

# **MCHPFSUSB Library Help**

## Table of Contents

<b>Introduction</b>	<b>1</b>
<b>Software License Agreement</b>	<b>2</b>
<b>Release Notes</b>	<b>5</b>
<b>What's New</b>	<b>5</b>
<b>What's Next</b>	<b>6</b>
<b>Support</b>	<b>6</b>
<b>Online Reference and Resources</b>	<b>7</b>
<b>Demo Board Support and Limitations</b>	<b>8</b>
<b>Operating System Support and Limitations</b>	<b>9</b>
<b>Tool Information</b>	<b>10</b>
<b>Revision History</b>	<b>11</b>
v2.9d	11
v2.9c	11
v2.9b	12
v2.9a	13
v2.9	13
v2.8	14
v2.7a	15
v2.7	15
<b>Library Migration</b>	<b>17</b>
From v2.9c to v2.9d	17
From v2.9b to v2.9c	17
From v2.9a to v2.9b	17
From v2.9 to v2.9a	17
From v2.8 to v2.9	17
From v2.7a to v2.8	17
From v2.7 to v2.7a	18
From v2.6a to v2.7	18
From v2.6 to v2.6a	18
From v2.5 to v2.6	18
<b>Demos</b>	<b>20</b>

<b>Device - Audio Microphone Basic Demo</b>	<b>20</b>
Supported Demo Boards	20
Configuring the Hardware	21
Running the Demo	22
<b>Device - Audio MIDI Demo</b>	<b>24</b>
Supported Demo Boards	24
Configuring the Hardware	25
Running the Demo	26
Garage Band '08 [Macintosh Computers]	28
Using Linux MultiMedia Studio (LMMS) [Linux and Windows Computers]	30
<b>Device - Audio Speaker Demo</b>	<b>31</b>
Supported Demo Boards	31
Configuring the Hardware	32
Running the Demo	33
<b>Device - Boot Loader - HID</b>	<b>34</b>
Supported Demo Boards	34
Configuring the Demo	34
Running the Demo	35
Implementation and Customization Details	37
Configuration Bits	38
Vendor ID (VID) and Product ID (PID)	39
Part Specific Details	40
PIC18F	41
PIC24F	42
<b>Device - Boot Loader - MCHPUSB</b>	<b>42</b>
Supported Demo Boards	42
Configuring the Demo	42
Running the Demo	42
Implementation and Customization Details	42
<b>Device - CCID Smart Card Reader</b>	<b>43</b>
Supported Demo Boards	44
Configuring the Hardware	44
Running the Demo	47
<b>Device - CDC Basic Demo</b>	<b>50</b>
Supported Demo Boards	50
Configuring the Hardware	51
Running the Demo	52
<b>Device - CDC - Serial Emulator</b>	<b>54</b>
Supported Demo Boards	54

---

Configuring the Demo	55
Running the Demo	56
<b>Device - Composite - HID + MSD Demo</b>	<b>57</b>
Supported Demo Boards	57
Configuring the Demo	58
Running the Demo	59
<b>Device - Composite - MSD + CDC Demo</b>	<b>60</b>
Supported Demo Boards	60
Configuring the Demo	61
Running the Demo	62
<b>Device - Composite - WinUSB + MSD Demo</b>	<b>62</b>
Supported Demo Boards	62
Configuring the Demo	63
Running the Demo	64
<b>Device - HID - Custom Demo</b>	<b>65</b>
Supported Demo Boards	65
Configuring the Demo	66
Running the Demo	67
<b>Device - HID - Digitizer Demos</b>	<b>70</b>
Supported Demo Boards	70
Configuring the Hardware	71
Running the Demo	73
<b>Device - HID - Joystick Demo</b>	<b>74</b>
Supported Demo Boards	74
Configuring the Hardware	75
Running the Demo	76
<b>Device - HID - Keyboard Demo</b>	<b>78</b>
Supported Demo Boards	78
Configuring the Hardware	79
Running the Demo	80
<b>Device - HID - Mouse Demo</b>	<b>81</b>
Supported Demo Boards	81
Configuring the Demo	82
Running the Demo	83
<b>Device - HID - Uninterruptible Power Supply</b>	<b>84</b>
Supported Demo Boards	84
Configuring the Demo	85
Running the Demo	87

<b>Device - LibUSB Generic Driver Demo</b>	<b>87</b>
Supported Demo Boards	88
Configuring the Demo	88
Running the Demo	90
Windows	91
Linux	93
Android 3.1+	95
<b>Device - Mass Storage - Internal Flash Demo</b>	<b>96</b>
Supported Demo Boards	96
Configuring the Demo	97
Running the Demo	98
Troubleshooting	99
<b>Device - Mass Storage - SD Card Data Logger</b>	<b>99</b>
Supported Demo Boards	100
Configuring the Demo	100
Running the Demo	102
<b>Device - Mass Storage - SD Card Reader</b>	<b>106</b>
Supported Demo Boards	106
Configuring the Demo	107
Running the Demo	108
<b>Device - MCHPUSB Generic Driver Demo</b>	<b>109</b>
Supported Demo Boards	109
Configuring the Demo	110
Running the Demo	111
Installing Windows Drivers	113
PDFSUSB	115
MCHPUSB PnP Demo	117
Running the Demo (Android v3.1+)	118
<b>Device - Personal Healthcare Device Class (PHDC) Demo</b>	<b>119</b>
Supported Demo Boards	119
Configuring the Demo	120
Running the PHDC Blood Pressure Monitor Demo	122
Running the PHDC Glucose Meter Demo	125
Running the PHDC Thermometer Demo	128
Running the PHDC Weigh Scale Demo	131
Performing the Continua Precertification Tests	134
<b>Device - WinUSB Generic Driver Demo</b>	<b>137</b>
Supported Demo Boards	137
Configuring the Demo	138

---

Running the Demo	139
Windows	141
Android v3.1+	143
<b>Device - WinUSB High Bandwidth Demo</b>	<b>144</b>
Supported Demo Boards	144
Configuring the Demo	145
Running the Demo	146
<b>Dual Role - MSD Host + HID Device</b>	<b>147</b>
Supported Demo Boards	147
Configuring the Demo	148
Running the Demo	149
<b>Host - Audio MIDI Demo</b>	<b>149</b>
Supported Demo Boards	149
Configuring the Demo	150
Running the Demo	151
<b>Host - Boot Loader - Thumb Drive Boot Loader</b>	<b>151</b>
Supported Demo Boards	151
Configuring the Demo	151
Running the Demo	152
Creating a Hex File to Load	154
Customizing the Boot Loader and Target Application Linker Scripts for PIC32 devices	155
<b>Host - CDC Serial Demo</b>	<b>156</b>
Supported Demo Boards	156
Configuring the Demo	157
Running the Demo	157
<b>Host - Charger - Simple Charger</b>	<b>158</b>
Supported Demo Boards	158
Configuring the Demo	158
Running the Demo	159
<b>Host - Composite - MSD+ CDC</b>	<b>159</b>
Supported Demo Boards	160
Configuring the Demo	160
Running the Demo	161
<b>Host - Composite - HID + MSD</b>	<b>161</b>
Supported Demo Boards	161
Configuring the Demo	162
Running the Demo	162
<b>Host - HID - Keyboard Demo</b>	<b>163</b>
Supported Demo Boards	163

Configuring the Demo	163
Running the Demo	164
<b>Host - HID - Mouse Demo</b>	<b>164</b>
Supported Demo Boards	165
Configuring the Demo	165
Running the Demo	166
<b>Host - Mass Storage (MSD) - Simple Demo</b>	<b>166</b>
Supported Demo Boards	166
Configuring the Demo	167
Running the Demo	168
<b>Host - Mass Storage - Thumb Drive Data Logger</b>	<b>168</b>
Supported Demo Boards	168
Configuring the Demo	169
Running the Demo	170
<b>Host - MCHPUSB - Generic Driver Demo</b>	<b>170</b>
Supported Demo Boards	171
Configuring the Demo	171
Running the Demo	172
<b>Host - Printer - Print Screen Demo</b>	<b>172</b>
Supported Demo Boards	172
Configuring the Demo	173
Running the Demo	173
<b>Host - Printer - Simple Full Sheet</b>	<b>175</b>
Supported Demo Boards	175
Configuring the Demo	176
Running the demo	177
<b>Host - Printer - Simple Point of Sale (POS)</b>	<b>177</b>
Supported Demo Boards	177
Configuring the Demo	178
Running the Demo	179
<b>Loading a precompiled demo</b>	<b>179</b>
MPLAB 8	179
<b>PC - WM_DEVICECHANGE Demo</b>	<b>181</b>
<b>OTG - MCHPUSB Device/MCHPUSB Host Demo</b>	<b>182</b>
Supported Demo Boards	182
Configuring the Demo	183
Running the Demo	183

<b>Demo Board Information</b>	<b>185</b>
Low Pin Count USB Development Board	185
PICDEM FS USB Board	186
PIC18F46J50 Plug-In-Module (PIM)	187
PIC18F47J53 Plug-In-Module (PIM)	188
PIC18F87J50 Plug-In-Module (PIM) Demo Board	189
PIC18 Starter Kit	190
PIC24FJ64GB004 Plug-In-Module (PIM)	191
PIC24FJ64GB502 Microstick	192
PIC24FJ256GB110 Plug-In-Module (PIM)	193
PIC24FJ256GB210 Plug-In-Module (PIM)	193
PIC24FJ256DA210 Development Board	194
PIC24F Starter Kit	195
PIC24EP512GU810 Plug-In-Module (PIM)	195
dsPIC33EP512MU810 Plug-In-Module (PIM)	196
PIC32MX460F512L Plug-In-Module (PIM)	196
PIC32MX795F512L Plug-In-Module (PIM)	196
PIC32 USB Starter Kit	196
PIC32 USB Starter Kit II	197
USB PICTail Plus Daughter Board	198
Explorer 16	199
<b>PC Tools and Example Code</b>	<b>200</b>
<b>Application Programming Interface (API)</b>	<b>202</b>
Device/Peripheral	202
Device Stack	202
Interface Routines	203
USB_APPLICATION_EVENT_HANDLER Function	206
USBCancelIO Function	207
USBCtrlIEPAllowDataStage Function	208
USBCtrlIEPAllowStatusStage Function	209
USBDeferINDataStage Function	210

USBDeferOUTDataStage Function	212
USBDeferStatusStage Function	214
USBDeviceAttach Function	215
USBDeviceDetach Function	216
USBDeviceInit Function	218
USBDeviceTasks Function	219
USBEnableEndpoint Function	221
USBEP0Receive Function	223
USBEP0SendRAMPtr Function	224
USBEP0SendROMPtr Function	225
USBEP0Transmit Function	226
USBGetDeviceState Function	227
USBGetNextHandle Function	228
USBGetRemoteWakeupsStatus Function	230
USBGetSuspendState Function	231
USBHandleBusy Function	232
USBHandleGetAddr Function	233
USBHandleGetLength Function	234
USBINDataStageDeferred Function	235
USBIsBusSuspended Function	236
USBIsDeviceSuspended Function	237
USBRxOnePacket Function	238
USBSoftDetach Function	239
USBOUTDataStageDeferred Function	240
USBStallEndpoint Function	241
USBTransferOnePacket Function	242
USBTxOnePacket Function	244
Data Types and Constants	245
USB_DEVICE_STATE Enumeration	246
USB_DEVICE_STACK_EVENTS Enumeration	247
USB_EP0_BUSY Macro	248
USB_EP0_INCLUDE_ZERO Macro	249
USB_EP0_NO_DATA Macro	250
USB_EP0_NO_OPTIONS Macro	251
USB_EP0_RAM Macro	252
USB_EP0_ROM Macro	253
USB_HANDLE Macro	254
Macros	255
DESC_CONFIG_BYT Macro	256
DESC_CONFIG_DWORD Macro	257
DESC_CONFIG_WORD Macro	258
Audio Function Driver	258

---

Interface Routines	259
USBCheckAudioRequest Function	260
Data Types and Constants	261
CCID (Smart/Sim Card) Function Driver	261
Interface Routines	262
USBCCIDBulkInService Function	263
USBCCIDInitEP Function	264
USBCCIDSendDataToHost Function	265
USBCheckCCIDRequest Function	266
CDC Function Driver	266
Interface Routines	267
CDCInitEP Function	268
CDCTxService Function	269
getsUSBUSART Function	270
putrsUSBUSART Function	271
putsUSBUSART Function	272
putUSBUSART Function	273
USBCheckCDCRequest Function	274
CDCSetBaudRate Macro	275
CDCSetCharacterFormat Macro	276
CDCSetDataSize Macro	277
CDCSetLineCoding Macro	278
CDCSetParity Macro	279
USBUSARTIsTxTrfReady Macro	280
Data Types and Constants	281
NUM_STOP_BITS_1 Macro	282
NUM_STOP_BITS_1_5 Macro	283
NUM_STOP_BITS_2 Macro	284
PARITY_EVEN Macro	285
PARITY_MARK Macro	286
PARITY_NONE Macro	287
PARITY_ODD Macro	288
PARITY_SPACE Macro	289
HID Function Driver	289
Interface Routines	290
HIDRxHandleBusy Macro	291
HIDRxPacket Macro	292
HIDTxHandleBusy Macro	293
HIDTxPacket Macro	294
Data Types and Constants	295
BOOT_INTF_SUBCLASS Macro	296
BOOT_PROTOCOL Macro	297

---

HID_PROTOCOL_KEYBOARD Macro	298
HID_PROTOCOL_MOUSE Macro	299
HID_PROTOCOL_NONE Macro	300
MSD Function Driver	300
Interface Routines	301
MSDTask Function	302
USBCheckMSDRequest Function	303
USBMSDInit Function	304
Data Types and Constants	305
LUN_FUNCTIONS Type	306
Personal Healthcare Device Class (PHDC) Function Driver	306
Interface Routines	307
PHDApplInit Function	308
PHDSendAppBufferPointer Function	309
PHDConnect Function	310
PHDDisConnect Function	311
PHDSendMeasuredData Function	312
PHDTimeoutHandler Function	313
USBDevicePHDCInit Function	314
USBDevicePHDCReceiveData Function	315
USBDevicePHDCSendData Function	316
USBDevicePHDCTxRXService Function	317
USBDevicePHDCCheckRequest Function	318
USBDevicePHDCUpdateStatus Function	319
Vendor Class (Generic) Function Driver	319
Interface Routines	320
USBGenRead Macro	321
USBGenWrite Macro	322
<b>Embedded Host API</b>	<b>322</b>
Embedded Host Stack	323
Interface Routines	324
USB_HOST_APP_EVENT_HANDLER Function	325
USBHostClearEndpointErrors Function	326
USBHostDeviceSpecificClientDriver Function	327
USBHostDeviceStatus Function	328
USBHostGetCurrentConfigurationDescriptor Macro	329
USBHostGetDeviceDescriptor Macro	330
USBHostGetStringDescriptor Macro	331
USBHostInit Function	333
USBHostRead Function	334
USBHostResetDevice Function	336
USBHostResumeDevice Function	337

USBHostSetDeviceConfiguration Function	338
USBHostSetNAKTimeout Function	340
USBHostSuspendDevice Function	341
USBHostTerminateTransfer Function	342
USBHostTransferIsComplete Function	343
USBHostVbusEvent Function	345
USBHostWrite Function	346
Data Types and Constants	348
CLIENT_DRIVER_TABLE Structure	350
HOST_TRANSFER_DATA Structure	351
TRANSFER_ATTRIBUTES Union	352
USB_TPL Structure	353
USB_CLIENT_INIT Type	354
USB_CLIENT_EVENT_HANDLER Type	355
USB_NUM_BULK_NAKS Macro	356
USB_NUM_COMMAND_TRIES Macro	357
USB_NUM_CONTROL_NAKS Macro	358
USB_NUM_ENUMERATION_TRIES Macro	359
USB_NUM_INTERRUPT_NAKS Macro	360
TPL_SET_CONFIG Macro	361
TPL_CLASS_DRV Macro	362
TPL_ALLOW_HNP Macro	363
Macros	364
INIT_CL_SC_P Macro	365
INIT_VID_PID Macro	366
Audio Client Driver	366
Interface Routines	367
USBHostAudioV1DataEventHandler Function	368
USBHostAudioV1EventHandler Function	369
USBHostAudioV1Initialize Function	370
USBHostAudioV1ReceiveAudioData Function	371
USBHostAudioV1SetInterfaceFullBandwidth Function	372
USBHostAudioV1SetInterfaceZeroBandwidth Function	373
USBHostAudioV1SetSamplingFrequency Function	374
USBHostAudioV1SupportedFrequencies Function	376
USBHostAudioV1TerminateTransfer Function	378
Data Types and Constants	379
EVENT_AUDIO_ATTACH Macro	380
EVENT_AUDIO_DETACH Macro	381
EVENT_AUDIO_FREQUENCY_SET Macro	382
EVENT_AUDIO_INTERFACE_SET Macro	383
EVENT_AUDIO_NONE Macro	384

