr
);
```

#### Parameters

*hid\_config\_ptr [in]* - pointer to the configuration parameter send by API to configure HID class

#### Description

The application calls this API function to initialize the HID class, the underlying layers, and the controller hardware.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)

#### See Also:

[\*\*HID\\_CONFIG\\_STRUCT\*\*](#)

### 4.3.2 USB\_Class\_HID\_Send\_Data()

Send HID data.

#### Synopsis

```
uint_8 USB_Class_HID_Send_Data
(
    HID_HANDLE      handle,
    uint_8          ep_num,
    uint_8_ptr      app_buff,
    uint_32         size
);
```

#### Parameters

*handle [in]* - handle returned by [USB\\_Class\\_HID\\_Init\(\)](#)

*ep\_num[in]* - endpoint number

*app\_buff[in]* - buffer to send

*size[in]* - length of the transfer

#### Description

The function calls this API to send HID report data specified by *app\_buff* and *size*. Once the data has been sent, the application layer receives a callback event. The application reserves the buffer till it receives a callback event stating that the data has been sent.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)

#### See Also:

[USB\\_Class\\_HID\\_Init\(\)](#)

### 4.3.3 USB\_HID\_Periodic\_Task()

Complete any left over activity on a specified time period.

#### Synopsis

```
void USB_Class_HID_Periodic_Task(void);
```

#### Parameters

None

#### Description

The application calls this API function so the class driver can complete any left over activity on the device's control endpoint.

#### Return Value

None

## 4.4 MSC Class API function listings

This section defines the API functions used for the Mass Storage Class (MSC). The user can use these API functions to make MSD applications.

### 4.4.1 USB\_Class\_MSC\_Init()

Initialize the MSC class.

#### Synopsis

```
uint_8 USB_Class_MSC_Init  
(  
    USB_MSD_CONFIG_STRUCT_PTR msd_config_ptr  
)
```

#### Parameters

*usb\_msd\_config\_ptr [in]* - pointer to the configuration parameter send by API to configure MSC class

#### Description

The application calls this API function to initialize the MSC class, the underlying layers, and the controller hardware.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)

#### See Also:

[USB\\_MSD\\_CONFIG\\_STRUCT](#)



### 4.4.2 USB\_MSC\_Periodic\_Task()

Complete any left over activity on a specified time period.

#### Synopsis

```
void USB_Class_MSC_Periodic_Task(void);
```

#### Parameters

None

#### Description

The application calls this API function so the class driver can complete any left over activity on the device's control endpoint.

#### Return Value

None

## 4.5 PHDC Class API function listings

This section defines the API functions used for the Personal Healthcare Device Class (PHDC). The user can use these API functions to make PHDC applications.

### 4.5.1 USB\_Class\_PHDC\_Init()

Initialize the PHDC class.

#### Synopsis

```
uint_8 USB_Class_PHDC_Init
(
    PHDC_CONFIG_STRUCT_PTR phdc_config_ptr
);
```

#### Parameters

*phdc\_config\_ptr [in]* - pointer to the configuration parameter send by API to configure PHDC class

#### Description

The application calls this API function to initialize the PHDC class, the underlying layers, and the controller hardware.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)

#### See Also:

[USB\\_CLASS\\_CALLBACK\\_STRUCT](#)

[USB\\_REQ\\_CALLBACK\\_STRUCT](#)

[DESC\\_CALLBACK\\_FUNCTIONS\\_STRUCT](#)

[USB\\_ENDPOINTS](#)

## 4.5.2 USB\_Class\_PHDC\_Send\_Data()

Sends the PHDC report to the host.

### Synopsis

```
uint_8 USB_Class_PHDC_Send_Data
(
    PHDC_HANDLE handle,
    boolean meta_data,
    uint_8 num_tfr,
    uint_8 qos,
    uint_8_ptr app_buff,
    uint_32 size
);
```

### Parameters

*handle* [in] - handle returned by [USB\\_Class\\_PHDC\\_Init\(\)](#)

*meta\_data* [in] - packet is meta data or not

*num\_tfr* [in] - number of transfer

*qos* [in] - current qos of the transfer

*app\_buff* [in] - buffer to send

*size* [in] - length of the transfer

### Description

The function calls this API function to send PHDC report data specified by *meta\_data*, *num\_tfr*, *qos*, *app\_buff*, and *size*. Once the data has been sent, the application layer receives a callback event. The application reserves the buffer until it receives a callback event stating that the data has been sent.

### Return Value

- **USB\_OK** (success)
- **Others** (failure)

### See Also:

[USB\\_Class\\_PHDC\\_Init\(\)](#)

### 4.5.3 USB\_Class\_PHDC\_Recv\_Data()

Receives data from the PHDC receive endpoint of desired QOS.

#### Synopsis

```
uint_8 USB_Class_PHDC_Recv_Data
(
    PHDC_HANDLE handle,
    uint_8 qos,
    uint_8_ptr buff_ptr,
    uint_32 size
);
```

#### Parameters

*handle [in]* - handle returned by [USB\\_Class\\_PHDC\\_Init\(\)](#)

*qos[in]* - QOS of the transfer

*buff\_ptr[out]* - buffer to receive

*size[in]* - number of bytes to receive

#### Description

The function is used to receive PHDC data from the endpoint specified by *current\_qos*. This function uses [\\_usb\\_device\\_recv\\_data\(\)](#) function to perform the required functionality.

#### Return Value

- **USB\_OK** (success)
- **Others** (failure)

#### See Also:

[\\_usb\\_device\\_recv\\_data\(\)](#)

[USB\\_Class\\_PHDC\\_Init\(\)](#)

#### 4.5.4 USB\_PHDC\_Periodic\_Task()

Complete any left over activity on a specified time period.

##### Synopsis

```
void USB_Class_PHDC_Periodic_Task(void);
```

##### Parameters

None

##### Description

The application calls this API function so the class driver can complete any left over activity on the device's control endpoint.

##### Return Value

None

## Chapter 5

# USB Descriptor API

This section discusses the API functions that are implemented as part of application.

### 5.1 USB Descriptor API function listings

#### 5.1.1 USB\_Desc\_Get\_Descriptor()

Gets various descriptors from the application.

##### Synopsis

```
uint_8 USB_Desc_Get_Descriptor
(
    uint_32          handle,
    uint_8           type,
    uint_8           str_num,
    uint_8           index,
    uint_16          *descriptor,
    uint_8_ptr       handle,
    USB_PACKET_SIZE  *size
);
```

##### Parameters

*handler [in]* - USB class handle  
*type [in]* - Type of descriptor requested  
*str\_num [in]* - String number for string descriptor  
*index [in]* - String descriptor language ID  
*descriptor [out]* - Output descriptor pointer  
*size [out]* - Size of descriptor returned

##### Description

The framework module calls this function to the application to get the descriptor information when Get\_Descriptor framework call is received from the host.

##### Return Value

- **USB\_OK** (success)
- **USBERR\_INVALID\_REQ\_TYPE** (failure: invalid request)

##### Sample Implementation:

```
uint_8 USB_Desc_Get_Descriptor(
    uint_32 handle,          /* [IN] handle */
    uint_8 type,            /* [IN] type of descriptor requested */
    uint_8 str_num,         /* [IN] string index for string descriptor */
    uint_16 index,          /* [IN] string descriptor language Id */
    uint_8_ptr *descriptor, /* [OUT] output descriptor pointer */
    USB_PACKET_SIZE *size)
```