---

EVENT_AUDIO_OFFSET Macro	385
EVENT_AUDIO_STREAM_RECEIVED Macro	386
Audio MIDI Client Driver	386
Interface Functions	387
USBHostMIDIDeviceDetached Macro	388
USBHostMIDIEndpointDirection Macro	389
USBHostMIDINumberOfEndpoints Macro	390
USBHostMIDIRead Function	391
USBHostMIDISizeOfEndpoint Macro	392
USBHostMIDITransferIsBusy Macro	393
USBHostMIDITransferIsComplete Function	394
USBHostMIDIWrite Function	395
Data Types and Constants	396
EVENT_MIDI_ATTACH Macro	397
EVENT_MIDI_DETACH Macro	398
EVENT_MIDI_OFFSET Macro	399
EVENT_MIDI_TRANSFER_DONE Macro	400
Android Accessory Client Driver	400
Interface Routines	401
AndroidAppIsReadComplete Function	402
AndroidAppIsWriteComplete Function	403
AndroidAppRead Function	404
AndroidAppStart Function	405
AndroidAppWrite Function	406
AndroidTasks Function	407
Data Type and Constants	408
ANDROID_ACCESSORY_INFORMATION Structure	409
Macros	410
ANDROID_BASE_OFFSET Macro	411
EVENT_ANDROID_ATTACH Macro	412
EVENT_ANDROID_DETACH Macro	413
NUM_ANDROID_DEVICES_SUPPORTED Macro	414
USB_ERROR_BUFFER_TOO_SMALL Macro	415
ANDROID_INIT_FLAG_BYPASS_PROTOCOL Macro	416
Internal Members	417
CDC Client Driver	417
Interface Routines	419
USBHostCDC_Api_ACN_Request Function	420
USBHostCDC_Api_Get_IN_Data Function	421
USBHostCDC_ApiTransferIsComplete Function	422
USBHostCDCDeviceStatus Function	423
USBHostCDCEventHandler Function	424

---

USBHostCDCInitAddress Function	425
USBHostCDCInitialize Function	426
USBHostCDCRead_DATA Macro	427
USBHostCDCResetDevice Function	428
USBHostCDCSend_DATA Macro	429
USBHostCDCTransfer Function	430
USBHostCDCTransferIsComplete Function	431
Data Types and Constants	432
COMM_INTERFACE_DETAILS Structure	435
DATA_INTERFACE_DETAILS Structure	436
USB_CDC_ACN_FN_DSC Structure	437
USB_CDC_CALL_MGT_FN_DSC Structure	438
USB_CDC_CONTROL_SIGNAL_BITMAP Union	439
USB_CDC_DEVICE_INFO Structure	440
USB_CDC_HEADER_FN_DSC Structure	442
USB_CDC_LINE_CODING Union	443
USB_CDC_UNION_FN_DSC Structure	444
DEVICE_CLASS_CDC Macro	445
EVENT_CDC_COMM_READ_DONE Macro	446
EVENT_CDC_COMM_WRITE_DONE Macro	447
EVENT_CDC_DATA_READ_DONE Macro	448
EVENT_CDC_DATA_WRITE_DONE Macro	449
EVENT_CDC_NAK_TIMEOUT Macro	450
EVENT_CDC_NONE Macro	451
EVENT_CDC_OFFSET Macro	452
EVENT_CDC_RESET Macro	453
USB_CDC_ABSTRACT_CONTROL_MODEL Macro	454
USB_CDC_ATM_NETWORKING_CONTROL_MODEL Macro	455
USB_CDC_CAPI_CONTROL_MODEL Macro	456
USB_CDC_CLASS_ERROR Macro	457
USB_CDC_COMM_INTF Macro	458
USB_CDC_COMMAND_FAILED Macro	459
USB_CDC_COMMAND_PASSED Macro	460
USB_CDC_CONTROL_LINE_LENGTH Macro	461
USB_CDC_CS_ENDPOINT Macro	462
USB_CDC_CS_INTERFACE Macro	463
USB_CDC_DATA_INTF Macro	464
USB_CDC_DEVICE_BUSY Macro	465
USB_CDC_DEVICE_DETACHED Macro	466
USB_CDC_DEVICE_HOLDING Macro	467
USB_CDC_DEVICE_MANAGEMENT Macro	468
USB_CDC_DEVICE_NOT_FOUND Macro	469

USB_CDC_DIRECT_LINE_CONTROL_MODEL Macro	470
USB_CDC_DSC_FN_ACN Macro	471
USB_CDC_DSC_FN_CALL_MGT Macro	472
USB_CDC_DSC_FN_COUNTRY_SELECTION Macro	473
USB_CDC_DSC_FN_DLM Macro	474
USB_CDC_DSC_FN_HEADER Macro	475
USB_CDC_DSC_FN_RPT_CAPABILITIES Macro	476
USB_CDC_DSC_FN_TEL_OP_MODES Macro	477
USB_CDC_DSC_FN_TELEPHONE_RINGER Macro	478
USB_CDC_DSC_FN_UNION Macro	479
USB_CDC_DSC_FN_USB_TERMINAL Macro	480
USB_CDC_ETHERNET_EMULATION_MODEL Macro	481
USB_CDC_ETHERNET_NETWORKING_CONTROL_MODEL Macro	482
USB_CDC_GET_COMM_FEATURE Macro	483
USB_CDC_GET_ENCAPSULATED_REQUEST Macro	484
USB_CDC_GET_LINE_CODING Macro	485
USB_CDC_ILLEGAL_REQUEST Macro	486
USB_CDC_INITIALIZING Macro	487
USB_CDC_INTERFACE_ERROR Macro	488
USB_CDC_LINE_CODING_LENGTH Macro	489
USB_CDC_MOBILE_DIRECT_LINE_MODEL Macro	490
USB_CDC_MULTI_CHANNEL_CONTROL_MODEL Macro	491
USB_CDC_NO_PROTOCOL Macro	492
USB_CDC_NO_REPORT_DESCRIPTOR Macro	493
USB_CDC_NORMAL_RUNNING Macro	494
USB_CDC_OBEX Macro	495
USB_CDC_PHASE_ERROR Macro	496
USB_CDC_REPORT_DESCRIPTOR_BAD Macro	497
USB_CDC_RESET_ERROR Macro	498
USB_CDC_RESETTING_DEVICE Macro	499
USB_CDC_SEND_BREAK Macro	500
USB_CDC_SEND_ENCAPSULATED_COMMAND Macro	501
USB_CDC_SET_COMM_FEATURE Macro	502
USB_CDC_SET_CONTROL_LINE_STATE Macro	503
USB_CDC_SET_LINE_CODING Macro	504
USB_CDC_TELEPHONE_CONTROL_MODEL Macro	505
USB_CDC_V25TER Macro	506
USB_CDC_WIRELESS_HANDSET_CONTROL_MODEL Macro	507
Charger Client Driver	507
Interface Routines	508
USBHostChargerDeviceDetached Function	509
USBHostChargerEventHandler Function	510

---

USBHostChargerGetDeviceAddress Function	511
Data Type and Constants	512
EVENT_CHARGER_ATTACH Macro	513
EVENT_CHARGER_DETACH Macro	514
EVENT_CHARGER_OFFSET Macro	515
USB_MAX_CHARGING_DEVICES Macro	516
Generic Client Driver	516
Interface Routines	517
USBHostGenericDeviceDetached Macro	518
USBHostGenericEventHandler Function	519
USBHostGenericGetDeviceAddress Function	520
USBHostGenericGetRxLength Macro	521
USBHostGenericInit Function	522
USBHostGenericRead Function	523
USBHostGenericRxIsBusy Macro	524
USBHostGenericRxIsComplete Function	525
USBHostGenericTxIsBusy Macro	526
USBHostGenericTxIsComplete Function	527
USBHostGenericWrite Function	528
Data Types and Constants	529
GENERIC_DEVICE Type	530
GENERIC_DEVICE_ID Type	531
EVENT_GENERIC_ATTACH Macro	532
EVENT_GENERIC_DETACH Macro	533
EVENT_GENERIC_OFFSET Macro	534
EVENT_GENERIC_RX_DONE Macro	535
EVENT_GENERIC_TX_DONE Macro	536
USB_GENERIC_EP Macro	537
HID Client Driver	537
Interface Routines	538
USBHostHID_ApiFindBit Function	540
USBHostHID_ApiFindValue Function	541
USBHostHID_ApiGetCurrentInterfaceNum Function	542
USBHostHID_ApiGetReport Macro	543
USBHostHID_ApiImportData Function	544
USBHostHID_ApiSendReport Macro	545
USBHostHID_ApiTransferIsComplete Macro	546
USBHostHID_GetCurrentReportInfo Macro	547
USBHostHID_GetItemListPointers Macro	548
USBHostHID_HasUsage Function	549
USBHostHIDDeviceDetect Function	550
USBHostHIDDeviceStatus Function	551

---

USBHostHIDEEventHandler Function	552
USBHostHIDInitialize Function	553
USBHostHIDRead Macro	554
USBHostHIDResetDevice Function	555
USBHostHIDResetDeviceWithWait Function	556
USBHostHIDTasks Function	557
USBHostHIDTerminateTransfer Function	558
USBHostHIDTransfer Function	559
USBHostHIDTransferIsComplete Function	560
USBHostHIDWrite Macro	561
Data Types and Constants	562
DEVICE_CLASS_HID Macro	565
DSC_HID Macro	566
DSC_PHY Macro	567
DSC_RPT Macro	568
EVENT_HID_ATTACH Macro	569
EVENT_HID_BAD_REPORT_DESCRIPTOR Macro	570
EVENT_HID_DETACH Macro	571
EVENT_HID_NONE Macro	572
EVENT_HID_OFFSET Macro	573
EVENT_HID_READ_DONE Macro	574
EVENT_HID_RESET Macro	575
EVENT_HID_RESET_ERROR Macro	576
EVENT_HID_RPT_DESC_PARSED Macro	577
EVENT_HID_WRITE_DONE Macro	578
HID_COLLECTION Structure	579
HID_DATA_DETAILS Structure	580
HID_DESIGITEM Structure	581
HID_GLOBALS Structure	582
HID_ITEM_INFO Structure	583
HID_REPORT Structure	584
HID_REPORTITEM Structure	585
HID_STRINGITEM Structure	586
HID_TRANSFER_DATA Structure	587
HID_USAGEITEM Structure	588
HIDReportTypeEnum Enumeration	589
USB_HID_CLASS_ERROR Macro	590
USB_HID_COMMAND_FAILED Macro	591
USB_HID_COMMAND_PASSED Macro	592
USB_HID_DEVICE_BUSY Macro	593
USB_HID_DEVICE_DETACHED Macro	594
USB_HID_DEVICE_HOLDING Macro	595

---

USB_HID_DEVICE_ID Structure	596
USB_HID_DEVICE_NOT_FOUND Macro	597
USB_HID_DEVICE_RPT_INFO Structure	598
USB_HID_ILLEGAL_REQUEST Macro	600
USB_HID_INITIALIZING Macro	601
USB_HID_INTERFACE_ERROR Macro	602
USB_HID_ITEM_LIST Structure	603
USB_HID_NO_REPORT_DESCRIPTOR Macro	604
USB_HID_NORMAL_RUNNING Macro	605
USB_HID_PHASE_ERROR Macro	606
USB_HID_REPORT_DESCRIPTOR_BAD Macro	607
USB_HID_RESET_ERROR Macro	608
USB_HID_RESETTING_DEVICE Macro	609
USB_HID_RPT_DESC_ERROR Enumeration	610
USB_PROCESSING_REPORT_DESCRIPTOR Macro	611
Mass Storage Client Driver	611
Interface Routines	612
USBHostMSDDeviceStatus Function	613
USBHostMSDEventHandler Function	614
USBHostMSDInitialize Function	615
USBHostMSDRead Macro	616
USBHostMSDResetDevice Function	617
USBHostMSDSCSIEventHandler Function	618
USBHostMSDSCSIInitialize Function	619
USBHostMSDSCSISectorRead Function	620
USBHostMSDSCSISectorWrite Function	621
USBHostMSDTerminateTransfer Function	622
USBHostMSDTransfer Function	623
USBHostMSDTransferIsComplete Function	624
USBHostMSDWrite Macro	625
Data Types and Constants	626
DEVICE_CLASS_MASS_STORAGE Macro	627
DEVICE_INTERFACE_PROTOCOL_BULK_ONLY Macro	628
DEVICE_SUBCLASS_CD_DVD Macro	629
DEVICE_SUBCLASS_FLOPPY_INTERFACE Macro	630
DEVICE_SUBCLASS_RBC Macro	631
DEVICE_SUBCLASS_REMOVABLE Macro	632
DEVICE_SUBCLASS_SCSI Macro	633
DEVICE_SUBCLASS_TAPE_DRIVE Macro	634
EVENT_MSD_MAX_LUN Macro	635
EVENT_MSD_NONE Macro	636
EVENT_MSD_OFFSET Macro	637

---

EVENT_MSD_RESET Macro	638
EVENT_MSD_TRANSFER Macro	639
MSD_COMMAND_FAILED Macro	640
MSD_COMMAND_PASSED Macro	641
MSD_PHASE_ERROR Macro	642
USB_MSD_CBW_ERROR Macro	643
USB_MSD_COMMAND_FAILED Macro	644
USB_MSD_COMMAND_PASSED Macro	645
USB_MSD_CSW_ERROR Macro	646
USB_MSD_DEVICE_BUSY Macro	647
USB_MSD_DEVICE_DETACHED Macro	648
USB_MSD_DEVICE_NOT_FOUND Macro	649
USB_MSD_ERROR Macro	650
USB_MSD_ERROR_STATE Macro	651
USB_MSD_ILLEGAL_REQUEST Macro	652
USB_MSD_INITIALIZING Macro	653
USB_MSD_INVALID_LUN Macro	654
USB_MSD_MEDIA_INTERFACE_ERROR Macro	655
USB_MSD_NORMAL_RUNNING Macro	656
USB_MSD_OUT_OF_MEMORY Macro	657
USB_MSD_PHASE_ERROR Macro	658
USB_MSD_RESET_ERROR Macro	659
USB_MSD_RESETTING_DEVICE Macro	660
Printer Client Driver	660
Interface Routines	664
PrintScreen Function	666
USBHostPrinterCommand Function	667
USBHostPrinterCommandReady Function	669
USBHostPrinterCommandWithReadyWait Macro	670
USBHostPrinterDeviceDetached Function	672
USBHostPrinterEventHandler Function	673
USBHostPrinterGetRxLength Function	674
USBHostPrinterGetStatus Function	675
USBHostPrinterInitialize Function	676
USBHostPrinterLanguageESCPOS Function	677
USBHostPrinterLanguageESCPOSIssupported Function	679
USBHostPrinterLanguagePCL5 Function	680
USBHostPrinterLanguagePCL5Issupported Function	682
USBHostPrinterLanguagePostScript Function	683
USBHostPrinterLanguagePostScriptIssupported Function	685
USBHostPrinterPOSImageDateFormat Function	686
USBHostPrinterPosition Macro	688

USBHostPrinterPositionRelative Macro	689
USBHostPrinterRead Function	690
USBHostPrinterReset Function	691
USBHostPrinterRxIsBusy Function	692
USBHostPrinterWrite Function	693
USBHostPrinterWriteComplete Function	694
Data Types and Constants	695
_USB_HOST_PRINTER_PRIMITIVES_H Macro	703
BARCODE_CODE128_CODESET_A_CHAR Macro	704
BARCODE_CODE128_CODESET_A_STRING Macro	705
BARCODE_CODE128_CODESET_B_CHAR Macro	706
BARCODE_CODE128_CODESET_B_STRING Macro	707
BARCODE_CODE128_CODESET_C_CHAR Macro	708
BARCODE_CODE128_CODESET_C_STRING Macro	709
BARCODE_CODE128_CODESET_CHAR Macro	710
BARCODE_CODE128_CODESET_STRING Macro	711
BARCODE_TEXT_12x24 Macro	712
BARCODE_TEXT_18x36 Macro	713
BARCODE_TEXT_ABOVE Macro	714
BARCODE_TEXT_ABOVE_AND_BELOW Macro	715
BARCODE_TEXT_BELOW Macro	716
BARCODE_TEXT OMIT Macro	717
EVENT_PRINTER_ATTACH Macro	718
EVENT_PRINTER_DETACH Macro	719
EVENT_PRINTER_OFFSET Macro	720
EVENT_PRINTER_REQUEST_DONE Macro	721
EVENT_PRINTER_REQUEST_ERROR Macro	722
EVENT_PRINTER_RX_DONE Macro	723
EVENT_PRINTER_RX_ERROR Macro	724
EVENT_PRINTER_TX_DONE Macro	725
EVENT_PRINTER_TX_ERROR Macro	726
EVENT_PRINTER_UNSUPPORTED Macro	727
LANGUAGE_ID_STRING_ESCPOS Macro	728
LANGUAGE_ID_STRING_PCL Macro	729
LANGUAGE_ID_STRING_POSTSCRIPT Macro	730
LANGUAGE_SUPPORT_FLAGS_ESCPOS Macro	731
LANGUAGE_SUPPORT_FLAGS_PCL3 Macro	732
LANGUAGE_SUPPORT_FLAGS_PCL5 Macro	733
LANGUAGE_SUPPORT_FLAGS_POSTSCRIPT Macro	734
PRINTER_COLOR_BLACK Macro	735
PRINTER_COLOR_WHITE Macro	736
PRINTER_DEVICE_REQUEST_GET_DEVICE_ID Macro	737

---

PRINTER_DEVICE_REQUEST_GET_PORT_STATUS Macro	738
PRINTER_DEVICE_REQUEST_SOFT_RESET Macro	739
PRINTER_FILL_CROSS_HATCHED Macro	740
PRINTER_FILL_HATCHED Macro	741
PRINTER_FILL_SHADED Macro	742
PRINTER_FILL_SOLID Macro	743
PRINTER_LINE_END_BUTT Macro	744
PRINTER_LINE_END_ROUND Macro	745
PRINTER_LINE_END_SQUARE Macro	746
PRINTER_LINE_JOIN_BEVEL Macro	747
PRINTER_LINE_JOIN_MITER Macro	748
PRINTER_LINE_JOIN_ROUND Macro	749
PRINTER_LINE_TYPE_DASHED Macro	750
PRINTER_LINE_TYPE_DOTTED Macro	751
PRINTER_LINE_TYPE_SOLID Macro	752
PRINTER_LINE_WIDTH_NORMAL Macro	753
PRINTER_LINE_WIDTH_THICK Macro	754
PRINTER_PAGE_LANDSCAPE_HEIGHT Macro	755
PRINTER_PAGE_LANDSCAPE_WIDTH Macro	756
PRINTER_PAGE_PORTRAIT_HEIGHT Macro	757
PRINTER_PAGE_PORTRAIT_WIDTH Macro	758
PRINTER_POS_BOTTOM_TO_TOP Macro	759
PRINTER_POS_DENSITY_HORIZONTAL_DOUBLE Macro	760
PRINTER_POS_DENSITY_HORIZONTAL_SINGLE Macro	761
PRINTER_POS_DENSITY_VERTICAL_24 Macro	762
PRINTER_POS_DENSITY_VERTICAL_8 Macro	763
PRINTER_POS_LEFT_TO_RIGHT Macro	764
PRINTER_POS_RIGHT_TO_LEFT Macro	765
PRINTER_POS_TOP_TO_BOTTOM Macro	766
USB_DATA_POINTER Union	767
USB_DATA_POINTER_RAM Macro	768
USB_DATA_POINTER_ROM Macro	769
USB_MAX_PRINTER_DEVICES Macro	770
USB_NULL Macro	771
USB_PRINT_SCREEN_INFO Structure	772
USB_PRINTER_COMMAND Enumeration	773
USB_PRINTER_DEVICE_ID Structure	782
USB_PRINTER_ERRORS Enumeration	783
USB_PRINTER_FONTS Enumeration	784
USB_PRINTER_FONTS_POS Enumeration	785
USB_PRINTER_FUNCTION_SUPPORT Union	786
USB_PRINTER_FUNCTION_SUPPORT_POS Macro	787

USB_PRINTER_FUNCTION_SUPPORT_VECTOR_GRAPHICS Macro	788
USB_PRINTER_GRAPHICS_PARAMETERS Union	789
USB_PRINTER_IMAGE_INFO Structure	793
USB_PRINTER_INTERFACE Structure	795
USB_PRINTER_LANGUAGE_HANDLER Type	796
USB_PRINTER_LANGUAGE_SUPPORTED Type	797
USB_PRINTER_POS_BARCODE_FORMAT Enumeration	798
USB_PRINTER_SPECIFIC_INTERFACE Structure	800
USB_PRINTER_TRANSFER_COPY_DATA Macro	801
USB_PRINTER_TRANSFER_FROM_RAM Macro	802
USB_PRINTER_TRANSFER_FROM_ROM Macro	803
USB_PRINTER_TRANSFER_NOTIFY Macro	804
USB_PRINTER_TRANSFER_STATIC_DATA Macro	805
USBHOSTPRINTER_SETFLAG_COPY_DATA Macro	806
USBHOSTPRINTER_SETFLAG_NOTIFY Macro	807
USBHOSTPRINTER_SETFLAG_STATIC_DATA Macro	808
<b>On-The-Go (OTG)</b>	<b>808</b>
Interface Routines	809
USBOTGClearRoleSwitch Function	810
USBOTGCurrentRoleIs Function	811
USBOTGDefaultRoleIs Function	812
USBOTGInitialize Function	813
USBOTGRequestSession Function	814
USBOTGRoleSwitch Function	815
USBOTGSelectRole Function	816
USBOTGSession Function	817
Data Types and Constants	817
CABLE_A_SIDE Macro	819
CABLE_B_SIDE Macro	820
DELAY_TA_AIDL_BDIS Macro	821
DELAY_TA_BDIS_ACON Macro	822
DELAY_TA_BIDL_ADIS Macro	823
DELAY_TA_WAIT_BCON Macro	824
DELAY_TA_WAIT_VRISE Macro	825
DELAY_TB_AIDL_BDIS Macro	826
DELAY_TB_ASE0_BRST Macro	827
DELAY_TB_DATA_PLS Macro	828
DELAY_TB_SE0_SRП Macro	829
DELAY_TB_SRП_FAIL Macro	830
DELAY_VBUS_SETTLE Macro	831
END_SESSION Macro	832
OTG_EVENT_CONNECT Macro	833

OTG_EVENT_DISCONNECT Macro	834
OTG_EVENT_HNP_ABORT Macro	835
OTG_EVENT_HNP_FAILED Macro	836
OTG_EVENT_NONE Macro	837
OTG_EVENT_RESUME_SIGNALING Macro	838
OTG_EVENT_SR_P_CONNECT Macro	839
OTG_EVENT_SR_P_DPLUS_HIGH Macro	840
OTG_EVENT_SR_P_DPLUS_LOW Macro	841
OTG_EVENT_SR_P_FAILED Macro	842
OTG_EVENT_SR_P_VBUS_HIGH Macro	843
OTG_EVENT_SR_P_VBUS_LOW Macro	844
ROLE_DEVICE Macro	845
ROLE_HOST Macro	846
START_SESSION Macro	847
TOGGLE_SESSION Macro	848
USB_OTG_FW_DOT_VER Macro	849
USB_OTG_FW_MAJOR_VER Macro	850
USB_OTG_FW_MINOR_VER Macro	851

## Symbol Reference

**852**

<b>Structs, Records, Enums</b>	<b>852</b>
__BDT::struct@1::ADRL	853
__BDT::struct@2::ADR	853
_BD_STAT::struct@1::BC8	853
_BD_STAT::struct@1::BC9	853
_BD_STAT::struct@1::INCDIS	853
_BD_STAT::struct@1::KEN	853
<b>Types</b>	<b>854</b>
BD_STAT Union	855
BDT_ENTRY Union	856
DESCRIPTOR_ID Structure	856
P_USB_AUDIO_MIDI_EVENT_PACKET Union	857
POINTER Union	857
TRANSFER_FLAGS Union	858
USB_AUDIO_MIDI_EVENT_PACKET Union	858
USB_CONFIGURATION_DESCRIPTOR Structure	859
USB_DEVICE_DESCRIPTOR Structure	859
USB_DEVICE_QUALIFIER_DESCRIPTOR Structure	860
USB_ENDPOINT_DESCRIPTOR Structure	861
USB_EVENT Enumeration	862
USB_EVENT_HANDLER Type	864

USB_INTERFACE_DESCRIPTOR Structure	865
USB_OTG_DESCRIPTOR Structure	865
USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA Structure	866
USB_STRING_DESCRIPTOR Structure	866
USB_TRANSFER_EVENT_DATA Structure	867
USB_VBUS_POWER_EVENT_DATA Structure	867
USTAT_FIELDS Union	868
<b>Macros</b>	<b>868</b>
_AD Macro	877
_AS Macro	878
_BSTALL Macro	878
_BULK Macro	878
_CTRL Macro	878
_DAT0 Macro	879
_DAT1 Macro	879
_DE Macro	879
_DEFAULT Macro	879
_DTSEN Macro	880
_DTSMASK Macro	880
_EP_IN Macro	880
_EP_OUT Macro	880
_EP01_IN Macro	881
_EP01_OUT Macro	881
_EP02_IN Macro	881
_EP02_OUT Macro	881
_EP03_IN Macro	882
_EP03_OUT Macro	882
_EP04_IN Macro	882
_EP04_OUT Macro	882
_EP05_IN Macro	883
_EP05_OUT Macro	883
_EP06_IN Macro	883
_EP06_OUT Macro	883
_EP07_IN Macro	884
_EP07_OUT Macro	884
_EP08_IN Macro	884
_EP08_OUT Macro	884
_EP09_IN Macro	885
_EP09_OUT Macro	885
_EP10_IN Macro	885
_EP10_OUT Macro	885
_EP11_IN Macro	886

_EP11_OUT Macro	886
_EP12_IN Macro	886
_EP12_OUT Macro	886
_EP13_IN Macro	887
_EP13_OUT Macro	887
_EP14_IN Macro	887
_EP14_OUT Macro	887
_EP15_IN Macro	888
_EP15_OUT Macro	888
_FE Macro	888
_FS Macro	888
_HNP Macro	889
_IE Macro	889
_INCDIS Macro	889
_INT Macro	889
_INTERRUPT Macro	890
_ISO Macro	890
_KEN Macro	890
_LS Macro	890
_NS Macro	891
_OEMON Macro	891
_PUEN Macro	891
_RWU Macro	891
_SELF Macro	892
_SRP Macro	892
_STAT_MASK Macro	892
_SY Macro	892
_TREXT Macro	893
_TRINT Macro	893
_UCPU Macro	893
_USB_H Macro	893
_USIE Macro	894
ConvertToPhysicalAddress Macro	894
ConvertToVirtualAddress Macro	894
DisableNonZeroEndpoints Macro	894
ENDPOINT_MASK Macro	895
EP_ATTR_ADAPT Macro	895
EP_ATTR_ASYNC Macro	895
EP_ATTR_BULK Macro	896
EP_ATTR_CONTROL Macro	896
EP_ATTR_DATA Macro	896
EP_ATTR_FEEDBACK Macro	896

---

EP_ATTR_IMP_FB Macro	897
EP_ATTR_INTR Macro	897
EP_ATTR_ISOCH Macro	897
EP_ATTR_NO_SYNC Macro	897
EP_ATTR_SYNC Macro	898
EP_CTRL Macro	898
EP_DIR_IN Macro	898
EP_DIR_OUT Macro	898
EP_IN Macro	899
EP_LG_PKT_BULK_FS Macro	899
EP_MAX_PKT_BULK_FS Macro	899
EP_MAX_PKT_INTR_FS Macro	899
EP_MAX_PKT_INTR_LS Macro	900
EP_MAX_PKT_ISOCH_FS Macro	900
EP_MED_PKT_BULK_FS Macro	900
EP_OUT Macro	900
EP_OUT_IN Macro	901
EP_SM_PKT_BULK_FS Macro	901
IN_TO_HOST Macro	901
OTG_FEATURE_A_ALT_HNP_SUPPORT Macro	901
OTG_FEATURE_A_HNP_SUPPORT Macro	902
OTG_FEATURE_B_HNP_ENABLE Macro	902
OTG_HNP_SUPPORT Macro	902
OTG_SR_P_SUPPORT Macro	902
OUT_FROM_HOST Macro	903
PullUpConfiguration Macro	903
SetConfigurationOptions Macro	903
U1ADDR Macro	903
U1CNFG1 Macro	904
U1CON Macro	904
U1CONbits Macro	904
U1EIE Macro	904
U1EIR Macro	905
U1EP0 Macro	905
U1EP0bits Macro	905
U1EP1 Macro	905
U1IE Macro	906
U1IR Macro	906
U1STAT Macro	906
UEP_STALL Macro	906
USB_ALLOW_SETUP Macro	907
USB_BDT_ADDRESS Macro	907

---

USB_BUSY Macro	907
USB_CANNOT_ENUMERATE Macro	907
USB_CFG_DSC_Rem_WAKE Macro	908
USB_CFG_DSC_REQUIRED Macro	908
USB_CFG_DSC_SELF_PWR Macro	908
USB_DATA0 Macro	908
USB_DATA1 Macro	909
USB_DESCRIPTOR_CONFIGURATION Macro	909
USB_DESCRIPTOR_DEVICE Macro	909
USB_DESCRIPTOR_DEVICE_QUALIFIER Macro	909
USB_DESCRIPTOR_ENDPOINT Macro	910
USB_DESCRIPTOR_INTERFACE Macro	910
USB_DESCRIPTOR_INTERFACE_POWER Macro	910
USB_DESCRIPTOR_OTG Macro	910
USB_DESCRIPTOR_OTHER_SPEED Macro	911
USB_DESCRIPTOR_STRING Macro	911
USB_DEVICE_ATTACHED Macro	911
USB_DEVICE_DETACHED Macro	911
USB_DEVICE_ENUMERATING Macro	912
USB_DEVICE_STATUS Macro	912
USB_DEVICE_SUSPENDED Macro	912
USB_DISALLOW_SETUP Macro	912
USB_DOT_VER Macro	913
USB_DTS_MASK Macro	913
USB_ENDPOINT_BUSY Macro	913
USB_ENDPOINT_ERROR Macro	913
USB_ENDPOINT_ERROR_BIT_STUFF Macro	914
USB_ENDPOINT_ERROR_BMX Macro	914
USB_ENDPOINT_ERROR_CRC16 Macro	914
USB_ENDPOINT_ERROR_DATA_FIELD Macro	914
USB_ENDPOINT_ERROR_DMA Macro	915
USB_ENDPOINT_ERROR_END_OF_FRAME Macro	915
USB_ENDPOINT_ERROR_ILLEGAL_PID Macro	915
USB_ENDPOINT_ERROR_PID_CHECK Macro	915
USB_ENDPOINT_ERROR_TIMEOUT Macro	916
USB_ENDPOINT_ILLEGAL_DIRECTION Macro	916
USB_ENDPOINT_ILLEGAL_TYPE Macro	916
USB_ENDPOINT_NAK_TIMEOUT Macro	916
USB_ENDPOINT_NOT_FOUND Macro	917
USB_ENDPOINT_STALLED Macro	917
USB_ENDPOINT_UNRESOLVED_STATE Macro	917
USB_EP_NUM_MASK Macro	917

---

USB_EP0 Macro	918
USB_EP1 Macro	918
USB_EP10 Macro	918
USB_EP11 Macro	918
USB_EP12 Macro	919
USB_EP13 Macro	919
USB_EP14 Macro	919
USB_EP15 Macro	919
USB_EP2 Macro	920
USB_EP3 Macro	920
USB_EP4 Macro	920
USB_EP5 Macro	920
USB_EP6 Macro	921
USB_EP7 Macro	921
USB_EP8 Macro	921
USB_EP9 Macro	921
USB_ERROR_CLASS_DEFINED Macro	922
USB_ERROR_INSUFFICIENT_POWER Macro	922
USB_ERROR_INTERRUPT Macro	922
USB_EVENT_QUEUE_FULL Macro	922
USB_EXTERNAL_TRANSCEIVER Macro	923
USB_FEATURE_DEVICE_REMOTE_WAKEUP Macro	923
USB_FEATURE_ENDPOINT_HALT Macro	923
USB_FEATURE_ENDPOINT_STALL Macro	923
USB_FEATURE_TEST_MODE Macro	924
USB_FORCE_DTS Macro	924
USB_FULL_SPEED Macro	924
USB_HAL_ALLOW_HUB Macro	924
USB_HAL_DEV_CONN_FULL_SPD Macro	925
USB_HAL_DEV_CONN_LOW_SPD Macro	925
USB_HAL_DEV_DISCONNECT Macro	925
USB_HAL_HANDSHAKE Macro	925
USB_HAL_HW_KEEPs Macro	926
USB_HAL_NO_INC Macro	926
USB_HAL_NO_RETRY Macro	926
USB_HAL_PIC18_H Macro	926
USB_HAL_PIC24F_H Macro	927
USB_HAL_PULL_DN_D_MINUS Macro	927
USB_HAL_PULL_DN_D_PLUS Macro	927
USB_HAL_PULL_UP_D_MINUS Macro	927
USB_HAL_PULL_UP_D_PLUS Macro	928
USB_HAL_RECEIVE Macro	928