```

        USB_PACKET_SIZE *size    /* [OUT] size of descriptor returned */
    )
    {
    switch(type)
    {
    case USB_REPORT_DESCRIPTOR:
    {
        type = USB_MAX_STD_DESCRIPTOR;
        *descriptor = (uint_8_ptr)g_std_descriptors [type];
        *size = g_std_desc_size[type];
    }
    break;
    case USB_HID_DESCRIPTOR:
    {
        type = USB_CONFIG_DESCRIPTOR ;
        *descriptor = (uint_8_ptr)(g_std_descriptors [type]+
                                   CONFIG_ONLY_DESC_SIZE+IFACE_ONLY_DESC_SIZE);
        *size = HID_ONLY_DESC_SIZE;
    }
    break;
    case USB_STRING_DESCRIPTOR:
    {
        if(index == 0)
        {
            /* return the string and size of all languages */
            *descriptor = (uint_8_ptr)g_languages.languages_supported_string;
            *size = g_languages.languages_supported_size;
        } else
        {
            uint_8 lang_id=0;
            uint_8 lang_index=USB_MAX_LANGUAGES_SUPPORTED;

            for(;lang_id< USB_MAX_LANGUAGES_SUPPORTED;lang_id++)
            {
                /* check whether we have a string for this language */
                if(index == g_languages.usb_language[lang_id].language_id)
                {
                    /* check for max descriptors */
                    if(str_num < USB_MAX_STRING_DESCRIPTOR)
                    {
                        /* setup index for the string to be returned */
                        lang_index=str_num;
                    }
                    break;
                }
            }
            /* set return val for descriptor and size */
            *descriptor =
            (uint_8_ptr)g_languages.usb_language[lang_id].lang_desc[lang_index];
            *size =
            g_languages.usb_language[lang_id].lang_desc_size[lang_index];
        }
    }
    }

```

```

        break;
    default :
        if (type < USB_MAX_STD_DESCRIPTOR)
        {
            /* set return val for descriptor and size*/
            *descriptor = (uint_8_ptr)g_std_descriptors [type];
            /* if there is no descriptor then return error */
            if(*descriptor == NULL)
            {
                return USBERR_INVALID_REQ_TYPE;
            }
            *size = g_std_desc_size[type];
        }
        else /* invalid descriptor */
        {
            return USBERR_INVALID_REQ_TYPE;
        }
    }
    break;
}
return USB_OK;
}

```

### 5.1.2 USB\_Desc\_Get\_Endpoints()

Gets the endpoints used and their properties.

#### Synopsis

```

uint_8 USB_Desc_Get_Endpoints
(
    uint_32 handle
);

```

#### Parameters

*handler [in]* - USB class handle

#### Description

The class driver calls this function to the application to get information on all the non-control endpoints. The class driver can use this information to initialize these endpoints.

#### Return Value

Pointer to the structure containing information about the non-control endpoints.

#### Sample Implementation:

```

void* USB_Desc_Get_Endpoints(
    uint_32 handle /* [IN] handle */
)
{
    return (void*)&usb_desc_ep;
}

```

#### See also:



## USB\_ENDPOINTS

### 5.1.3 USB\_Desc\_Get\_Interface()

Gets the currently configured interface.

#### Synopsis

```
uint_8 USB_Desc_Get_Interface
(
    uint_32 handle,
    uint_8 interface,
    uint_8_ptr alt_interface
);
```

#### Parameters

*handler [in]* - USB class handle  
*interface [in]* - Interface number  
*alt\_interface [out]* - Output alternate interface

#### Description

The framework module calls this function to the application to get the alternate interface corresponding to the interface provided as an input parameter.

#### Return Value

- **USB\_OK** (success)
- **USBERR\_INVALID\_REQ\_TYPE** (failure: invalid request)

#### Sample Implementation:

```
uint_8 USB_Desc_Get_Interface
(
    uint_32 handle,           /* [IN] handle */
    uint_8 interface,        /* [IN] interface number */
    uint_8_ptr alt_interface /* [OUT] output alternate interface */
)
{
    /* if interface valid */
    if(interface < USB_MAX_SUPPORTED_INTERFACES)
    {
        /* get alternate interface*/
        *alt_interface = g_alternate_interface[interface];
        return USB_OK;
    }
    return USBERR_INVALID_REQ_TYPE;
}
```

### 5.1.4 USB\_Desc\_Remote\_Wakeup()

Checks whether the application supports remote wake-up or not.

## Synopsis

```
uint_8 USB_Desc_Remote_Wakeup
(
    uint_32 handle
);
```

## Parameters

*handler [in]* - USB class handle

## Description

This function is called by framework module. This function returns the boolean value as to whether the controller device supports remote wake-up or not.

## Return Value

- **TRUE** (Remote wake-up supported)
- **FALSE** (Remote wake-up not supported)

## Sample Implementation:

```
boolean USB_Desc_Remote_Wakeup
(
    uint_32 handle /* [IN] handle */
)
{
    return REMOTE_WAKEUP_SUPPORT;
}
```

See also:

## [USB\\_ENDPOINTS](#)

### 5.1.5 USB\_Desc\_Set\_Interface()

Sets new interface.

## Synopsis

```
uint_8 USB_Desc_Set_Interface
(
    uint_32 handle,
    uint_8 interface,
    uint_8_ptr alt_interface
);
```

## Parameters

*handler [in]* - USB class handle

*interface [in]* - Interface number

*alt\_interface [in]* - Input alternate interface

## Description

The framework module calls this function to the application to set the alternate interface corresponding to the interface provided as an input parameter. The alternate interface is also provided as an input parameter.

### Return Value

- **USB\_OK** (success)
- **USBERR\_INVALID\_REQ\_TYPE** (failure: invalid request)

### Sample Implementation:

```
uint_8 USB_Desc_Set_Interface
(
    uint_32 handle,          /* [IN] handle */
    uint_8 interface,        /* [IN] interface number */
    uint_8 alt_interface     /* [IN] input alternate interface */
)
{
    /* if interface valid */
    if(interface < USB_MAX_SUPPORTED_INTERFACES)
    {
        /* set alternate interface*/
        g_alternate_interface[interface]=alt_interface;
        return USB_OK;
    }
    return USBERR_INVALID_REQ_TYPE;
}
```

## 5.1.6 USB\_Desc\_Valid\_Configuration()

Checks if the configuration is valid.

### Synopsis

```
uint_8 USB_Desc_Valid_Configuration
(
    uint_32 handle,
    unit_16 config_val
);
```

### Parameters

handler [in] - USB class handle  
 config\_val [in] - USB descriptor configuration value

### Description

This function is called by framework module to check whether the configuration is valid or not.

### Return Value

- **TRUE** (Configuration is valid)
- **FALSE** (Configuration is invalid)

### Sample Implementation:

```
boolean USB_Desc_Valid_Configuration
```

```

(
    uint_32 handle,          /*[IN] handle */
    uint_16 config_val      /*[IN] configuration value */
)
{
    uint_8 loop_index=0;
    /* check with only supported val right now */
    while(loop_index < (USB_MAX_CONFIG_SUPPORTED+1))
    {
        if(config_val == g_valid_config_values[loop_index])
        {
            return TRUE;
        }
        loop_index++;
    }
    return FALSE;
}

```

### 5.1.7 USB\_Desc\_Valid\_Interface()

Checks if the interface is valid.

#### Synopsis

```

uint_8 USB_Desc_Valid_Interface
(
    uint_32 handle,
    uint_8 interface
);

```

#### Parameters

*handler [in]* - USB class handle  
*interface [in]* - USB descriptor target interface

#### Description

This function is called by class driver to check whether the interface is valid or not.

#### Return Value

- **TRUE** (Interface is valid)
- **FALSE** (Interface is invalid)

#### Sample Implementation:

```

boolean USB_Desc_Valid_Interface
(
    uint_32 handle,          /*[IN] handle */
    uint_8 interface        /*[IN] target interface */
)
{
    uint_8 loop_index=0;
    /* check with only supported val right now */
    while(loop_index < USB_MAX_SUPPORTED_INTERFACES)

```

```
{
    if(interface == g_alterdate_interface[loop_index])
    {
        return TRUE;
    }
    loop_index++;
}

return FALSE;
}
```

## Chapter 6

# Data Structures

This section discusses the data structures that are passed as parameters in the various API functions.

### 6.1 USB Device Layer Data Structure listings

#### 6.1.1 `_usb_device_handles`

This data type is a pointer to handle of USB device.

##### Synopsis

```
typedef pointer _usb_device_handle;
```

#### 6.1.2 `PTR_USB_EVENT_STRUCT`

This structure is passed as a parameter to the service callback function and contains information about the event.

##### Synopsis

```
typedef struct _USB_EVENT_STRUCT
{
    _usb_device_handle    handle;
    uint_8                ep_num;
    boolean               setup;
    boolean               direction;
    uint_8_ptr            buffer_ptr;
    uint_32               len;
} USB_EVENT_STRUCT, *PTR_USB_EVENT_STRUCT;
```

##### Fields

*handle* - USB control device handle

*ep\_num* - USB endpoint number

*setup* - *buffer\_ptr* contains setup packet or not

*direction* - Direction of endpoint, one of:

**USB\_RECV**

**USB\_SEND**

*buffer\_ptr* - Transferring data buffer

*len* - Size of data buffer

#### 6.1.3 `USB_EP_STRUCT_PTR`

This structure defines parameters that are passed to [\\_usb\\_device\\_init\\_endpoint\(\)](#) API function to initialize a particular endpoint.

## Synopsis

```
typedef struct _USB_EP_STRUCT
{
    uint_8  ep_num;
    uint_8  type;
    uint_8  direction;
    uint_32 size;
}USB_EP_STRUCT;
typedef USB_EP_STRUCT*  USB_EP_STRUCT_PTR;
```

## Fields

*ep\_num* - USB endpoint number

*type* - Type of endpoint, one of:

**USB\_BULK\_PIPE**

**USB\_CONTROL\_PIPE**

**USB\_INTERRUPT\_PIPE**

*direction* - Direction of endpoint, one of:

**USB\_RECV**

**USB\_SEND**

*size* - Size of buffer to be used

## 6.2 Common Data Structures for USB Class listings

### 6.2.1 DESC\_CALLBACK\_FUNCTIONS\_STRUCT

This structure is used to represent descriptor callback functions to be implemented by application.

## Synopsis

```
typedef struct _usb_desc_callbackFunction_struct
{
    uint_32 handle;
    uint_8 (_CODE_PTR_ GET_DESC)(uint_32 handle,uint_8 type,uint_8 str_num,
        uint_16 index,uint_8_ptr *descriptor,uint_32 *size);
    USB_ENDPOINTS * (_CODE_PTR_ GET_DESC_ENDPOINTS)(uint_32 handle);
    uint_8 (_CODE_PTR_ GET_DESC_INTERFACE)(uint_32 handle,uint_8 interface,
        uint_8_ptr alt_interface);
    uint_8 (_CODE_PTR_ SET_DESC_INTERFACE)(uint_32 handle,uint_8 interface,
        uint_8 alt_interface);
    boolean (_CODE_PTR_ IS_DESC_VALID_CONFIGURATION)(uint_32 handle,
        uint_16 config_val);
    boolean (_CODE_PTR_ DESC_REMOTE_WAKEUP)(uint_32 handle);
    uint_8 (_CODE_PTR_ DESC_SET_FEATURE)(uint_32 handle,int_32 cmd,
        uint_8 in_data,uint_8_ptr* feature);
    uint_8 (_CODE_PTR_ DESC_GET_FEATURE)(uint_32 handle,int_32 cmd,
        uint_8 in_data,uint_8_ptr * feature);
}DESC_CALLBACK_FUNCTIONS_STRUCT, * DESC_CALLBACK_FUNCTIONS_STRUCT_PTR;
```

## Fields

*handle* - USB device handle

*GET\_DESC* - The callback function is used to get various descriptors from the application.

*GET\_DESC\_ENDPOINTS* - The callback function is used to get the endpoints used and their properties.

*GET\_DESC\_INTERFACE* - The callback function is used to get the current configured interface.

*SET\_DESC\_INTERFACE* - The callback function is used to set new interface.

*IS\_DESC\_VALID\_CONFIGURATION* - The callback function is used to check if the configuration is valid.

*DESC\_REMOTE\_WAKEUP* - The callback function is used to check whether the application supports remote wake-up or not.

*DESC\_SET\_FEATURE* - The callback function is used to set specific feature of device.

*DESC\_GET\_FEATURE* - The callback function is used to get specific feature of device.

### 6.2.2 USB\_CLASS\_CALLBACK()

This callback function is called for generic application events. The data parameter passed to the function contains information about the event. The information passed through the data parameter is based on the type of event. The application implements this callback typecasts the data parameter to the data type or structure based on the type of the event before reading it.

#### Synopsis

```
typedef void(_CODE_PTR_ USB_CLASS_CALLBACK)
(
    uint_8  controller_ID,
    uint_8  type,
    void*    data
);
```

## Fields

*controller\_ID* - USB controller handle

*type* - Type of event

*data* - Event data based on the type value

### 6.2.3 USB\_CLASS\_CALLBACK\_STRUCT

This structure represents the class callback.

#### Synopsis

```
typedef struct usb_class_callback_struct
{
    USB_CLASS_CALLBACK  callback;
    pointer              arg;
}USB_CLASS_CALLBACK_STRUCT,_PTR_ USB_CLASS_CALLBACK_STRUCT_PTR ;
```



**Fields**

*callback* - pointer to the class callback function

*arg* - argument pointer to be passed in class callback function

**See also:**

[USB\\_CLASS\\_CALLBACK\(\)](#)

**6.2.4 USB\_CLASS\_SPECIFIC\_HANDLER\_CALLBACK\_STRUCT**

This structure represents the class specific USB callback.

**Synopsis**