---

USB_HAL_TRANSMIT Macro	928
USB_HANDSHAKE_DISABLED Macro	928
USB_HANDSHAKE_ENABLED Macro	929
USB_HOLDING_CLIENT_INIT_ERROR Macro	929
USB_HOLDING_INVALID_CONFIGURATION Macro	929
USB_HOLDING_OUT_OF_MEMORY Macro	929
USB_HOLDING_POWER_REQUIREMENT Macro	930
USB_HOLDING_PROCESSING_CAPACITY Macro	930
USB_HOLDING_UNSUPPORTED_DEVICE Macro	930
USB_HOLDING_UNSUPPORTED_HUB Macro	930
USB_HUB_CLASSCODE Macro	931
USB_ILLEGAL_REQUEST Macro	931
USB_IN_DISABLED Macro	931
USB_IN_ENABLED Macro	931
USB_IN_EP Macro	932
USB_INTERNAL_TRANSCEIVER Macro	932
USB_INVALID_CONFIGURATION Macro	932
USB_INVALID_STATE Macro	932
USB_LOW_SPEED Macro	933
USB_MAJOR_VER Macro	933
USB_MEMORY_ALLOCATION_ERROR Macro	933
USB_MINOR_VER Macro	933
USB_OTG_DPLUS_ENABLE Macro	934
USB_OTG_ENABLE Macro	934
USB_OUT_DISABLED Macro	934
USB_OUT_ENABLED Macro	934
USB_OUT_EP Macro	935
USB_PING_PONG__ALL_BUT_EP0 Macro	935
USB_PING_PONG__EP0_OUT_ONLY Macro	935
USB_PING_PONG__FULL_PING_PONG Macro	935
USB_PING_PONG__NO_PING_PONG Macro	936
USB_PRINTER_POS_24_DOT_IMAGE_SUPPORT Macro	936
USB_PRINTER_POS_36_DOT_IMAGE_SUPPORT Macro	936
USB_PRINTER_POS_BARCODE_SUPPORT Macro	936
USB_PRINTER_POS_BIXOLON_SR_P_270 Macro	937
USB_PRINTER_POS_CUTTER_SUPPORT Macro	937
USB_PRINTER_POS_EPSON_TM_T88IV Macro	937
USB_PRINTER_POS_IMAGE_LINE_SPACING Macro	938
USB_PRINTER_POS_REVERSE_TEXT_SUPPORT Macro	938
USB_PRINTER_POS_SEIKO_DPU_V445 Macro	938
USB_PRINTER_POS_SEIKO_MPU_L465 Macro	938
USB_PRINTER_POS_TWO_COLOR_SUPPORT Macro	939

---

USB_PULLUP_DISABLED Macro	939
USB_PULLUP_ENABLE Macro	939
USB_RECEIVE Macro	939
USB_REQUEST_CLEAR_FEATURE Macro	940
USB_REQUEST_GET_CONFIGURATION Macro	940
USB_REQUEST_GET_DESCRIPTOR Macro	940
USB_REQUEST_GET_INTERFACE Macro	940
USB_REQUEST_GET_STATUS Macro	941
USB_REQUEST_SET_ADDRESS Macro	941
USB_REQUEST_SET_CONFIGURATION Macro	941
USB_REQUEST_SET_DESCRIPTOR Macro	941
USB_REQUEST_SET_FEATURE Macro	942
USB_REQUEST_SET_INTERFACE Macro	942
USB_REQUEST_SYNCH_FRAME Macro	942
USB_SETUP_DATA Macro	942
USB_SETUP_DEVICE_TO_HOST Macro	943
USB_SETUP_DEVICE_TO_HOST_BITFIELD Macro	943
USB_SETUP_HOST_TO_DEVICE Macro	943
USB_SETUP_HOST_TO_DEVICE_BITFIELD Macro	943
USB_SETUP_PKT Macro	944
USB_SETUP_RECIPIENT_DEVICE Macro	944
USB_SETUP_RECIPIENT_DEVICE_BITFIELD Macro	944
USB_SETUP_RECIPIENT_ENDPOINT Macro	944
USB_SETUP_RECIPIENT_ENDPOINT_BITFIELD Macro	945
USB_SETUP_RECIPIENT_INTERFACE Macro	945
USB_SETUP_RECIPIENT_INTERFACE_BITFIELD Macro	945
USB_SETUP_RECIPIENT_OTHER Macro	945
USB_SETUP_RECIPIENT_OTHER_BITFIELD Macro	946
USB_SETUP_STATUS Macro	946
USB_SETUP_TYPE_CLASS Macro	946
USB_SETUP_TYPE_CLASS_BITFIELD Macro	946
USB_SETUP_TYPE_STANDARD Macro	947
USB_SETUP_TYPE_STANDARD_BITFIELD Macro	947
USB_SETUP_TYPE_VENDOR Macro	947
USB_SETUP_TYPE_VENDOR_BITFIELD Macro	947
USB_SINGLE_DEVICE_ADDRESS Macro	948
USB_SOF_INTERRUPT Macro	948
USB_STALL_ENDPOINT Macro	948
USB_SUCCESS Macro	948
USB_TRANSFER_TYPE_BULK Macro	949
USB_TRANSFER_TYPE_CONTROL Macro	949
USB_TRANSFER_TYPE_INTERRUPT Macro	949

---

USB_TRANSFER_TYPE_ISOCHRONOUS Macro	949
USB_TRANSMIT Macro	950
USB_UNKNOWN_DEVICE Macro	950
USB_VBUS_CHARGE Macro	950
USB_VBUS_DISCHARGE Macro	950
USB_VBUS_POWER_OFF Macro	951
USB_VBUS_POWER_ON Macro	951
USB_ZERO_PKT Macro	951
USBActivityIE Macro	951
USBActivityIF Macro	952
USBActivityIFBitNum Macro	952
USBActivityIFReg Macro	952
USBClearInterruptFlag Macro	952
USBClearInterruptRegister Macro	953
USBClearUSBInterrupt Macro	953
USBDisableInterrupts Macro	954
USBEnableInterrupts Macro	954
USBErrorIE Macro	954
USBErrorIF Macro	954
USBErrorIFBitNum Macro	955
USBErrorIFReg Macro	955
USBHAL_BTO_ERR Macro	955
USBHAL_BTS_ERR Macro	955
USBHAL_CRC16 Macro	956
USBHAL_CRC5 Macro	956
USBHAL_DFN8 Macro	956
USBHAL_DMA_ERR Macro	956
USBHAL_DMA_ERR2 Macro	957
USBHAL_HOST_EOF Macro	957
USBHAL_NO_EP Macro	957
USBHAL_PID_ERR Macro	957
USBHAL_XFER_ID Macro	958
USBHALControlUsbResistors Macro	958
USBHALGetLastDirection Macro	958
USBHALGetLastEndpoint Macro	958
USBHALGetLastPingPong Macro	959
USBIDIE Macro	959
USBIDIF Macro	959
USBIDIFBitNum Macro	959
USBIDIFReg Macro	960
USBIdleIE Macro	960
USBIdleIF Macro	960

USBIdleIFBitNum Macro	960
USBIdleIFReg Macro	961
USBInitialize Macro	961
USBInterruptFlag Macro	961
USBMaskInterrupts Macro	961
USBModuleDisable Macro	962
USBPacketDisable Macro	962
USBPingPongBufferReset Macro	962
USBPowerModule Macro	963
USBResetIE Macro	963
USBResetIF Macro	963
USBResetIFBitNum Macro	963
USBResetIFReg Macro	964
USBResumeControl Macro	964
USBSE0Event Macro	964
USBSetBDTAddress Macro	964
USBSOFIE Macro	965
USBSOFIF Macro	965
USBSOFIFBitNum Macro	965
USBSOFIFReg Macro	966
USBStallIE Macro	966
USBStallIF Macro	966
USBStallIFBitNum Macro	966
USBStallIFReg Macro	967
USB_suspendControl Macro	967
USBT1MSECIE Macro	967
USBT1MSECIF Macro	967
USBT1MSECIFBitNum Macro	968
USBT1MSECIFReg Macro	968
USBTasks Macro	968
USBTransactionCompleteIE Macro	968
USBTransactionCompleteIF Macro	969
USBTransactionCompleteIFBitNum Macro	969
USBTransactionCompleteIFReg Macro	969
USBUnmaskInterrupts Macro	969
USE_PRINTER_POS_EXTENDED_BARCODE_FORMAT Macro	970
USTAT_EP_MASK Macro	970
USTAT_EP0_IN Macro	970
USTAT_EP0_IN_EVEN Macro	970
USTAT_EP0_IN_ODD Macro	971
USTAT_EP0_OUT Macro	971
USTAT_EP0_OUT_EVEN Macro	971

---

---

USTAT_EP0_OUT_ODD Macro	971
USTAT_EP0_PP_MASK Macro	972
XFLAGS Macro	972
<b>Files</b>	<b>972</b>
usb.h	973
usb_ch9.h	973
usb_common.h	978
usb_function_midi.h	982
usb_hal.h	983
usb_hal_dspic33E.h	984
usb_hal_pic18.h	985
usb_hal_pic24E.h	986
usb_hal_pic24f.h	986
usb_hal_pic32.h	990
usb_printer_pos_bixolon_srp_270.h	991
usb_printer_pos_epson_tm_t88iv.h	991
usb_printer_pos_seiko_dpu_v445.h	992
usb_printer_pos_seiko_mpu_l465.h	993
<b>Variables</b>	<b>994</b>
inPipes Variable	994
outPipes Variable	994
pBDTEntryIn Variable	995
pBDTEntryOut Variable	995
USBActiveConfiguration Variable	995
<b>Classes</b>	<b>995</b>

## **Appendix (Frequently Asked Questions, Important Information, Reference Material, etc.)** **999**

<b>Using breakpoints in USB host applications</b>	<b>999</b>
<b>Bootloader Details</b>	<b>1002</b>
PIC24F Implementation Specific Details	1002
Adding a boot loader to your project	1003
Memory Map	1004
Startup Sequence and Reset Remapping	1006
Interrupt Remapping	1007
Understanding and Customizing the Boot Loader Implementation	1008
Memory Region Definitions	1009
Special Region Creation	1011
Changing the memory footprint of the boot loader	1014
Important Considerations	1018

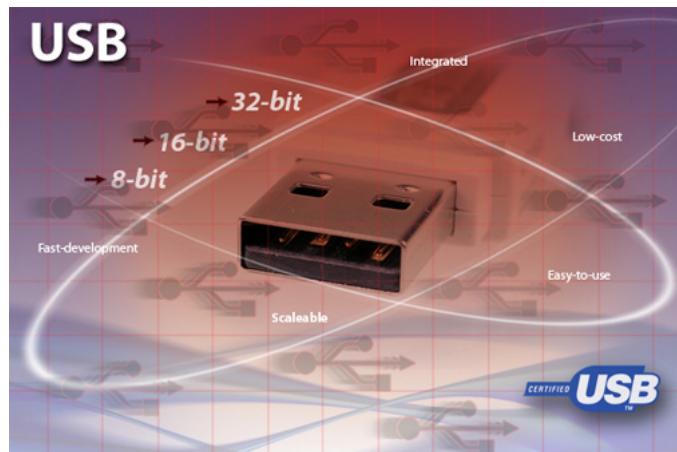
Configuration Bits	1019
Boot Loader Entry	1020
Interrupts	1021
<b>Notes on .inf Files</b>	<b>1021</b>
<b>Vendor IDs (VID) and Product IDs (PID)</b>	<b>1022</b>
<b>Using a diff tool</b>	<b>1022</b>
Beyond Compare	1022
MPLAB X (NetBeans)	1025

## **Trademark Information** **1028**

## **Index** **a**

# 1 Introduction

**MCHPFSUSB v2.9d**  
for Microchip PIC18/PIC24F/PIC32MX Microcontrollers



MCHPFSUSB is a distribution package containing a variety of USB related firmware projects, USB drivers and resources intended for use on the PC. The MCHPFSUSB firmware examples include projects for USB peripheral/device, Embedded Host, OTG, and Dual Role.

## 2 Software License Agreement

MICROCHIP IS WILLING TO LICENSE THE ACCOMPANYING SOFTWARE AND DOCUMENTATION TO YOU ONLY ON THE CONDITION THAT YOU ACCEPT ALL OF THE FOLLOWING TERMS. TO ACCEPT THE TERMS OF THIS LICENSE, CLICK "I ACCEPT" AND PROCEED WITH THE DOWNLOAD OR INSTALL. IF YOU DO NOT ACCEPT THESE LICENSE TERMS, CLICK "I DO NOT ACCEPT," AND DO NOT DOWNLOAD OR INSTALL THIS SOFTWARE.

### NON-EXCLUSIVE SOFTWARE LICENSE AGREEMENT

This Nonexclusive Software License Agreement ("Agreement") is a contract between you, your heirs, successors and assigns ("Licensee") and Microchip Technology Incorporated, a Delaware corporation, with a principal place of business at 2355 W. Chandler Blvd., Chandler, AZ 85224-6199, and its subsidiary, Microchip Technology (Barbados) II Incorporated (collectively, "Microchip") for the accompanying Microchip software including, but not limited to, Graphics Library Software, IrDA Stack Software, MCHPFSUSB Stack Software, Memory Disk Drive File System Software, mTouch(TM) Capacitive Library Software, Smart Card Library Software, TCP/IP Stack Software, MiWi(TM) DE Software, Security Package Software, and/or any PC programs and any updates thereto (collectively, the "Software"), and accompanying documentation, including images and any other graphic resources provided by Microchip ("Documentation").

1. Definitions. As used in this Agreement, the following capitalized terms will have the meanings defined below:
  - a. "Microchip Products" means Microchip microcontrollers and Microchip digital signal controllers.
  - b. "Licensee Products" means Licensee products that use or incorporate Microchip Products.
  - c. "Object Code" means the Software computer programming code that is in binary form (including related documentation, if any), and error corrections, improvements, modifications, and updates.
  - d. "Source Code" means the Software computer programming code that may be printed out or displayed in human readable form (including related programmer comments and documentation, if any), and error corrections, improvements, modifications, and updates.
  - e. "Third Party" means Licensee's agents, representatives, consultants, clients, customers, or contract manufacturers.
  - f. "Third Party Products" means Third Party products that use or incorporate Microchip Products.
2. Software License Grant. Microchip grants strictly to Licensee a non-exclusive, non-transferable, worldwide license to:
  - a. use the Software in connection with Licensee Products and/or Third Party Products;
  - b. if Source Code is provided, modify the Software; provided that Licensee clearly notifies Third Parties regarding the source of such modifications;
  - c. distribute the Software to Third Parties for use in Third Party Products, so long as such Third Party agrees to be bound by this Agreement (in writing or by "click to accept") and this Agreement accompanies such distribution;
  - d. sublicense to a Third Party to use the Software, so long as such Third Party agrees to be bound by this Agreement (in writing or by "click to accept");
  - e. with respect to the TCP/IP Stack Software, Licensee may port the ENC28J60.c, ENC28J60.h, ENCX24J600.c, and ENCX24J600.h driver source files to a non-Microchip Product used in conjunction with a Microchip ethernet controller;
  - f. with respect to the MiWi (TM) DE Software, Licensee may only exercise its rights when the Software is embedded on a Microchip Product and used with a Microchip radio frequency transceiver or UBEC UZ2400 radio frequency transceiver which are integrated into Licensee Products or Third Party Products.

For purposes of clarity, Licensee may NOT embed the Software on a non-Microchip Product, except as described in this

Section.

3. Documentation License Grant. Microchip grants strictly to Licensee a non-exclusive, non-transferable, worldwide license to use the Documentation in support of Licensee's authorized use of the Software

4. Third Party Requirements. Licensee acknowledges that it is Licensee's responsibility to comply with any third party license terms or requirements applicable to the use of such third party software, specifications, systems, or tools. This includes, by way of example but not as a limitation, any standards setting organizations requirements and, particularly with respect to the Security Package Software, local encryption laws and requirements. Microchip is not responsible and will not be held responsible in any manner for Licensee's failure to comply with such applicable terms or requirements.

5. Open Source Components. Notwithstanding the license grant in Section 1 above, Licensee further acknowledges that certain components of the Software may be covered by so-called "open source" software licenses ("Open Source Components"). Open Source Components means any software licenses approved as open source licenses by the Open Source Initiative or any substantially similar licenses, including without limitation any license that, as a condition of distribution of the software licensed under such license, requires that the distributor make the software available in source code format. To the extent required by the licenses covering Open Source Components, the terms of such license will apply in lieu of the terms of this Agreement. To the extent the terms of the licenses applicable to Open Source Components prohibit any of the restrictions in this Agreement with respect to such Open Source Components, such restrictions will not apply to such Open Source Component.