```
typedef struct usb_class_specific_handler_callback_struct
{
    USB_CLASS_SPECIFIC_HANDLER_FUNC  callback;
    pointer                          arg;
} USB_CLASS_SPECIFIC_HANDLER_CALLBACK_STRUCT,
_PTR_ USB_CLASS_SPECIFIC_HANDLER_CALLBACK_STRUCT_PTR;
```

**Fields**

*callback* - pointer to the class callback function

*arg* - argument pointer to be passed in class callback function

**See also:**

[USB\\_CLASS\\_SPECIFIC\\_HANDLER\\_FUNC\(\)](#)

**6.2.5 USB\_CLASS\_SPECIFIC\_HANDLER\_FUNC()**

This callback function supports class specific USB functionality. This function is passed as a parameter from the application to the class driver at initialization time. The parameters passed to it include request and value that the USB host sends to the device as part of the setup packet. If the application has to reply with information, it sets the data in the buffer parameter passed to it with the size information. The size parameter is an input and an output parameter that states the maximum data an application must reply with.

**Synopsis**

```
typedef uint_8 (_CODE_PTR_ USB_CLASS_SPECIFIC_HANDLER_FUNC)
(
    uint_8      request,
    uint_16     value,
    uint_8_ptr  *buff,
    uint_32     *size
);
```

If a class specific request is not supported, the application passes NULL for this callback function while initializing the class layer.

**Fields**

*request* - Request code from setup packet

*value* - Value code from setup packet

*buff* - Pointer to the buffer to be returned with data

*size* - Size of data required from application and data sent by application

## 6.2.6 USB\_ENDPOINTS

This structure defines information about the non-control endpoints used by the application.

### Synopsis

```
typedef struct _USB_ENDPOINTS
{
    uint_8                count;
    USB_EP_STRUCT         *ep;
}USB_ENDPOINTS;
```

### Fields

*count* - Count of non-control endpoints

*ep* - Properties of each endpoint

See also:

[USB\\_EP\\_STRUCT\\_PTR](#)

## 6.2.7 USB\_REQ\_CALLBACK\_STRUCT

Structure other request class callback

### Synopsis

```
typedef struct usb_req_callback_struct
{
    USB_REQ_FUNC          callback;
    pointer               arg;
}USB_REQ_CALLBACK_STRUCT, _PTR_ USB_REQ_CALLBACK_STRUCT_PTR ;
```

### Fields

*ep\_num* - USB endpoint number

*size* - Size of buffer to be used in the device layer

See also:

[USB\\_REQ\\_FUNC\(\)](#)

## 6.2.8 USB\_REQ\_FUNC()

This callback function is called to support vendor specific USB functionality and is passed from the application to the class driver at initialization time. USB control setup packet is passed to it as an input and the application returns data and size as part of the buffer as well as size output parameters passed to it.

### Synopsis

```
typedef uint_8 (_CODE_PTR_ USB_REQ_FUNC)
(
    USB_SETUP_STRUCT      *setup_packet,
    uint_8_ptr             *buff,
    uint_32                 *size,
    pointer                 arg
);
```

### Fields

*setup\_packet* — Setup packet received on control endpoint from the host

*buff* — Pointer to the buffer to be returned with data

*size* — Size of data required from application and data sent by application

*arg* - other parameter

## 6.3 CDC Class Data Structures listings

### 6.3.1 CDC\_HANDLE

This data type represents CDC class handle.

#### Synopsis

```
typedef uint_32 CDC_HANDLE;
```

### 6.3.2 \_ip\_address

This data type represents ip address.

#### Synopsis

```
typedef uint_32 _ip_address;
```

### 6.3.3 APP\_DATA\_STRUCT

This structure holds information of an endpoint buffer.

#### Synopsis

```
typedef struct _app_data_struct
{
    uint_8_ptr      data_ptr;
```

```

        uint_32          data_size;
    }APP_DATA_STRUCT;

```

**Fields**

*data\_ptr* - pointer to buffer

*data\_size* - buffer size

**6.3.4 USB\_CLASS\_CDC\_QUEUE**

This structure describes a request in the endpoint queue.

**Synopsis**

```

typedef struct _usb_class_cdc_queue
{
    _usb_device_handle    handle;
    uint_8                channel;
    APP_DATA_STRUCT       app_data;
}USB_CLASS_CDC_QUEUE, *PTR_USB_CLASS_CDC_QUEUE;

```

**Fields**

*handle* - handle of USB device

*channel*- endpoint number of this request

*app\_data* - endpoint buffer

**See also:**

[APP\\_DATA\\_STRUCT](#)

**6.3.5 USB\_CLASS\_CDC\_ENDPOINT**

This structure describes an endpoint of CDC class.

**Synopsis**

```

typedef struct _usb_class_cdc_endpoint
{
    uint_8                endpoint;
    uint_8                type;
    uint_8                bin_consumer;
    uint_8                bin_producer;
    USB_CLASS_CDC_QUEUE   queue[CDC_MAX_QUEUE_ELEMS];
}USB_CLASS_CDC_ENDPOINT;

```

**Fields**

*endpoint* - endpoint number

*type*- type of endpoint

**USB\_BULK\_PIPE**

**USB\_ISOCHRONOUS\_PIPE**

**USB\_BULK\_PIPE**

**USB\_INTERRUPT\_PIPE**

*bin\_consumer* - the number of queued elements

*bin\_producer* - the number of de-queued elements

*queue* - queue data

See also:

**USB\_CLASS\_CDC\_QUEUE****6.3.6 CDC\_DEVICE\_STRUCT**

This structure holds CDC class state information (CDC device handle).

**Synopsis**

```
typedef struct _cdc_variable_struct
{
    CDC_HANDLE                cdc_handle;
    USB_CLASS_HANDLE          class_handle;
    _usb_device_handle         controller_handle;
    USB_ENDPOINTS             *usb_ep_data;
    uint_32                   comm_feature_data_size;
    uint_8                    cic_send_endpoint;
    uint_8                    cic_rcv_endpoint;
    uint_8                    dic_send_endpoint;
    uint_8                    dic_rcv_endpoint;
    uint_32                   dic_rcv_pkt_size;
    uint_32                   dic_send_pkt_size;
    uint_32                   cic_send_pkt_size;
    pointer                   pstn_obj_ptr;
    uint_8                    max_supported_interfaces;
    USB_CLASS_CALLBACK_STRUCT  cdc_class_cb;
    USB_REQ_CALLBACK_STRUCT    vendor_req_callback;
    USB_CLASS_CALLBACK_STRUCT  param_callback;
    USB_CLASS_CDC_ENDPOINT     *ep;
    #if RNDIS_SUPPORT
        _enet_address          mac_address;
        _ip_address            ip_address;
        uint_32                rndis_max_frame_size;
    #endif
}CDC_DEVICE_STRUCT, _PTR_ CDC_DEVICE_STRUCT_PTR;
```

**Fields**

*cdc\_handle* - CDC class handle

*class\_handle* - USB common class handle

*controller\_handle* - USB device controller handle

*comm\_feature\_data\_size* - data size of communication feature

*cic\_send\_endpoint* - out notification endpoint number

*cic\_rcv\_endpoint* - in notification endpoint number

*dci\_send\_endpoint* - bulk data in endpoint number  
*dci\_rcv\_endpoint* - bulk data out endpoint number  
*dic\_rcv\_pkt\_size* - size of data to be received in bulk data in endpoint  
*dic\_send\_pkt\_size* - size of data to be sent in bulk data out endpoint  
*cic\_send\_pkt\_size* - size of data to be sent in notification endpoint  
*pstn\_obj\_ptr* - pointer to object of PSTN (Public Switched Telephone Network) device  
*max\_supported\_interfaces* - maximum number of supported interface  
*cdc\_callback* - class callback function pointer  
*vendor\_req\_callback* - other request class callback function pointer  
*param\_callback* - callback function pointer for application to provide class parameters  
*ep* - pointer to USB class MSC endpoint data

See also:

[CDC\\_HANDLE](#)

[USB\\_ENDPOINTS](#)

[USB\\_CLASS\\_CALLBACK\\_STRUCT](#)

[USB\\_REQ\\_CALLBACK\\_STRUCT](#)

[USB\\_CLASS\\_CDC\\_ENDPOINT](#)

### 6.3.7 CDC\_CONFIG\_STRUCT

This structure holds configuration parameter sent by application to configure CDC class.

#### Synopsis

```

typedef struct _cdc_config_struct
{
    uint_32                comm_feature_data_size;
    uint_8                 cic_send_endpoint;
    uint_8                 dic_send_endpoint;
    uint_8                 dic_rcv_endpoint;
    uint_32                dic_rcv_pkt_size;
    uint_32                dic_send_pkt_size;
    uint_32                cic_send_pkt_size;
    uint_8                 max_supported_interfaces;
    USB_ENDPOINTS          *usb_ep_data;
    uint_32                desc_endpoint_cnt;
    USB_CLASS_CALLBACK_STRUCT cdc_class_cb;
    USB_REQ_CALLBACK_STRUCT vendor_req_callback;
    USB_CLASS_CALLBACK_STRUCT param_callback;
    USB_CLASS_CDC_ENDPOINT *ep;
    DESC_CALLBACK_FUNCTIONS_STRUCT_PTR desc_callback_ptr;
    #if RNDIS_SUPPORT
        _enet_address        mac_address;
        _ip_address          ip_address;
    #endif
}
  
```

```

uint_32                                rndis_max_frame_size;
#endif
}CDC_CONFIG_STRUCT,_PTR_ CDC_CONFIG_STRUCT_PTR;

```

## Fields

*comm\_feature\_data\_size* - data size of communication feature  
*cic\_send\_endpoint* - out notification endpoint number  
*cic\_rcv\_endpoint* - in notification endpoint number  
*dci\_send\_endpoint* - bulk data in endpoint number  
*dci\_rcv\_endpoint* - bulk data out endpoint number  
*dic\_rcv\_pkt\_size* - size of data to be received in bulk data in endpoint  
*dic\_send\_pkt\_size* - size of data to be sent in bulk data out endpoint  
*cic\_send\_pkt\_size* - size of data to be sent in notification endpoint  
*max\_supported\_interfaces* - maximum number of supported interface  
*usb\_ep\_data* - contains all the endpoints used by this device  
*cdc\_class\_callback* - class callback function pointer  
*verdor\_req\_callback* - other request class callback function pointer  
*param\_callback* - callback function pointer for application to provide class parameters  
*ep* - pointer to USB class CDC endpoint data  
*dec\_callback\_ptr* - pointer to descriptor callback function defined in application

See also:

[USB\\_ENDPOINTS](#)

[USB\\_CLASS\\_CALLBACK\\_STRUCT](#)

[USB\\_REQ\\_CALLBACK\\_STRUCT](#)

[USB\\_CLASS\\_CDC\\_ENDPOINT](#)

[DESC\\_CALLBACK\\_FUNCTIONS\\_STRUCT](#)

## 6.4 HID Class Data Structures listings

### 6.4.1 HID\_HANDLE

This data type represents HID class handle.

#### Synopsis

```
typedef uint_32 HID_HANDLE;
```

### 6.4.2 USB\_CLASS\_HID\_QUEUE

This structure describes a request in the endpoint queue.

**Synopsis**

```
typedef struct _usb_class_hid_queue
{
    _usb_device_handle    handle;
    uint_8                channel;
    uint_8_ptr            app_buff;
    uint_32               size;
}USB_CLASS_HID_QUEUE, *PTR_USB_CLASS_HID_QUEUE;
```

**Fields**

*handle* - handle of USB device

*channel*- endpoint number of this request

*app\_buff* - buffer to send

*size* - size of the transfer

**6.4.3 USB\_CLASS\_HID\_ENDPOINT**

This structure contains USB class HID endpoint data.

**Synopsis**

```
typedef struct _usb_class_hid_endpoint
{
    uint_8                endpoint;
    uint_8                type;
    uint_8                bin_consumer;
    uint_8                bin_producer;
    USB_CLASS_HID_QUEUE   queue[HID_MAX_QUEUE_ELEMS];
}USB_CLASS_HID_ENDPOINT;
```

**Fields**

*endpoint* - endpoint number

*type*- type of endpoint

**USB\_BULK\_PIPE**

**USB\_ISOCHRONOUS\_PIPE**

**USB\_BULK\_PIPE**

**USB\_INTERRUPT\_PIPE**

*bin\_consumer* - the number of queued elements

*bin\_producer* - the number of de-queued elements

*queue* - queue data

**See also:**

[\*\*USB\\_CLASS\\_HID\\_QUEUE\*\*](#)



## 6.4.4 USB\_CLASS\_HID\_ENDPOINT\_DATA

This structure the endpoint data for non control endpoints.

### Synopsis

```
typedef struct _usb_class_hid_endpoint_data
{
    uint_8                                count;
    USB_CLASS_HID_ENDPOINT                *ep;
}USB_CLASS_HID_ENDPOINT_DATA, *PTR_USB_CLASS_HID_ENDPOINT_DATA;
```

### Fields

*count* - number of non control endpoints

*ep* - endpoint data

See also:

[USB\\_CLASS\\_HID\\_ENDPOINT](#)

## 6.4.5 HID\_DEVICE\_STRUCT

This structure holds HID class state information (CDC device handle).

### Synopsis

```
typedef struct hid_device_struct
{
    _usb_device_handle                handle;
    uint_32                          user_handle;
    USB_CLASS_HANDLE                  class_handle;
    USB_ENDPOINTS                     *ep_desc_data;
    USB_CLASS_CALLBACK_STRUCT         hid_class_callback;
    USB_REQ_CALLBACK_STRUCT           vendor_req_callback;
    USB_CLASS_SPECIFIC_HANDLER_CALLBACK_STRUCT param_callback;
    USB_CLASS_HID_ENDPOINT_DATA       hid_endpoint_data;
    uint_8                           class_request_params[2];
}HID_DEVICE_STRUCT, _PTR_ HID_DEVICE_STRUCT_PTR;
```

### Fields

*handle* - controller device handle

*user\_handle* - user handle

*class\_handle* - USB class handle

*ep\_desc\_data* - contains all the endpoints used by this device

*hid\_class\_callback* - class callback function pointer

*verdor\_req\_callback* - other request class callback function pointer

*param\_callback* - callback function pointer for application to provide class parameters

*hid\_endpoint\_data* - the endpoint data for non control endpoints

*class\_request\_param* - class request parameter for get/set idle and protocol requests

See also:

[USB\\_ENDPOINTS](#)

[USB\\_CLASS\\_CALLBACK\\_STRUCT](#)

[USB\\_REQ\\_CALLBACK\\_STRUCT](#)

[USB\\_CLASS\\_SPECIFIC\\_HANDLER\\_CALLBACK\\_STRUCT](#)

[USB\\_CLASS\\_HID\\_ENDPOINT\\_DATA](#)

## 6.4.6 HID\_CONFIG\_STRUCT

This structure holds configuration parameter sent by application to configure HID class.

### Synopsis