6. Licensee Obligations. Licensee will not: (a) engage in unauthorized use, modification, disclosure or distribution of Software or Documentation, or its derivatives; (b) use all or any portion of the Software, Documentation, or its derivatives except in conjunction with Microchip Products, Licensee Products or Third Party Products; or (c) reverse engineer (by disassembly, decompilation or otherwise) Software or any portion thereof. Licensee may not remove or alter any Microchip copyright or other proprietary rights notice posted in any portion of the Software or Documentation. Licensee will defend, indemnify and hold Microchip and its subsidiaries harmless from and against any and all claims, costs, damages, expenses (including reasonable attorney's fees), liabilities, and losses, including without limitation: (x) any claims directly or indirectly arising from or related to the use, modification, disclosure or distribution of the Software, Documentation, or any intellectual property rights related thereto; (y) the use, sale and distribution of Licensee Products or Third Party Products; and (z) breach of this Agreement.

7. Confidentiality. Licensee agrees that the Software (including but not limited to the Source Code, Object Code and library files) and its derivatives, Documentation and underlying inventions, algorithms, know-how and ideas relating to the Software and the Documentation are proprietary information belonging to Microchip and its licensors ("Proprietary Information"). Except as expressly and unambiguously allowed herein, Licensee will hold in confidence and not use or disclose any Proprietary Information and will similarly bind its employees and Third Party(ies) in writing. Proprietary Information will not include information that: (i) is in or enters the public domain without breach of this Agreement and through no fault of the receiving party; (ii) the receiving party was legally in possession of prior to receiving it; (iii) the receiving party can demonstrate was developed by the receiving party independently and without use of or reference to the disclosing party's Proprietary Information; or (iv) the receiving party receives from a third party without restriction on disclosure. If Licensee is required to disclose Proprietary Information by law, court order, or government agency, Licensee will give Microchip prompt notice of such requirement in order to allow Microchip to object or limit such disclosure. Licensee agrees that the provisions of this Agreement regarding unauthorized use and nondisclosure of the Software, Documentation and related Proprietary Rights are necessary to protect the legitimate business interests of Microchip and its licensors and that monetary damage alone cannot adequately compensate Microchip or its licensors if such provisions are violated. Licensee, therefore, agrees that if Microchip alleges that Licensee or Third Party has breached or violated such provision then Microchip will have the right to injunctive relief, without the requirement for the posting of a bond, in addition to all other remedies at law or in equity.

8. Ownership of Proprietary Rights. Microchip and its licensors retain all right, title and interest in and to the Software and Documentation including, but not limited to all patent, copyright, trade secret and other intellectual property rights in the Software, Documentation, and underlying technology and all copies and derivative works thereof (by whomever produced). Licensee and Third Party use of such modifications and derivatives is limited to the license rights described in this Agreement.

9. Termination of Agreement. Without prejudice to any other rights, this Agreement terminates immediately, without notice by Microchip, upon a failure by Licensee or Third Party to comply with any provision of this Agreement. Upon termination, Licensee and Third Party will immediately stop using the Software, Documentation, and derivatives thereof, and immediately

---

destroy all such copies.

10. Warranty Disclaimers. THE SOFTWARE AND DOCUMENTATION ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY, TITLE, NON-INFRINGEMENT AND FITNESS FOR A PARTICULAR PURPOSE. MICROCHIP AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR THE ACCURACY, RELIABILITY OR APPLICATION OF THE SOFTWARE OR DOCUMENTATION. MICROCHIP AND ITS LICENSORS DO NOT WARRANT THAT THE SOFTWARE WILL MEET REQUIREMENTS OF LICENSEE OR THIRD PARTY, BE UNINTERRUPTED OR ERROR-FREE. MICROCHIP AND ITS LICENSORS HAVE NO OBLIGATION TO CORRECT ANY DEFECTS IN THE SOFTWARE.

11. Limited Liability. IN NO EVENT WILL MICROCHIP OR ITS LICENSORS BE LIABLE OR OBLIGATED UNDER ANY LEGAL OR EQUITABLE THEORY FOR ANY DIRECT OR INDIRECT DAMAGES OR EXPENSES INCLUDING BUT NOT LIMITED TO INCIDENTAL, SPECIAL, INDIRECT, PUNITIVE OR CONSEQUENTIAL DAMAGES, LOST PROFITS OR LOST DATA, COST OF PROCUREMENT OF SUBSTITUTE GOODS, TECHNOLOGY, SERVICES, OR ANY CLAIMS BY THIRD PARTIES (INCLUDING BUT NOT LIMITED TO ANY DEFENSE THEREOF), OR OTHER SIMILAR COSTS. The aggregate and cumulative liability of Microchip and its licensors for damages hereunder will in no event exceed \$1000 or the amount Licensee paid Microchip for the Software and Documentation, whichever is greater. Licensee acknowledges that the foregoing limitations are reasonable and an essential part of this Agreement.

12. General. THIS AGREEMENT WILL BE GOVERNED BY AND CONSTRUED UNDER THE LAWS OF THE STATE OF ARIZONA AND THE UNITED STATES WITHOUT REGARD TO CONFLICTS OF LAWS PROVISIONS. Licensee agrees that any disputes arising out of or related to this Agreement, Software or Documentation will be brought exclusively in either the U.S. District Court for the District of Arizona, Phoenix Division, or the Superior Court of Arizona located in Maricopa County, Arizona. This Agreement will constitute the entire agreement between the parties with respect to the subject matter hereof. It will not be modified except by a written agreement signed by an authorized representative of Microchip. If any provision of this Agreement will be held by a court of competent jurisdiction to be illegal, invalid or unenforceable, that provision will be limited or eliminated to the minimum extent necessary so that this Agreement will otherwise remain in full force and effect and enforceable. No waiver of any breach of any provision of this Agreement will constitute a waiver of any prior, concurrent or subsequent breach of the same or any other provisions hereof, and no waiver will be effective unless made in writing and signed by an authorized representative of the waiving party. Licensee agrees to comply with all import and export laws and restrictions and regulations of the Department of Commerce or other United States or foreign agency or authority. The indemnities, obligations of confidentiality, and limitations on liability described herein, and any right of action for breach of this Agreement prior to termination, will survive any termination of this Agreement. Any prohibited assignment will be null and void. Use, duplication or disclosure by the United States Government is subject to restrictions set forth in subparagraphs (a) through (d) of the Commercial Computer-Restricted Rights clause of FAR 52.227-19 when applicable, or in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013, and in similar clauses in the NASA FAR Supplement. Contractor/manufacturer is Microchip Technology Inc., 2355 W. Chandler Blvd., Chandler, AZ 85224-6199.

If Licensee has any questions about this Agreement, please write to Microchip Technology Inc., 2355 W. Chandler Blvd., Chandler, AZ 85224-6199 USA. ATTN: Marketing.

Copyright (c) 2012 Microchip Technology Inc. All rights reserved.

License Rev. No. 05-012412

# 3 Release Notes

---

## 3.1 What's New

Find out what is new for this stack release.

### Description

#### New to v2.9d

- Adding PIC24FJ64GB502 support
- Host
  - Bug fixes. See Revision History section v2.9d( page 11) for more details.
- Device
  - Bug fixes. See Revision History section v2.9d( page 11) for more details.
  - Added new PHDC demos

#### New to v2.9c

- PC
  - Fixed HID boot loader executable issue on Windows systems
- Device
  - Fixed issue with some dsPIC33E projects not building correctly

#### New to v2.9b

- Host
  - Added MIDI host support
  - Bug fixes to various demos and client drivers
- Device
  - Addition of DTS support for CDC driver
  - Bug fixes to various demos
  - Added example showing how to connect to custom HID, LibUSB, WinUSB, and MCHPUSB demos from an Android v3.1+ host.

#### New to v2.9a

- PC Utilities
  - Bug fixes to cross-platform HID boot loader.

#### New to v2.9

- Device
  - Bug fixes and enhancements
  - Addition of PHDC class
- Host/OTG/Dual Role
  - Bug fixes and enhancements

- Addition of Android host mode accessory support for OpenAccessory framework
- PC Utilities
  - Cross-platform custom HID application
  - Cross-platform HID boot loader

For more information about changes in this revision please refer to the Revision History([page 11](#)) section.

For potential migration questions, please refer to the Library Migration([page 17](#)) section.

---

## 3.2 What's Next

Find out what the USB development team is working on and what will be out in the near future.

### Description

The following are the projects that are being worked on. These may not be released in the next release but are in development

- General improvements to the documentation and demos.

---

## 3.3 Support

Find out how to get help with your USB design, support questions, or USB training.

### Description

#### The Microchip Web Site

Microchip provides online support via our web site at <http://www.microchip.com>. This web site is used as a means to make files and information easily available to customers. Accessible by using your favorite Internet browser, the web site contains the following information:

- Product Support - Data sheets and errata, application notes and sample programs, design resources, user's guides and hardware support documents, latest software releases and archived software
- General Technical Support - Frequently Asked Questions (FAQs), technical support requests (<http://support.microchip.com>), online discussion groups/forums (<http://forum.microchip.com>, or more specifically the USB forum topic), Microchip consultant program member listing
- Business of Microchip - Product selector and ordering guides, latest Microchip press releases, listing of seminars and events, listings of Microchip sales offices, distributors and factory representatives

#### Development Systems Customer Change Notification Service

Microchip's customer notification service helps keep customers current on Microchip products. Subscribers will receive e-mail notification whenever there are changes, updates, revisions or errata related to a specified product family or development tool of interest.

To register, access the Microchip web site at [www.microchip.com](http://www.microchip.com), click on Customer Change Notification and follow the registration instructions.

#### Additional Support

Users of Microchip products can receive assistance through several channels:

- Distributor or Representative

- Local Sales Office
- Field Application Engineer (FAE)
- Technical Support

Customers should contact their distributor, representative or field application engineer (FAE) for support. Local sales offices are also available to help customers. A listing of sales offices and locations is available on our website.

Technical support is available through the web site at: <http://support.microchip.com>

#### Training

- Regional Training Centers: <http://www.microchip.com/rtc>
  - MASTERS Conference: <http://www.microchip.com/masters>
  - Webseminars: <http://techtrain.microchip.com/webseminars/QuickList.aspx>
- 

## 3.4 Online Reference and Resources

This section includes useful links to online USB development resources.

#### Description

Note: Newer versions of the documents below may be available. Please check [www.microchip.com](http://www.microchip.com) for the latest version.

#### USB Design Center

<http://www.microchip.com/usb>

#### Application Notes

[Microchip USB Device Firmware Framework User's Guide](#)

[AN950 – Power Management for PIC18 USB Microcontrollers with nanoWatt Technology](#)

[AN956 – Migrating Applications to USB from RS-232 UART with Minimal Impact on PC Software](#)

[AN1140 – USB Embedded Host Stack](#)

[AN1141 – USB Embedded Host Stack Programmer's Guide](#)

[AN1142 – USB Mass Storage Class on an Embedded Host](#)

[AN1143 – Generic Client Driver for a USB Embedded Host](#)

[AN1144 - USB Human Interface Device Class on an Embedded Host](#)

[AN1145 – Using a USB Flash Drive on an Embedded Host](#)

[AN1189 – Implementing a Mass Storage Device Using the Microchip](#)

[AN1212 – Using USB Keyboard with an Embedded Host](#)

[AN1233 – USB Printer Class on an Embedded Host](#)

#### USB Demonstration Videos

<http://www.youtube.com/watch?v=ljF4KQ2mfD0>

[http://www.youtube.com/watch?v=cmtjKUv\\_yPs&feature=related](http://www.youtube.com/watch?v=cmtjKUv_yPs&feature=related)

<http://www.youtube.com/watch?v=BOosLeO7D58&feature=related>

---

# 3.5 Demo Board Support and Limitations

This section shows which demos are supported on each of the USB demo boards.

## Description

This section shows which demos are supported on each of the USB demo boards.

Legend																					
		Supported	See Limitations	Not Supported	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
<b>Demo Boards</b>																					
Q	dsPIC33EP512MU810 / PIC24EP512GU810 Plug-In Module (PIM)																				
P	PIC32MX795F512L Plug-In Module (PIM)																				
O	PIC32 USB Starter Kit II (PIC32MX795F512L Family)																				
N	PIC32 USB Starter Kit (PIC32MX460F512L Family)																				
M	PIC32MX460F512L Plug-In-Module (PIM)																				
L	PIC24FJ256DA210 Demo Board																				
K	PIC24FJ256GB210 Plug-In-Module (PIM)																				
J	PIC24FJ256GB110 Plug-In-Module (PIM)																				
I	PIC24FJ64GB502 Microstick																				
H	PIC24FJ64GB004 Plug-In-Module (PIM)																				
G	PIC24F Starter Kit (PIC24FJ256GB106)																				
F	PIC18F87J50 Full Speed USB Development Board																				
E	PIC18F47J53 Full Speed USB Development Board																				
D	PIC18F Starter Kit 1 (PIC18F46J50 Family)																				
C	PIC18F46J50 Full Speed USB Development Board																				
B	PICDEM Full Speed USB (PIC18F4550 Family)																				
A	Low Pin Count USB Development Kit (PIC18F14K50 Family)																				
Demos		A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q			
USB Device - Audio - Microphone Demo								2													
USD Device - Audio - MIDI								2													
USB Device - Audio - Speaker Demo									2												
USB Device - Bootloaders										2											
USB Device - CCID - Smart Card Reader											2										
USB Device - CDC - Basic Demo											2										
USB Device - CDC - Serial Emulator												2									
USB Device - Composite - HID + MSD												2									
USB Device - Composite - MSD + CDC													2								
USB Device - Composite - WinUSB + MSD													2								
USB Device - HID - Digitizers													2								
USB Device - HID - Joystick													2								
USB Device - HID - Keyboard													2								
USB Device - HID - Mouse													2								
USB Device - HID - Simple Custom Demos													2								
USB Device - HID - Uninterruptible Power Supply													2								
USB Device - LibUSB - Generic Driver Demo													2								
USB Device - Mass Storage - Internal Flash														5							
USB Device - Mass Storage - SD Card data logger														5							
USB Device - Mass Storage - SD Card reader														5							
USB Device - MCHPUSB - Generic Driver Demo														5							
USB Device - PHDC - Blood Pressure Monitor														5							
USB Device - PHDC - Glucose Meter														5							
USB Device - PHDC - Thermometer														5							
USB Device - PHDC - Weighing Scale														5							
USB Device - WinUSB - Simple Custom Demo														5							
USB Device - WinUSB - High Bandwidth Demo														5							
USB Dual Role - MSD host + HID device															5						
USB Host - Audio - MIDI																5					
USB Host - Boot loader																	5				
USB Host - CDC - Serial Demo																	5				
USB Host - Charger - Simple Charger																	5				
USB Host - Composite - HID + MSD																	5				
USB Host - Composite - MSD + CDC																	5				
USB Host - HID - Keyboard																	5				
USB Host - HID - Mouse																	5				
USB Host - Mass Storage - Simple Demo																	5				
USB Host - Mass Storage - Thumb Drive Data Logger																	5				
USB Host - MCHPUSB - Generic Driver Demo																	5				
USB Host - Printer - Print Screen Demo																	5				
USB Host - Printer - Simple Full Sheet Demo																	5				
USB Host - Printer - Simple POS Demo																	5				
USB OTG - MCHPUSB - Generic Driver Demo																	5				

## Limitations

1) "Neither compound nor composite devices are supported. Some keyboards are either compound or composite."

The "~" prints as an arrow character instead ("->"). This is an effect of the LCD screen on the Explorer 16. The ascii character for "~" is remapped in the LCD controller.

The "\\" prints as a "\\$" character instead. This is an effect of the LCD screen on the Explorer 16. The ascii character for "\\" is

remapped in the LCD controller.

Backspace and arrow keys may have issues on Explorer 16 boards with certain LCD modules"

2) The PIC24F starter kit does not have a physical push button. The board uses capacitive touch buttons instead. The cap touch functionality has not been added to the demos yet so the functionality required by the demos is not currently available.

3) PIC32 USB Starter kit does not have a potentiometer, a temperature sensor, or a 4th LED on the board. Demos using these features do not function in their full capacity.

4) Due to the size of this demo, optimizations must be enabled in the compiler in order for this demo to work on the specified hardware platform. Optimizations are not available on all versions of the compilers.

5) The PIC32MX795F512L Family devices have a register bit named READ. This conflicts with a definition in the MDD library. The MDD Library READ definition should not be used. Instead a 'r' should be used.

## 3.6 Operating System Support and Limitations

This section describes which operating systems support each of the provided demos.

### Description

This section describes which operating systems support each of the provided demos.