```
typedef struct hid_config_struct
{
    uint_32                desc_endpoint_cnt;
    USB_ENDPOINTS          *ep_desc_data;
    USB_CLASS_HID_ENDPOINT *ep;
    USB_CLASS_CALLBACK_STRUCT hid_class_callback;
    USB_REQ_CALLBACK_STRUCT vendor_req_callback;
    USB_CLASS_SPECIFIC_HANDLER_CALLBACK_STRUCT param_callback;
    DESC_CALLBACK_FUNCTIONS_STRUCT_PTR desc_callback_ptr;
}HID_CONFIG_STRUCT,_PTR_ HID_CONFIG_STRUCT_PTR;
```

### Fields

*desc\_endpoint\_cnt* - number of endpoints

*ep\_desc\_data* - contains all the endpoints used by this device

*hid\_class\_callback* - class callback function pointer

*verdor\_req\_callback* - other request class callback function pointer

*param\_callback* - callback function pointer for application to provide class parameters

*desc\_callback\_ptr* - pointer to descriptor callback function defined in application

See also:

[USB\\_ENDPOINTS](#)

[USB\\_CLASS\\_HID\\_ENDPOINT](#)

[USB\\_CLASS\\_CALLBACK\\_STRUCT](#)

[USB\\_REQ\\_CALLBACK\\_STRUCT](#)

[USB\\_CLASS\\_SPECIFIC\\_HANDLER\\_CALLBACK\\_STRUCT](#)

[DESC\\_CALLBACK\\_FUNCTIONS\\_STRUCT](#)

## 6.5 MSC Class Data Structures listings

### 6.5.1 MSD\_HANDLE

This data type represents MSD class handle.

#### Synopsis

```
typedef uint_32 MSD_HANDLE;
```

### 6.5.2 APP\_DATA\_STRUCT

This structure holds information of an endpoint buffer.

#### Synopsis

```
typedef struct _app_data_struct
{
    uint_8_ptr      data_ptr;
    uint_32 data_size;
}APP_DATA_STRUCT;
```

#### Fields

*data\_ptr* - pointer to buffer

*data\_size* - buffer size

### 6.5.3 USB\_CLASS\_MSC\_QUEUE

This structure describes a request in the endpoint queue.

#### Synopsis

```
typedef struct _usb_class_msc_queue
{
    _usb_device_handle      handle;
    uint_8                  channel;
    APP_DATA_STRUCT          app_data;
}USB_CLASS_MSC_QUEUE, *PTR_USB_CLASS_MSC_QUEUE;
```

#### Fields

*handle* - handle of USB device

*channel*- endpoint number of this request

*app\_data* - endpoint buffer

See also:

[APP\\_DATA\\_STRUCT](#)

### 6.5.4 USB\_CLASS\_MSC\_ENDPOINT

This structure describes an endpoint of MSC class.

## Synopsis

```
typedef struct _usb_class_msc_endpoint
{
    uint_8                endpoint;
    uint_8                type;
    uint_8                bin_consumer;
    uint_8                bin_producer;
    USB_CLASS_MSC_QUEUE   queue[MSD_MAX_QUEUE_ELEMS];
}USB_CLASS_MSC_ENDPOINT;
```

## Fields

*endpoint* - endpoint number

*type*- type of endpoint

**USB\_BULK\_PIPE**

**USB\_ISOCHRONOUS\_PIPE**

**USB\_BULK\_PIPE**

**USB\_INTERRUPT\_PIPE**

*bin\_consumer* - the number of queued elements

*bin\_producer* - the number of de-queued elements

*queue* - queue data

See also:

[USB\\_CLASS\\_MSC\\_QUEUE](#)

## 6.5.5 LBA\_APP\_STRUCT

This structure holds a device logical block information.

### Synopsis

```
typedef struct _lba_app_struct
{
    uint_32                offset;
    uint_32                size;
    uint_8_ptr             buff_ptr;
}LBA_APP_STRUCT, * PTR_LBA_APP_STRUCT;
```

## Fields

*offset* - offset address of the logical block

*size* - size of the logical block

*buff\_ptr* - logical block data

## 6.5.6 MSD\_BUFF\_INFO

This structure holds information of MSD buffers.

### Synopsis

```
typedef struct _msd_buffers_info
{
    uint_8_ptr          msc_lba_send_ptr;
    uint_8_ptr          msc_lba_recv_ptr;
    uint_32             msc_lba_send_buff_size;
    uint_32             msc_lba_recv_buff_size;
}MSD_BUFF_INFO, *PTR_MSD_BUFF_INFO;
```

## Fields

*msc\_lba\_send\_ptr* - send buffer pointer

*msc\_lba\_recv\_ptr* - receive buffer pointer

*msc\_lba\_send\_buffer\_size* - size of send buffer

*msc\_lba\_recv\_buffer\_size* - size of receive buffer

## 6.5.7 MSC\_DEVICE\_STRUCT

This structure holds MSC class state information (MSC device handle).

### Synopsis

```
typedef struct _msc_variable_struct
{
    _usb_device_handle    controller_handle;
    MSD_HANDLE            msc_handle;
    USB_CLASS_HANDLE      class_handle;
    USB_ENDPOINTS         *ep_desc_data;
    USB_CLASS_CALLBACK_STRUCT msc_callback;
    USB_REQ_CALLBACK_STRUCT vendor_callback;
    USB_CLASS_CALLBACK_STRUCT param_callback;
    uint_8                bulk_in_endpoint;
    uint_32               bulk_in_endpoint_packet_size;
    uint_8                bulk_out_endpoint;
    uint_32               usb_max_suported_interfaces;
    void                  *scsi_object_ptr;
    USB_CLASS_MSC_ENDPOINT *ep;
    uint_8                lun;
    boolean               out_flag;
    boolean               in_flag;
    boolean               in_stall_flag;
    boolean               out_stall_flag;
    boolean               cbw_valid_flag;
    PTR_CSW               csw_ptr;
    PTR_CBW               cbw_ptr;
    boolean               re_stall_flag;
    DEVICE_LBA_INFO_STRUCT device_info;
    MSD_BUFF_INFO         msd_buff;
    uint_32               transfer_remaining;
    uint_32               current_offset;
}MSC_DEVICE_STRUCT, _PTR_ MSC_DEVICE_STRUCT_PTR;
```

## Fields

*controller\_handle* - device controller handle  
*msc\_handle* - MSC class handle  
*class\_handle* - USB common class handle  
*ep\_desc\_data* - contains all the endpoints used by this device  
*msc\_callback* - class callback function pointer  
*verdor\_req\_callback* - other request class callback function pointer  
*param\_callback* - callback function pointer for application to provide class parameters  
*bulk\_in\_endpoint* - receive bulk endpoint  
*bulk\_in\_endpoint\_packet\_size* - size of receive bulk endpoint  
*bulk\_out\_endpoint* - send bulk endpoint  
*usb\_max\_suported\_interfaces* - maximum number of supported interfaces  
*scsi\_object\_ptr* - pointer to SCSI object  
*ep* - pointer to USB class MSC endpoint data  
*lun* - logical unit number. It can have value only from 0 to 15 decimal  
*out\_flag* - flag to track bulk out data processing after command block wrapper if needed  
*in\_flag* - flag to track bulk in data processing before command status wrapper if needed  
*in\_stall\_flag* - flag to track if there is need to stall BULK IN ENDPOINT because of BULK COMMAND  
*out\_stall\_flag* - flag to track if there is need to stall BULK OUT ENDPOINT because of BULK COMMAND  
*cbw\_valid\_flag* - flag to validate command block wrapper  
*csw\_ptr* - global structure for command status wrapper  
*cbw\_ptr* global structure for command block wrapper  
*re\_stall\_flag* - re-installation flag  
*device\_info* - device information  
*msd\_buff* - contain information of msd class buffers  
*transfer\_remaining* - number of remaining transfer bytes  
*current\_offset* - offset of remaining transfer bytes

**See also:**

**MSD\_HANDLE**

**USB\_ENDPOINTS**

**USB\_CLASS\_CALLBACK\_STRUCT**

**USB\_REQ\_CALLBACK\_STRUCT**

**USB\_CLASS\_MSC\_ENDPOINT**

**LBA\_APP\_STRUCT**

**MSD\_BUFF\_INFO**

## 6.5.8 USB\_MSD\_CONFIG\_STRUCT

This structure holds configuration parameter sent by application to configure MSC class.

### Synopsis

```
typedef struct _usb_msd_config
{
    DEVICE_LBA_INFO_STRUCT      device_info;
    boolean                    implementing_disk_drive;
    uint_32                    usb_max_suported_interfaces;
    uint_8                     bulk_in_endpoint;
    uint_32                    bulk_in_endpoint_packet_size;
    uint_8                     bulk_out_endpoint;
    uint_32                    desc_endpoint_cnt;
    MSD_BUFF_INFO              msd_buff;
    USB_ENDPOINTS              *ep_desc_data;
    USB_CLASS_MSC_ENDPOINT     *ep;
    USB_CLASS_CALLBACK_STRUCT_PTR msc_class_callback;
    USB_REQ_CALLBACK_STRUCT_PTR  vendor_req_callback;
    USB_CLASS_CALLBACK_STRUCT_PTR param_callback;
    DESC_CALLBACK_FUNCTIONS_STRUCT_PTR desc_callback_ptr;
} USB_MSD_CONFIG_STRUCT, _PTR_ USB_MSD_CONFIG_STRUCT_PTR;
```

### Fields

*device\_info* - device information

*implementing\_disk\_drive* - If Implementing Disk Drive then configure the macro below as TRUE, otherwise keep it FALSE (say for Hard Disk)

*usb\_max\_suported\_interfaces* - maximum number of supported interfaces

*bulk\_in\_endpoint* - receive bulk endpoint

*bulk\_in\_endpoint\_packet\_size* - size of receive bulk endpoint

*bulk\_out\_endpoint* - send bulk endpoint

*usb\_max\_suported\_interfaces* - maximum number of supported interfaces

*msd\_buff* - contain information of MSC class buffers

*ep\_desc\_data* - contains all the endpoints used by this device

*ep* - pointer to USB class MSC endpoint data

*msc\_callback* - class callback function pointer

*verdor\_req\_callback* - other request class callback function pointer

*param\_callback* - callback function pointer for application to provide class parameters

*desc\_callback\_ptr* - pointer to descriptor callback function defined in application

**See also:**

[USB\\_ENDPOINTS](#)

[USB\\_CLASS\\_CALLBACK\\_STRUCT](#)

[USB\\_REQ\\_CALLBACK\\_STRUCT](#)

**USB\_CLASS\_MSC\_ENDPOINT****DESC\_CALLBACK\_FUNCTIONS\_STRUCT****MSD\_BUFF\_INFO****6.6 PHDC Class Data Structures listings****6.6.1 PHDC\_HANDLE**

This data type represents PHDC class handle.

**Synopsis**

```
typedef uint_32 PHDC_HANDLE;
```

**6.6.2 USB\_CLASS\_PHDC\_QOS\_BIN**

This structure holds a request in the endpoint QOS bin.

**Synopsis**

```
struct _usb_class_phdc_qos_bin
{
    uint_8          channel;
    boolean         meta_data;
    uint_8          num_tfr;
    uint_8          qos;
    uint_8_ptr      app_buff;
    uint_32         size;
};
typedef struct _usb_class_phdc_qos_bin USB_CLASS_PHDC_QOS_BIN,
*PTR_USB_CLASS_PHDC_QOS_BIN;
```

**Fields**

*channel*- endpoint number of this request

*meta\_data* - packet is a meta data or not

*num\_tfr* - number of transfers that follow the meta data package. Used only when *meta\_data* is TRUE

*qos* - quality of the transfers that follow the meta data package

*app\_buff* - buffer to send

*size* - size of the transfer

**6.6.3 USB\_CLASS\_PHDC\_TX\_ENDPOINT**

This structure holds transmission endpoint data information of PHDC class.

**Synopsis**

```
typedef struct _usb_class_phdc_tx_endpoint
{
```



```

uint_8          endpoint;
uint_8          type;
uint_32         size;
uint_8          qos;
uint_8          current_qos;
uint_8          transfers_left;
uint_8          bin_consumer;
uint_8          bin_producer;
USB_CLASS_PHDC_QOS_BIN  qos_bin[MAX_QOS_BIN_ELEMS];
}USB_CLASS_PHDC_TX_ENDPOINT;

```

## Fields

*endpoint* - endpoint number

*type* - type of endpoint

**USB\_BULK\_PIPE**

**USB\_ISOCHRONOUS\_PIPE**

**USB\_BULK\_PIPE**

**USB\_INTERRUPT\_PIPE**

*size* - size of transfer

*qos* - quality of transfer

*current\_qos* - quality of received meta data

*transfers\_left* - number of transfers left

*bin\_consumer* - the number of queued elements

*bin\_producer* - the number of de-queued elements

*qos\_bin* - requests in the endpoint QOS bin

**See also:**

[\*\*USB\\_CLASS\\_PHDC\\_QOS\\_BIN\*\*](#)

## 6.6.4 USB\_CLASS\_PHDC\_RX\_ENDPOINT

This structure holds receive endpoint data information of PHDC class.

### Synopsis

```

typedef struct _usb_class_phdc_rx_endpoint
{
    uint_8          endpoint;
    uint_8          type;
    uint_32         size;
    uint_8          qos;
    uint_8          current_qos;
    uint_8          transfers_left;
    uint_16         buffer_size;
    uint_8_ptr      buff_ptr;
}USB_CLASS_PHDC_RX_ENDPOINT;

```

**Fields***endpoint* - endpoint number*type* - type of endpoint**USB\_BULK\_PIPE****USB\_ISOCHRONOUS\_PIPE****USB\_BULK\_PIPE****USB\_INTERRUPT\_PIPE***size* - size of transfer*qos* - quality of transfer*current\_qos* - quality of received meta data*transfers\_left* - number of transfers left*buffer\_size* - size of receive buffer*buff\_ptr* - receive buffer**6.6.5 USB\_CLASS\_PHDC\_ENDPOINT\_DATA**

This structure holds endpoint information of PHDC class.

**Synopsis**