Legend	
Supported	Green
Limited Support	Yellow
Not Supported	Red
Not Tested	Purple

### Operating System

Operating System	K	J	I	H	G	F	E	D	C	B	A
K   Android OS v3.1											
J   Macintosh OS 10.7											
I   Macintosh OS 10.5											
H   Linux											
G   Windows 7 (64-bit)											
F   Windows 7 (32-bit)											
E   Windows Vista (64-bit)											
D   Windows Vista (32-bit)											
C   Windows XP (64-bit)											
B   Windows XP (32-bit)											
A   Windows 2000											
Demos	A	B	C	D	E	F	G	H	I	J	K
USB Device - Audio - Microphone											8
USB Device - Audio - MIDI											8
USB Device - Audio - Speaker											8
USB Device - Bootloaders											1
USB Device - CCID - SmartCard Reader											8
USB Device - CDC - Basic Demo					6	6					8
USB Device - CDC - Serial Emulator					6	6					8
USB Device - Composite - HID + MSD											8
USB Device - Composite - MSD + CDC		4	4						9		8
USB Device - HID - Custom Demos											1
USB Device - HID - Digitizers				3	3						8
USB Device - HID - Joystick											8
USB Device - HID - Keyboard	7										
USB Device - HID - Mouse											
USB Device - HID - Uninterruptible Power Supply											8
USB Device - LibUSB - Generic Driver Demo								2	2	1	
USB Device - Mass Storage - Internal Flash											8
USB Device - Mass Storage - SD Card data logger											8
USB Device - Mass Storage - SD Card reader											8
USB Device - PHDC Demos							8	8	8	8	
USB Device - MCHPUSB - Generic Driver Demo	5	5	5	5	5	5					1
USB Device - WinUSB - Simple Custom Demo											1
USB Device - WinUSB - High Bandwidth Demo											1
USB Dual Role - MSD host + HID device											1
USB OTG - MCHPUSB - Generic Driver Demo											1
USB PC - WM_DEVICECHANGE Demo											
USB Configuration Tool											

**Limitations**

- 1) These devices enumerate successfully by the OS but currently there is not an example program to interface these devices.
- 2) Devices that implement the LibUSB demo will enumerate successfully on Macintosh based operating systems (provided the correct drivers are installed). Currently there is not an example program to communicate to these devices on these operating systems in this installation.
- 3) Only single touch gestures are supported in Windows Vista. For the multi touch demo only the single touch gestures will work as a gesture. The multi touch gestures in Vista will appear as two separate touch events that do not produce a usable pattern.
- 4) When used with Windows XP SP2 or earlier, this demo requires a Microsoft hotfix in order to run properly. This hotfix is linked from the demo folder. Windows XP SP3 works properly without needing any hotfix.
- 5) When adding a VID/PID string to the "%DESCRIPTION%=DriverInstall" and "%DESCRIPTION%=DriverInstall64" sections in the mchpusb.inf file, remove one or more of the pre-existing VID/PID strings from the list. There is a limit to the maximum number of VID/PID strings that can be supported simultaneously. If the list contains too many entries, the following error message will occur when installing the driver under Vista: "The Data Area Passed to a System Call Is Too Small"
- 6) The CDC PC example code does not run as implemented on the 64-bit version of the Windows Vista operating system with some versions of the .net framework. The .NET SerialPort object does not appear to receive data as implemented in these examples in the early versions of the .net framework for Vista.
- 7) The HID keyboard example does not work as implemented on the Windows 2000 operating system or any earlier revisions of the Windows operating systems.
- 8) Firmware successfully enumerates but test machine was unable to verify functionality. This is either due to lack of support in the OS for these types of devices or lack of an Application that uses these devices.
- 9) This demo uses the USB IAD specification. Some versions of Macintosh OSX do not support IAD.

---

## 3.7 Tool Information

Specifies the versions of the tools used to test this release.

**Description**

This release was tested with the following tools:

<b>Compiler</b>	<b>Version</b>
MPLAB C18	3.40
MPLAB C30	3.31
MPLAB C32	2.02a

<b>IDE</b>	<b>Version</b>
MPLAB	8.83
MPLAB X	1.00

Some demos in this release require the full versions of the above compilers (the boot loaders and a few of the demo applications). For most demos, either the commercial version, or the evaluation version can be used to build the example projects. Some The compilers may be obtained from <http://www.microchip.com/c18>, <http://www.microchip.com/c30>, and <http://www.microchip.com/c32>.

---

## 3.8 Revision History

This section describes in more detail the changes made between versions of the MCHPFSUSB stack. This section generally discusses only changes made to the core files (those found in the <install directory>\Microchip folder). This section generally doesn't include changes to the demo projects unless those changes are important to know about. This section also doesn't encompass minor changes to the stack files such as arrangement or locations of definitions or any other organizational changes.

For more information about how to compare the actual source of two different revisions, please see the Appendix - Using a diff( page 1022) tool section of this document.

---

### 3.8.1 v2.9d

1. Data event handler of Android driver not passing events to protocol handler resulting in possible memory leak.
  - Stack files affected: `usb_host_android.c`
2. Issues with mass storage demos on OS X 10.7 when SD-card is read-only.
  - Stack files affected: `usb_function_msd.c`
3. Fixed compile warnings when `-Wall` option selected on C32
  - Stack files affected: `usb_host_msd.c`
4. Fixed issue with call back redirection macro for EP0 request handler.
  - Stack files affected: `usb_device_local.h`
5. Added configuration option to disable DTS checking in hardware
  - Stack files affected: `usb_device.c`
6. Fixed a race condition between the 1msec interrupt and the detach interrupt. If the detach interrupt occurs just before the 1msec interrupt, the interrupt handler could cause the host stack state machine to go into an unknown state requiring a reset of the system to recover. Typically only seen when rapidly attaching/detaching a device repeatedly.
  - Stack files affected: `usb_host.c`
7. Added an error handing case to check for a size larger than 256.
  - Stack files affected: `usb_function_phdc.c`
8. Write attempts to a drive that is write protected does not report the status correct.
  - Stack files affected: `usb_function_msd.c`
9. Updated PHDC code to pass Continua testing
  - Stack files affected: `usb_function_phdc.c`, `usb_function_phdc.h`, `usb_function_phdc_com_model.c`/`h` added

---

### 3.8.2 v2.9c

1. Added example showing how to connect to custom HID, LibUSB, WinUSB, and MCHPUSB demos from an Android v3.1+ host.
  - Stack files affected: none

- 
- 2. Updated libusb driver INF to be signed, so now it can be installed with Windows 7
    - Stack files affected: none
  - 3. Some dsPIC projects not building correctly
    - Stack files affected: `usb_hal_dspic33e.h`, `usb_hal_pic24e.h`

---

### 3.8.3 v2.9b

- 1. UART RX functionality fixed on several demos using the PIC24FJ256DA210 development board.
  - Stack files affected: none
- 2. Race condition fixed in Android OpenAccessory framework that could lead to the accessory not attaching periodically.
  - Stack files affected: `usb_host_android_protocol_v1.c`
- 3. Added Android Accessory workaround for when Android device attaches in accessory mode without first attaching as the manufacturer's mode (happens when accessory is reset but not detached from bus).
  - Stack files affected: `usb_host_android_protocol_v1.c`, `usb_host_android.c`, `usb_host_android.h`
- 4. Fixed issue where non-supported Android protocol versions would try to enumerate.
  - Stack files affected: `usb_host_android.c`
- 5. PIC18F Starter Kit MSD SD card reader demo not working correctly.
  - Stack files affected: none
- 6. Null pointer dereference on Android OpenAccessory detach event.
  - Stack files affected: `usb_host_android_protocol_v1.c`
- 7. Removed the restriction of MSD drives with the VID = 0x0930 and PID = 0x6545 for the USB MSD host data logging demo. These drives now show no issues with recent robustness enhancements in the past several releases.
  - Stack files affected: none
- 8. Link issues on Linux and Macintosh machines for PIC18 demos. The latest versions of the C18 compiler for Linux and Macintosh change the linker and library file capitalization scheme resulting in link errors when using older linker files. Linker files updated to use latest capitalization scheme.
  - Stack files affected: none
- 9. Cleaned up the configuration bits sections for several processors in several demos.
  - Stack files affected: none
- 10. CCID demo descriptors updated to enable operation on Macintosh machines.
  - Stack files affected: none
- 11. Update the precompiled MSD library to support .elf files.
  - Stack files affected: none
- 12. PCL5 printer host would send out a 0-length packet if an empty string was passed to it. This results in some PCL5 printers to lock up. The updated driver will not send out a text string to a printer if it is empty.
  - Stack files affected: none
- 13. `USB_HID_FEATURE_REPORT` was assigned the incorrect value.
  - Stack files affected: `usb_host_hid.c`
- 14. Some CDC device demos had incorrect `USB_MAX_NUM_INT` definition.
  - Stack files affected: none
- 15. Added examples showing how to connect to various USB demos with the Android USB host API.
  - Stack files affected: none

16. Optional support for DTS signalling added
  - Stack files affected: `usb_function_cdc.c`, `usb_function_cdc.h`
17. Added MIDI host support
  - Stack files affected: `usb_host_midi.c`, `usb_host_midi.h`
18. Added Android OpenAccessory boot loader example
  - Stack files affected: none
19. Fixed issues with PIC32 support with the MSD host boot loader. Now supports C32 versions 2.x and later.
  - Stack files affected: none

---

## 3.8.4 v2.9a

1. Fixes issues in the cross-platform HID boot loader that caused certain hex files not to work if the various sections in the hex file were not in order in increasing address in the .hex file.
  - Stack files affected: none
2. Added UART output support for PIC24FJ256DA210 Development Board in Host – Printer Full sheet demo.
  - Stack files affected: none

---

## 3.8.5 v2.9

1. Adds PHDC peripheral support.
2. Adds Android accessory support for host mode accessories.
3. Added MPLAB X project files for most demo projects.
4. Added code to allow subclass 0x05 (SFF-8070i devices) to enumerate to the MSD host. Support limited to devices that use SCSI command set only.
  - Stack files affected: `usb_host_msd.c`
5. Added additional logic to MSD SCSI host code to improve support for various MSD devices by trying to reset various error conditions that may occur.
  - Stack files affected: `usb_host_msd_scsi.c`
6. Fixed issue with CDC host where `SET_CONTROL_LINE_STATE` command response was formatted incorrectly.
  - Stack files affected: `usb_host_cdc.c`
7. Added support for both input and output functionality in the Audio host driver.
  - Stack files affected: `usb_host_audio.c`
8. Added support for SOF, 1 millisecond timer, and data transfer event notifications to USB host drivers.
  - Stack files affected: `usb_host.c`
9. Added mechanism for a host client driver to override or reject the stacks selection for the class driver associated with an attached device.
  - Stack files affected: `usb_host.c`, `usb_common.h`([page 978](#))
10. Fixed an issue with STALL handling behavior on non-EP0 endpoints for PIC24 and PIC32 devices.
  - Stack files affected: `usb_device.c`
11. Fixed an issue where some variables/flags were not getting re-initialized correctly after a set configuration event leading

to communication issues when ping-pong is enabled and multiple set configuration commands are received.

- Stack files affected: `usb_device.c`

12. Added mechanism to get the handle for the next available ping-pong transfer.

- Stack files affected: `usb_device.h`

13. Fixed incorrect value for `USB_CDC_CONTROL_LINE_LENGTH`([page 461](#)) Stack files affected: `usb_host_cdc.h`

14. Updated MSD device driver to pass command verifier tests.

- Stack files affected: `usb_device_msd.c`, `usb_device_msd.h`

15. Change to CDC device driver to allow handling of terminated transfers.

- Stack files affected: `usb_device_cdc.c`

---

## 3.8.6 v2.8

1. Fixed issue with `SetFeature(ENDPOINT_HALT)` handling in the device stack. Error could cause one packet of data to get lost per endpoint after clearing a `ENDPOINT_HALT` event on an endpoint. Issue could also cause the user to lose control of endpoints that may not have been enabled before the `SetFeature(ENDPOINT_HALT)` was received. Parts of the issue described in the following forum thread: <http://www.microchip.com/forums/tm.aspx?m=503200>.

- Stack files affected: `usb_device.c`

2. Fixed stability issue in device stack when interrupts enabled related to the improper enabling of the interrupt control bits in an interrupt context.

- Stack files affected: `usb_device.c`

3. Fixed issue STALLs were not handled correctly when event transfers are enabled. This could result in the attached device remaining in a non-responsive state where their endpoints are STALLED.

- Stack files affected: `usb_host_msd.c`

4. Fixed issue where MSD function driver could not always reinitialize itself to a known state.

- Stack files affected: `usb_function_msd.c`

5. Added `USBCtrlIEPAllowStatusStage`([page 209](#)()), `USBDeferStatusStage`([page 214](#)()), `USBCtrlIEPAllowDataStage`([page 208](#)()), `USBDeferOUTDataStage`([page 212](#)()), `USBOUTDataStageDeferred()`, `USBDeferInDataStage()`, and `USBINDataStageDeferred`([page 235](#)()) functions. These functions allow users to defer the handling of control transfers received in interrupt context until a later point of time.

- Stack files affected: `usb_device.c`, `usb_device.h`

6. Fixed issue in PIC18F starter kit SD-card bootloader issue. Bootloader could have errors loading hex files if there was an hex entry starting at an odd address with an even number of bytes in the payload.

- Stack files affected: none

7. Reorganization of many of the definitions and data types.

- Stack files affected: `usb_hal_pic18.h`([page 985](#)), `usb_hal_pic24.h`, `usb_hal_pic32.h`([page 990](#)), `usb_device_local.h`, `usb_device.c`, `usb_device.h`

8. Changed the behavior of the PIC24F HID bootloader linker scripts. The remapping.s file is no longer required. Interrupt vector remapping is now handled by the provided linker scripts (no customization required). Applications should be able to run with the bootloader linker script when either programmed or loaded through the bootloader allowing for more easy development and debugging. Interrupt latency should also be the same when using the bootloader or the debugger. For more information about usage, please refer to the HID bootloader documentation.

9. Changed the behavior of the PIC32 HID bootloader linker scripts. The dual-linker script requirement has been replaced by a single required linker script that should be attached to the application project. Applications should be able to run with the bootloader linker script when either programmed or loaded through the bootloader allowing for more easy development and debugging. Interrupt latency should also be the same when using the bootloader or the debugger. For more information about usage, please refer to the HID bootloader documentation.

10. Added files for the PIC18F starter kit contest winners. Located in “<INSTALL\_DIRECTORY>/PIC18F Starter Kit

1/Demos/Customer Submissions/Contest 1"

11. Added initial support for the PIC24FJ256DA210 development board  
(<http://www.microchipdirect.com/ProductSearch.aspx?keywords=DM240312>)
12. Added initial support for the PIC24FJ256GB210 Plug-in module  
(<http://www.microchipdirect.com/ProductSearch.aspx?Keywords=MA240021>).

---

## 3.8.7 v2.7a

1. Fixed USBSetBDTAddress([page 964](#)()) macro, so that it correctly loads the entire U1BDTPx register set, enabling the BDT to be anywhere in RAM. Previous implementation wouldn't work on a large RAM device if the linker decided to place the BDT[] array at an address > 64kB.
  - Stack files affected: `usb_hal_pic32.h`([page 990](#))
2. Fixed initialization issue where HID parse result information wasn't cleared before loading with new parse result data.
  - Stack files affected: `usb_host_hid_parser.c`
3. Update to support the PIC18F47J53 A1 and later revision devices.
  - Stack files affected: `usb_device.c`
4. Fixed an error on 16-bit and 32-bit processors where a word access could be performed on a byte pointer resulting in possible address errors with odd aligned pointers.
  - Stack files affected: `usb_device.c`
5. Fixed issue where the `USBSleepOnSuspend()` function would cause the USB communication to fail after being called when `_IPL` is equal to 0.
  - Stack files affected: `usb_hal_pic24.c`
6. Fixed issue where placing the micro in idle mode would cause the host stack to stop sending out SOF packets.
  - Stack files affected: `usb_host.c`
7. Fixed several issues in the `USBConfig.exe`
8. Made changes to the starting address of the HID bootloader for PIC32. Reduced the size used by the bootloader. Also added application linker scripts for each processor.
9. Added a three point touch digitizer example
10. Updated some of the PC examples to build and run properly in the 2010 .net Express versions.
11. Added information and batch file showing how to enter a special mode of device manager that allows removal/uninstallation of devices that are not currently attached to the system.

---

## 3.8.8 v2.7

1. Fixed error where `USBHandleGetAddr(page 233())` didn't convert the return address from a physical address to a virtual address for PIC32.
  - Stack files affected: `usb_device.h`
2. Added macro versions of `USBDeviceAttach(page 215())` and `USBDeviceDetach(page 216())` so they will compile without error when using polling mode.
  - Stack files affected: `usb_device.h`
3. Fixes issue in dual role example where a device in polling mode can still have interrupts enabled from the host mode causing an incorrect vectoring to the host interrupt controller while in device mode.