```
typedef struct _usb_class_phdc_endpoint_data
{
    _usb_device_handle          handle;
    uint_8                     count_rx;
    uint_8                     count_tx;
    USB_CLASS_PHDC_RX_ENDPOINT ep_rx[PHDC_RX_ENDPOINTS];
    USB_CLASS_PHDC_TX_ENDPOINT ep_tx[PHDC_TX_ENDPOINTS];
}USB_CLASS_PHDC_ENDPOINT_DATA, *PTR_USB_CLASS_PHDC_ENDPOINT_DATA;
```

**Fields***handle* - device controller handle*count\_rx* - number of receive endpoints*count\_tx* - number of transmission endpoints*ep\_rx* - receive endpoint description*ep\_tx* - send endpoint description**See also:**[\*\*USB\\_CLASS\\_PHDC\\_TX\\_ENDPOINT\*\*](#)[\*\*USB\\_CLASS\\_PHDC\\_RX\\_ENDPOINT\*\*](#)**6.6.6 USB\_APP\_EVENT\_SEND\_COMPLETE**

This structure holds data passed to application when send process is completed.

## Synopsis

```
typedef struct _usb_app_event_send_complete
{
    uint_8          qos;
    uint_8_ptr      buffer_ptr;
    uint_32         size;
}USB_APP_EVENT_SEND_COMPLETE, *PTR_USB_APP_EVENT_SEND_COMPLETE;
```

## Fields

*qos* - quality of the transfer

*buffer\_ptr* - send buffer pointer

*size* - size of buffer

## 6.6.7 USB\_APP\_EVENT\_DATA\_RECIEVED

This structure holds data passed to application when receive process is completed.

## Synopsis

```
typedef struct _usb_app_event_data_recieved
{
    uint_8          qos;
    uint_8_ptr      buffer_ptr;
    uint_32         size;
}USB_APP_EVENT_DATA_RECIEVED, *PTR_USB_APP_EVENT_DATA_RECIEVED;
```

## Fields

*qos* - quality of the transfer

*buffer\_ptr* - send buffer pointer

*size* - size of buffer

## 6.6.8 PHDC\_STRUCT

This structure holds PHDC class state information (PHDC device handle).

## Synopsis

```
typedef struct _phdc_struct
{
    _usb_device_handle      controller_handle;
    PHDC_HANDLE             phdc_handle;
    USB_CLASS_HANDLE        class_handle;
    USB_CLASS_CALLBACK_STRUCT phdc_callback;
    USB_REQ_CALLBACK_STRUCT vendor_callback;
    uint_8_ptr              service_buff_ptr;
    USB_CLASS_PHDC_ENDPOINT_DATA ep_data;
    #if META_DATA_MSG_PRE_IMPLEMENTED
    USB_META_DATA_MSG_PREAMBLE meta_data_msg_preamble;
    #endif
    #if USB_METADATA_SUPPORTED
    boolean                  phdc_metadata;
    #endif
}
```

```

        #endif
        uint_16                                phdc_ep_has_data;
    } PHDC_STRUCT, _PTR_ PHDC_STRUCT_PTR;

```

**Fields**

*controller\_handle* - controller device handle  
*phdc\_handle* - PHDC class handle  
*class\_handle* - USB common class handle  
*phdc\_class\_callback* - class callback function pointer  
*verdor\_req\_callback* - other request class callback function pointer  
*service\_buff\_ptr* - Ram buffer for configuring next receive  
*ep\_data* - PHDC endpoint data  
*phdc\_ep\_has\_data* - stores a bit map of the active endpoints

See also:

[PHDC\\_HANDLE](#)

[USB\\_CLASS\\_CALLBACK\\_STRUCT](#)

[USB\\_REQ\\_CALLBACK\\_STRUCT](#)

[USB\\_CLASS\\_PHDC\\_ENDPOINT\\_DATA](#)

## 6.6.9 PHDC\_CONFIG\_STRUCT

This structure holds configuration parameter sent by application to configure HID class.

**Synopsis**

```

typedef struct _config_phdc_struct
{
    USB_CLASS_CALLBACK_STRUCT            phdc_callback;
    USB_REQ_CALLBACK_STRUCT              vendor_callback;
    DESC_CALLBACK_FUNCTIONS_STRUCT_PTR   desc_callback_ptr;
    USB_ENDPOINTS                        *info;
} PHDC_CONFIG_STRUCT, _PTR_ PHDC_CONFIG_STRUCT_PTR;

```

**Fields**

*phdc\_class\_callback* - class callback function pointer  
*verdor\_req\_callback* - other request class callback function pointer  
*desc\_callback\_ptr* - pointer to descriptor callback function defined in application  
*info* - contains all the endpoints used by this device

See also:

[USB\\_ENDPOINTS](#)

[USB\\_CLASS\\_CALLBACK\\_STRUCT](#)

[USB\\_REQ\\_CALLBACK\\_STRUCT](#)

## DESC\_CALLBACK\_FUNCTIONS\_STRUCT



# Chapter 7

## Reference Data Types

### 7.1 Data Types for Compiler Portability

Table 7-1. Compiler Portability Data Types

Name	Bytes	Range		Description
		From	To	
boolean	4	0	NOT 0	0 = FALSE Non-zero = TRUE
pointer	4	0	0xffffffff	Generic pointer
_PTR_	4	0	0xffffffff	Generic pointer (*)
char	1	-127	127	Signed character
char_ptr	4	0	0xffffffff	Pointer to <b>char</b>
uchar	1	0	255	Unsigned character
uchar_ptr	4	0	0xffffffff	Pointer to <b>uchar</b>
int_8	1	-128	127	Signed character
int_8_ptr	4	0	0xffffffff	Pointer to <b>int_8</b>
uint_8	1	0	255	Unsigned character
uint_8_ptr	4	0	0xffffffff	Pointer to <b>uint_8</b>
int_16	2	-2 <sup>15</sup>	(2 <sup>15</sup> )-1	Signed 16-bit integer
int_16_ptr	4	0	0xffffffff	Pointer to <b>int_16</b>
uint_16	2	0	(2 <sup>16</sup> )-1	Unsigned 16-bit integer
uint_16_ptr	4	0	0xffffffff	Pointer to <b>uint_16</b>
int_32	4	-2 <sup>31</sup>	(2 <sup>31</sup> )-1	Signed 32-bit integer
int_32_ptr	4	0	0xffffffff	Pointer to <b>int_32</b>
uint_32	4	0	(2 <sup>32</sup> )-1	Unsigned 32-bit integer
uint_32_ptr	4	0	0xffffffff	Pointer to <b>uint_32</b>
int_64	8	-2 <sup>63</sup>	(2 <sup>63</sup> )-1	Signed 64-bit integer
int_64_ptr	4	0	0xffffffff	Pointer to <b>int_64</b>

**Table 7-1. Compiler Portability Data Types (continued)**

uint_64	8	0	(2 <sup>64</sup> )–1	Unsigned 64-bit integer
uint_64_ptr	4	0	0xffffffff	Pointer to <b>uint_64</b>
ieee_double	8	2.225074 E-308	1.7976923 E+308	Double-precision IEEE floating-point number
ieee_single	4	8.43E-37	3.37E+38	Single-precision IEEE floating-point number

## 7.2 USB Device API Data Types

USB Device API uses the data types as shown in [Table 7-2](#)

**Table 7-2. USB Device API Data Types**

USB Device API data type	Simple data type
_usb_device_handle	pointer