- Stack files affected: `usb_hal_pic18.h`([page 985](#)), `usb_hal_pic24.h`, `usb_hal-pic32.h`, `usb_device.c`
4. Modified the `SetConfigurationOptions`([page 903](#)()) function for PIC32 to explicitly reconfigure the pull-up/pull-down settings for the D+/D- pins in case the host code leaves the pull-downs enabled when running in a dual role configuration.
- Stack files affected: `usb_hal_pic32.h`([page 990](#))
5. Fixed error where the USB error interrupt flag was not getting cleared properly for PIC32 resulting in extra error interrupts (<http://www.microchip.com/forums/tm.aspx?m=479085>).
- Stack files affected: `usb_device.c`
6. Updated the device stack to move to the configuration state only after the user event completes.
- Stack files affected: `usb_device.c`
7. Fixed error in the part support list of the variables section where the address of the CDC variables are defined. The PIC18F2553 was incorrectly named PIC18F2453 and the PIC18F4558 was incorrectly named PIC18F4458 (<http://www.microchip.com/forums/fb.aspx?m=487397>).
- Stack files affected: `usb_function_cdc.c`
8. Fixed an error where the `USBHostClearEndpointErrors`([page 326](#)()) function didn't properly return `USB_SUCCESS`([page 948](#)) if the errors were successfully cleared (<http://www.microchip.com/forums/fb.aspx?m=490651>).
- Stack files affected: `usb_host.c`
9. Fixed issue where `deviceInfoHID[i].rptDescriptor` was incorrectly freed twice. The second free results in possible issues in future `malloc()` calls in the C32 compiler.
- Stack files affected: `usb_host_hid.c`
10. Fixed an issue where the MSD client driver would issue a transfer events to an incorrect/invalid client driver number when transfer events are enabled.
- Stack files affected: `usb_host_msd.c`
11. Fixed issue where a device that is already connected to the embedded host when the system is initialized may not enumerate.
- Stack files affected: `usb_host.c`
12. Fixed issue where the embedded host or OTG device did not properly check `bmRequestType` when it thinks that a `HALT_ENDPOINT` request was sent to the device. This resulted in the DTS bits for the attached device getting reset causing possible communication issues.
- Stack files affected: `usb_host.c`
13. Changed how the bus sensing works. In previous revisions it was impossible to use the `USBDeviceDetach`([page 216](#)) to detach from the bus if the bus voltage was still present. This is now possible. It was also possible to move the device to the ATTACHED state in interrupt mode even if the bus voltage wasn't available. This is now prohibited unless VBUS is present.
- Stack files affected: `usb_device.c`
14. Added `USBSleepOnSuspend()` function. This function shows how to put the PIC24F to sleep while the USB module is in suspend and have the USB module wake up the device on activity on the bus.
- Stack files affected: `usb_hal_pic24.h`, `usb_hal_pic24.c`
15. Modified the code to allow connection of USB-RS232 dongles that do not fully comply with CDC specifications.
- Stack files affected: `usb_host_cdc.h`, `usb_host_cdc.c`, `usb_host_cdc_interface.c`, `usb_host_interface.h`
16. Modified API `USBHostCDC_Api_Send_OUT_Data` to allow data transfers more than 256 bytes.
- Stack files affected: `usb_host_cdc.h`, `usb_host_cdc.c`, `usb_host_cdc_interface.c`, `usb_host_interface.h`
17. Improved error case handling when the host sends more OUT bytes in a control transfer than the firmware was expecting to receive (based on the size parameter when calling `USBEP0Receive`([page 223](#))).
- Stack files affected: `usb_device.c`
18. Added CCID (Circuit Cards Interface Device) class device/function support.
- Stack Files affected: `usb_function_ccid.h`, `usb_function_ccid.c`
19. Added Audio v1 class embedded host support.
- Stack files affected: `usb_host_audio_v1.h`, `usb_host_audio_v1.c`

---

## 3.9 Library Migration

---

### 3.9.1 From v2.9c to v2.9d

No changes required.

---

### 3.9.2 From v2.9b to v2.9c

No changes required.

---

### 3.9.3 From v2.9a to v2.9b

No changes required.

---

### 3.9.4 From v2.9 to v2.9a

No changes required.

---

### 3.9.5 From v2.8 to v2.9

No changes required.

---

### 3.9.6 From v2.7a to v2.8

#### 1. HID Bootloader for PIC32 devices

- An error was fixed in PIC32 bootloader. The previous implementations placed the interrupt vector table on a 1K-page aligned boundary. This table should be on a such a boundary. The user reset vector and the interrupt vector section addresses were switched to meet this requirement. Applications/bootloaders using the old reset vector will not work with applications/bootloaders using the new bootloader linker files.

---

## 3.9.7 From v2.7 to v2.7a

### 1. HID Bootloader for PIC32 devices

- The PIC32 bootloader was changed in this revision. The memory region used by the HID bootloader was reduced. This could result in issues loading application projects built with the new linker scripts on a system with the old bootloader. It could also result in issues loading an old application with the new bootloader.

---

## 3.9.8 From v2.6a to v2.7

No changes required.

---

## 3.9.9 From v2.6 to v2.6a

### 1. HID Bootloader for PIC24F devices

- The HID Bootloader for PIC24F has been reworked for the v2.6a release. The change involve how interrupt remapping is handled and how applications relocate their code to make room for the bootloader. Applications built with the v2.6 or earlier PIC24F compiler should continue using the v2.6 bootloader and support files. It is recommended for new projects that new bootloader and support files should be used.
- In previous revisions of the stack there was a "PIC24F HID Bootloader Remapping.s" file that was added to any PIC24F project to relocate the application code out of the bootloader space. These files have been deprecated and should not be used with the new revision of the bootloader. Instead there is a custom linker script (boot\_hid\_p24fjxxxGBxxx.gld) file in the HID bootloader folder specifically designed for the application. These are located in the "Application Files" folder in each of the respective bootloader folders. Copy this file from this folder into the application folder and add it to the target project. All of the possible interrupts should already be remapped. To use an interrupt, merely define the interrupt handler as you normally would if you weren't using a bootloader.
- The bootloader for PIC18 and PIC32 devices were not modified.

---

## 3.9.10 From v2.5 to v2.6

### 1. Include Files

- The files that must be included into a project has changed from v2.5 to v2.6.
- Version v2.5 of the MCHPFSUSB stack required multiple include files in order to work properly in device mode. The usb\_device.h, usb.h (page 973), usb\_config.h, and class specific files (i.e. - "./usb/usb\_function\_msd.h") had to be included in all of the application files that accessed the USB stack as well as other common include files like the GenericTypeDefs.h and Compiler.h files.
- In MCHPFSUSB v2.6, only the usb.h (page 973) file and the class specific files (i.e. - "./usb/usb\_function\_msd.h") must be included in the project. The usb\_device.h and usb\_config.h files should no longer be included in the application specific files.

### 2. Include Search Paths and Build Directory Policy

- The preferred include path list has changed since the initial v2.x release. MPLAB now support compiling projects with respect to the project file instead of the source file. This is now the preferred method. With this modification the

required include paths are the following:

- ..
- ../../Microchip/Include
- If your project file located in a different format than the example projects, please add or remove the appropriate path modifiers such that the include path indirectly points to the /Microchip/Include folder.
- To change the build directory policy and set the include paths, go to the “Project->Build Options->Project” menu. On the directories tab, select the include directories from the show directories drop down box.

### 3. Disabling Interrupt Handlers

- In MCHPFSUSB v2.6, the interrupt handler routines are disabled through the `usb_config.h` file using the following definitions:
  - `USB_DISABLE_SET_CONFIGURATION_HANDLER`
  - `USB_DISABLE_SUSPEND_HANDLER`
  - `USB_DISABLE_WAKEUP_FROM_SUSPEND_HANDLER`
  - `USB_DISABLE_SOF_HANDLER`
  - `USB_DISABLE_ERROR_HANDLER`
  - `USB_DISABLE_NONSTANDARD_EP0_REQUEST_HANDLER`
  - `USB_DISABLE_SET_DESCRIPTOR_HANDLER`
  - `USB_DISABLE_TRANSFER_COMPLETE_HANDLER`
- Defining any of these definitions in the `usb_config.h` file will disable the callback from the stack during these events. Please note that some of these events are required to be USB compliant. For example all USB devices must go into suspend mode when requested. The suspend handler is how the stack notifies the user that the bus has requested the device to go into suspend mode.
- Also note that some device classes or demos may require certain handlers to be available in order to operate properly. For example, the audio class demo uses the start of frames provided by the SOF handler to properly synchronize the audio data playback.

# 4 Demos

## 4.1 Device - Audio Microphone Basic Demo

This demo shows how to implement a simple USB microphone. This demo uses a pre-recorded sound file in flash and plays that file when a pushbutton is pressed.

### Description

### 4.1.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	<a href="#">DM320003-1</a>	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
  2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
  3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.
- 

## 4.1.2 Configuring the Hardware

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- *PIC24FJ64GB004 PIM*
  - Set switch S1 to the "PGX1" setting
  - Short J1 pin 1 (marked "POT") to the center pin
  - Short J2 pin 1 (marked "Temp") to the center pin
  - Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin

- Short JP3 "U" option to the center pin
- Short JP4
- PIC24EP512GU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- PIC32MX795F512L PIM
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

PIC24F64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.1.3 Running the Demo

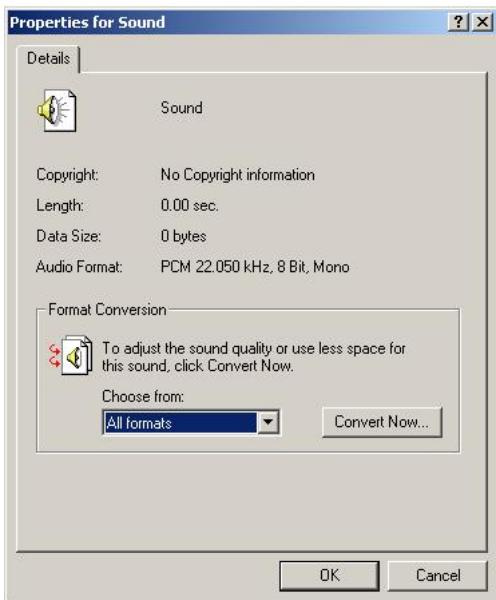
This demo uses the selected hardware platform as a USB Microphone Device. The demo emulates a PCM, 16 bits/Sample, 8000 Samples/ second, mono Microphone. Connect the device to the computer. Open a sound recording software package. Each sound recording software interface is different so the following instructions may not apply to the software package you are using. Please refer to the user's manual for the software package you are using for more details of how to configure that tool for Sound recording.

Using Sound Recorder [Windows Computers]

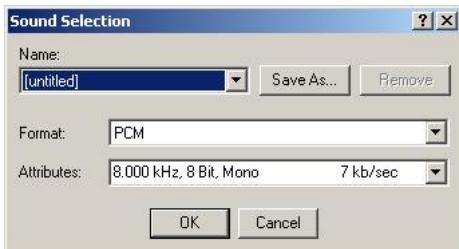
Open Sound Recorder from Start->Programs->Accessories->Entertainment->Sound Recorder. Click on File-> Properties.



Now the 'Properties for Sound' Window gets opened as shown below. Click on 'Convert Now' button.



This opens up the 'Sound Selection' window as shown below.



Change the 'Attributes' to "8.00kHz, 16 Bit, Mono 15kb/sec" in the 'Sound Selection' Window.



Click on OK button on the 'Sound Selection' Window. Click OK button on the 'Properties for Sound' Window.

Click on the Record Button on the Sound Recorder.



At this point you can press the pushbutton on the demo board and it will record a voice that is stored in the USB device. Once you finish with the recording click on the 'Play' button to play the recorded voice which can be heard through your computer Speaker.

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2

PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

---

## 4.2 Device - Audio MIDI Demo

This demo shows how to implement a simple bi-directional USB MIDI device.

---

### 4.2.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1

PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

---

## 4.2.2 Configuring the Hardware

**Low Pin Count USB Development Kit**

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

**PICDEM FS USB:**

- No hardware related configuration or jumper setting changes are necessary.

**PIC18F46J50 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F47J53 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F87J50 Plug-In-Module:**

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

**PIC18F Starter Kit**

- No hardware related configuration or jumper setting changes are necessary.

**Explorer 16 Based Demos**

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24F64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.2.3 Running the Demo

This demo uses the selected hardware platform as a USB MIDI device. Connect the device to the computer. Open a MIDI recording software package. Each MIDI recording software interface is different so the following instructions may not apply to the software package you are using. Please refer to the user's manual for the software package you are using for more

details of how to configure that tool for a USB MIDI input.

In this demo each time you press the button on the board, it will cycle through a series of notes.

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

#### Notes:

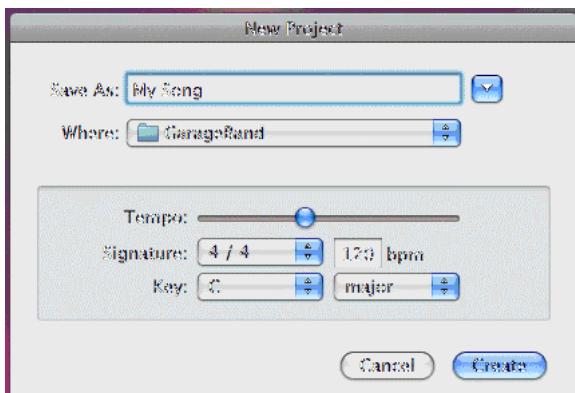
- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

### 4.2.3.1 Garage Band '08 [Macintosh Computers]

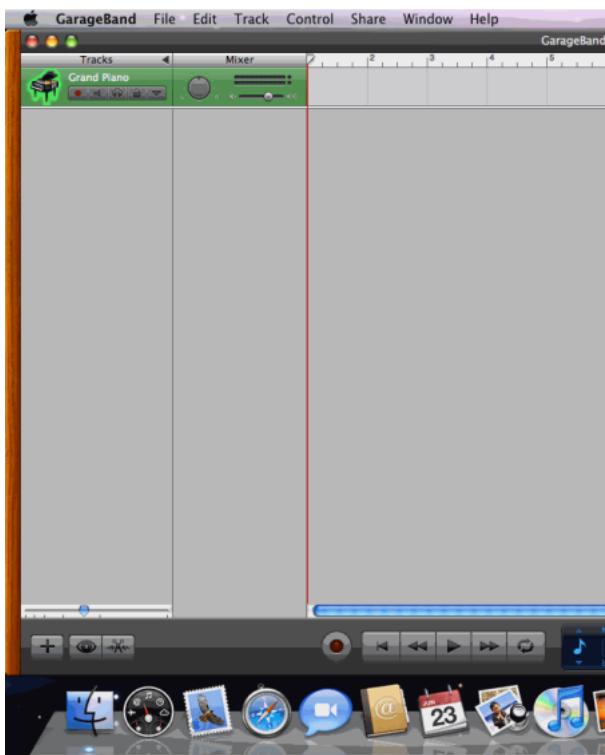
Open Garage Band. If you haven't opened Garage Band before you will see an opening window. Select "Create New Music Project"



The next window will prompt you for information about the song. Change any of the information is desired. Click "Create" when done.



The Garage Band main window will open. In this window there should be a single default track if the USB device is already attached. At this point you can press the pushbutton(图 page 26) on the demo board and it will cycle through a series of notes and play these notes through the computer speakers.



### 4.2.3.2 Using Linux MultiMedia Studio (LMMS) [Linux and Windows Computers]

In this example we will be using Linux MultiMedia Studio (LMMS) available at <http://sourceforge.net/projects/lmms/>. Install LMMS. Attach the demo board to the computer. Make sure to attach the USB Audio MIDI example board to the computer before opening LMMS as LMMS polls for USB MIDI devices upon opening but may not find the devices attached after the program is opened.



Click on the instrument plug-in button and click and drag the desired instrument plug in to the song editor window.



Once the new instrument is available in the song editor window, “click on the actions” for this track button. Select the “MIDI > Input > USB Audio Device” option.



If you open this option again you should see a green check mark indicating that the device is selected as the input.



At this point you can press the pushbutton on the demo board([page 26](#)) and it will cycle through a series of notes and play these notes through the computer speakers.

## 4.3 Device - Audio Speaker Demo

### 4.3.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	1
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	1, 2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	1, 2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	1, 2
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 3
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1, 3

PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1, 3
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1, 3
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1, 3
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1, 3
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1, 3

**Notes:**

1. These boards require the Speech Playback PICTail/PICTail+ daughter board in order to run this demo.
2. This board can not be used by itself. It requires a PIC18 Explorer board in order to operate with this demo.
3. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.3.2 Configuring the Hardware

**PICDEM FS USB:**

1. If header J6 is not populated on the board, you will need to populate it with a female header
2. Connect the Speech Playback Board.

**PIC18 Explorer Based Demos**

For all of the PIC18 Explorer based demo boards, please follow the following instructions:

1. Set switch S4 to the "ICE" position
2. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - **PIC18F46J50 Plug-In-Module:**
    1. Short JP2 such that the "R" and the "U" options are shorted together.
    2. Short JP3. This allows the demo board to be powered through the USB bus power.
  - **PIC18F47J53 Plug-In-Module:**
    1. Short JP2 such that the "R" and the "U" options are shorted together.
    2. Short JP3. This allows the demo board to be powered through the USB bus power.
  - **PIC18F87J50 Plug-In-Module:**
    1. Short JP1 such that the "R" and the "U" options are shorted together.
    2. Short JP4. This allows the demo board to be powered through the USB bus power.
    3. Short JP5. This enables the LED operation on the board.

**Explorer 16 Based Demos**

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- *PIC24FJ64GB004 PIM*
  1. Set switch S1 to the "PGX1" setting
  2. Short J1 pin 1 (marked "POT") to the center pin
  3. Short J2 pin 1 (marked "Temp") to the center pin
  4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  1. Short JP1 "U" option to the center pin
  2. Short JP2 "U" option to the center pin
  3. Short JP3 "U" option to the center pin
  4. Short JP4
- *PIC24EP512GU810 PIM*
  1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  2. Open jumpers J6, J7, J8, J9, and J10
- *dsPIC33EP512MU810 PIM*
  1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  2. Open jumpers J6, J7, J8, J9, and J10
- *PIC32MX795F512L PIM*
  1. Open J10
  2. Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

### 4.3.3 Running the Demo

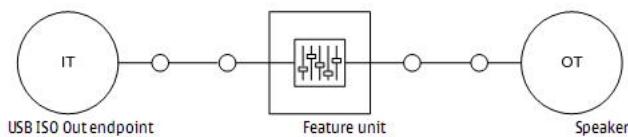
This demo functions as a speaker when plugged into a computer. Using any feature on the computer that normally produces sound on the speaker will work with this demo.

Please note that some applications lock into a sound source when they open or close (such as some web browsers or plug-ins), so that if you plug in the speaker with the webpage or video already playing, the sound might not get redirected to the USB based speakers until you close and reopen the browser.

The audio device created in this demo has the following characteristics:

- Sampling rate of 48 KHz
- 1 Channel (Mono)
- PCM Format - 16 bits per Sample
- Asynchronous Audio Endpoint

And the following audio topology:



The feature unit only supports the Mute control.

## 4.4 Device - Boot Loader - HID

In many types of applications, it is often desirable to be able to field update the firmware used on the flash microcontroller, such as to perform bug fixes, or to provide new features. Microchip's flash memory based USB microcontrollers have self programming capability, and are therefore able to perform self updates of application firmware. This can be achieved by downloading a new firmware image (.hex file) through the USB port, and using the microcontroller's self programming ability to update the flash memory.

As of this release the "HID Bootloader" is intended to be used with all PIC18 and PIC24F released Microchip USB flash microcontrollers.

The bootloader comes with full firmware and PC software source code, and is intended to be easily modified to support future Microchip USB microcontrollers. The PC software is designed to be independent of the microcontroller device being used, so only one PC application is needed to update any of the microcontroller devices.

### 4.4.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

### 4.4.2 Configuring the Demo

#### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.

2. Make sure that J12 is left open.

PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
  2. Short JP3. This allows the demo board to be powered through the USB bus power.
- PIC18F87J50 Plug-In-Module:
1. Short JP1 such that the "R" and the "U" options are shorted together.
  2. Short JP4. This allows the demo board to be powered through the USB bus power.
  3. Short JP5. This enabled the LED operation on the board.

Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- *PIC24FJ64GB004 PIM*
  - Set switch S1 to the "PGX1" setting
  - Short J1 pin 1 (marked "POT") to the center pin
  - Short J2 pin 1 (marked "Temp") to the center pin
  - Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4

PIC24FJ64GB502 Microstick:

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.4.3 Running the Demo

All variants of the HID Bootloader firmware are intended to interface with the "HIDBootLoader.exe" PC application.

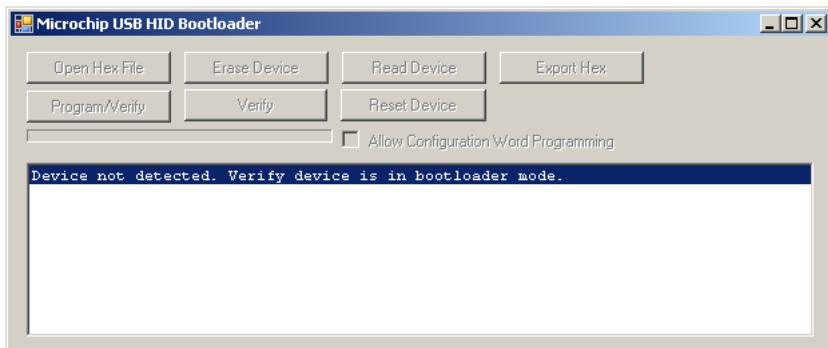
Before you can run the HIDBootLoader.exe executable, you will need to have the Microsoft® .NET Framework Version 2.0 Redistributable Package (later versions probably okay, but not tested) installed on your computer. Programs which were built in the Visual Studio® .NET languages require the .NET redistributable package in order to run. The redistributable package can be freely downloaded from Microsoft's website. Users of Windows Vista® and Windows 7 operating systems will not

need to install the .NET framework, as it comes pre-installed as part of the operating system.

The source code for the HIDBootLoader.exe file was created in Microsoft Visual C++® 2005 Express Edition. The source code can be found in the “<Install Directory>\USB USB Device - Bootloaders\HID - Bootloader\HID Bootloader - PC Software” directory. Microsoft currently distributes Visual C++ 2005 Express Edition for free, and can be downloaded from Microsoft’s website. When downloading Microsoft Visual C++ 2005 Express Edition, also make sure to download and install the Platform SDK, and follow Microsoft’s instructions for integrating it with the development environment.

It is not necessary to install either Microsoft Visual C++ 2005 or the Platform SDK in order to use the HID Bootloader. These are only required in order to modify or recompile the PC software source code.

To run the application, simply double click on the executable, which can be found in the following directory: “<Install Directory>\USB USB Device - Bootloaders\HID – Bootloader”. Upon launching the application, a window like that shown below should appear:



If the application fails to launch, but instead causes a non-descript error message pop up box to appear, it is likely that the .NET framework redistributable has not been installed. Please install the .NET framework and try again.

Upon launch, the HIDBootLoader.exe program will do a search, looking for HID class devices with VID = 0x04D8, and PID = 0x003C. This is the same VID/PID that is used in the HID Bootloader firmware projects, which is found in the following directory: “<Install Directory>\USB Device - Bootloaders\HID - Bootloader\HID Bootloader - Firmware for (microcontroller family name)”. When commercializing a product that will be using this bootloader, it is important to change the VID/PID in both the firmware and the PC application source code.

In order to use the bootloader, you will need to program a device with the bootloader firmware. If using a Microchip demo board, such as the PIC18F46J50 FS USB Demo Board (also known as “PIC18F46J50 PIM”) ([www.microchipDIRECT.com](http://www.microchipDIRECT.com) part number MA180024), precompiled demo .hex files can be used (without any modifications). These pre-compiled .hex files are located in the “<Install Directory>\USB Precompiled Demos” folder. After the HID bootloader firmware (ex: the .hex file named “USB Device - HID - HID Bootloader - C18 – PIC(device name).hex” has been programmed, continuously hold down the relevant pushbutton on the demo board, and then tap and release the MCLR pushbutton. After exiting from MCLR reset, the bootloader firmware will make a quick check of the pushbutton I/O pin state. If the pushbutton is pressed, it will stay in the bootloader.

By default, the I/O pin that gets checked after exiting from reset will be:

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1

Notes:

- 1) This is the button number on the Explorer 16.

Assuming that the device is connected correctly, and in bootloader mode, the HIDBootLoader.exe application should automatically detect the device. The application uses WM\_DEVICECHANGE messages in order to make for a smooth plug and play experience. Once the application detects the device, some of the buttons in the application should automatically become enabled.



At this point, “main application” firmware images can be loaded and programmed using the bootloader. The main application should not try to put code in addresses 0x00-0xFFFF, because the bootloader will not attempt to program these locations (which is where the bootloader firmware resides). Therefore, when building the main application hex files, a modified linker script should be used. The “rm18f87j50.lkr” file included in the various USB device projects (such as in the “HID Mouse” project) shows an example of how this can be done.

By default, most of the pre-compiled demo .hex files are pre-configured to be useable with the HID Bootloader. Therefore, the pre-compiled demo firmware files, such as the “USB Device - HID - Mouse - C18 - PIC18F87J50 PIM.hex” can be directly programmed with the bootloader.

After an appropriate hex file has been programmed, simply reset the microcontroller (without holding down the bootloader entry pushbutton) to exit the bootloader and begin running the main application code. The main application firmware should begin running.

**NOTE:** The “USB Device - Mass Storage - SD Card reader” and “USB Device - Mass Storage - SD Card data logger” demos make use of the SD Card PICtail™ Daughter Board (Microchip Direct: AC164122). This PICtail uses the RB4 I/O pin for the card detect (CD) signal when used with the PIC18F87J50 FS USB Demo Board (PIM), and is actively driven by the PICtail. The active drive overpowers the pull up resistor on the RB4 pushbutton (on the PIC18F87J50 FS USB Demo Board). As a result, if the PIC18F87J50 is programmed with the HID bootloader, and an SD Card is installed in the socket when the microcontroller comes out of reset, the firmware will immediately enter the bootloader (irrespective of the RB4 pushbutton state). To exit the bootloader firmware, remove the SD Card from the SD Card socket, and tap the MCLR button. When the SD Card is not plugged in, the PICtail will drive the card detect signal (which is connected to RB4) logic high, which will enable the bootloader to exit to the main application after coming out of reset. Once the main application firmware is operating, the SD Card can be plugged in. The SD Card is “hot-swappable” and should be recognized by the host upon insertion. To avoid this inconvenience when using the bootloader with the PICtail, it is suggested to modify the bootloader firmware to use some other I/O pin for bootloader entry, such as RBO (which has a pushbutton on it on the HPC Explorer board).

#### 4.4.4 Implementation and Customization Details

#### 4.4.4.1 Configuration Bits

Typically, when downloading new firmware images into the microcontroller, the configuration bit settings do not need to be modified. In some applications, it is sometimes desirable to be able to program new configuration bit settings into the microcontroller. Doing so entails a small amount of risk however, since it is potentially possible to program a new .hex file containing configuration bit settings that would be incompatible with USB operation (for example, if the oscillator settings are completely wrong). It is therefore generally recommended not to check the “Allow Configuration Word Programming” check box, unless strictly necessary. Special considerations should be kept in mind regarding the “Allow Configuration Word Programming” check box:

On currently supported PIC18xxJxx devices, the configuration words are stored in flash memory at the end of the implemented program memory space. However, the minimum erase page size is currently fixed at 1024 bytes for the currently supported microcontrollers. Therefore, if the “Allow Configuration Word Programming” box is left unchecked, then the last page of program memory will not get erase and will not get updated by the bootloader. If the main application firmware .hex file contains program code on the last page of implemented flash memory, it will not get updated. This can however be worked around, simply by checking the “Allow Configuration Word Programming” check box. The bootloader firmware will then erase and reprogram the last 1024 byte page of flash memory (which contains the configuration words).

#### 4.4.4.2 Vendor ID (VID) and Product ID (PID)

When commercializing a product that will be using a USB bootloader, always make sure to use a unique VID and PID combination. Do not use the default VID/PID combination (from the bootloader firmware and PC application) in your commercialized product. If a PC has two devices, both containing the same bootloader with VID/PID = 0x04D8/0x003C, one made by manufacturer A (ex: a keyboard), and another device made by manufacturer B (ex: a CDC serial emulation device), then it is not certain which device the HID Bootloader PC application will connect to. The HID Bootloader PC application will search the system for any devices attached with matching VID/PID, but if there is more than one simultaneously attached, it will connect to the first one it finds. This could potentially lead to inadvertent flash updating of the wrong product, leading to unexpected and undesired consequences. By using a unique VID/PID for each product line of a given type, this ensures that the HID bootloader PC application will only find the correct device. To change the VID and PID in the bootloader firmware, simply change the USB device descriptor and rebuild the firmware. To change the HID Bootloader PC application, change the "MY\_DEVICE\_ID" string at the top of Form1.h, so that the VID/PID matches the firmware and then rebuild the project. The PC application is built in Microsoft Visual C++ 2005 .NET express edition. Microsoft currently distributes the express editions of Visual Studio languages for free download on their website.

#### 4.4.4.3 Part Specific Details

#### 4.4.4.3.1 PIC18F

##### Software entry to boot loader from application:

In the MCHPFSUSB v2.4 release, the PIC18F87J50 family and PIC18F46J50 family versions of the HID bootloader firmware also contains an alternative software only entry method into the bootloader. If executing the main application (non-bootloader) software, the main application may enter the bootloader by:

1. Clearing the global interrupt enable bit (INTCON<GIEH>)
2. Execute the instruction: “\_asm goto 0x001C \_endasm”

It is not necessary to have the I/O pin in the logic low state when using this software entry method.

##### Memory Map Overview:

As configured by default, the HID bootloader firmware uses the below memory mapping. The memory map can readily be modified by editing the HID bootloader firmware project. It should not be necessary to modify the PC application source code to change the memory map.

0x000-0xFFFF - Occupied by the HID bootloader firmware

- 0x08 (high priority interrupt vector) contains a “goto 0x1008” instruction
- 0x18 (low priority interrupt vector) contains a “goto 0x1018” instruction
- 0x1C is a main application firmware software only entry point into the bootloader (this entry point is currently implemented on the PIC18F87J50 family and PIC18F46J50 family versions of the firmware)
- 0x1000-(end of device flash memory) – Available for use by the main application firmware
- If programming in C18, normally should place a “goto \_startup” instruction at address 0x1000, to allow the C initializer to run

##### Vector Remapping:

As currently configured, the bootloader occupies the address range 0x00-0xFFFF (on PIC18), which means it occupies the PIC18 reset, high priority, and low priority interrupt vector locations. The bootloader firmware itself does not enable or use interrupts. In order to make interrupts available for use by the main application firmware, the interrupt vectors are effectively “remapped” by placing goto instructions at the actual vector locations. In other words:

Address 0x08 (high priority interrupt vector), contains a “goto 0x1008”.

Address 0x18 (low priority interrupt vector), contains a “goto 0x1018”.

For example, if a high priority interrupt is enabled and used in the main application firmware, the following will occur:

1. Main application enables the interrupt source.
2. Sometime later, the interrupt event occurs.
3. Microcontroller PC jumps to 0x08.
4. Microcontroller executes a “goto 0x1008”.
5. Microcontroller executes the main application interrupt handler routine, which has an entry point at address 0x1008. (Note: The interrupt handler routine itself is not required to be at address 0x1008, instead another bra/goto may optionally be located at 0x1008 to get to the real handler routine)

#### 4.4.4.3.2 PIC24F

Please refer to the PIC24F Boot Loader Implementation Specific Details([page 1002](#)) appendix([page 999](#)) section for more information about how the boot loader works and fits in a PIC24F specifically.

## 4.5 Device - Boot Loader - MCHPUSB

The “MCHPUSB Bootloader” is a custom device class (requires driver installation) bootloader. The HID Bootloader is superior in a number of ways, and if developing a new application, it is recommended to consider developing with the HID bootloader instead. The MCHPUSB bootloader only supports the following microcontrollers: PIC18F4550, PIC18F4455, PIC18F2550, PIC18F2455, PIC18F4553, PIC18F4458, PIC18F2553, PIC18F2458, PIC18F4450, PIC18F2450.

### 4.5.1 Supported Demo Boards

Demo Board ( <a href="#">click link for board information</a> )	Part Number ( <a href="#">click link for ordering information</a> )	Notes
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	

### 4.5.2 Configuring the Demo

#### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### 4.5.3 Running the Demo

The MCHPUSB bootloader uses the PICDEM FS USB Demo Tool (pdfsusb.exe) for downloading/programming new firmware images from the PC. This program can be found in the following directory: “<install directory>\USB Tools\pdfsusb”. Documentation describing how to use this tool is found in chapter 3 of the PICDEM FS USB Demo Board User’s Guide (DS51526). This document can be found in the following directory, “<install directory>\Microchip\USB\Documentation\Board Information\51526b.pdf”. (Note: A newer version of this document may exist, please check the Microchip website. The 51526b.pdf version of the document is written with the assumption that the user is working with MCHPFSUSB v1.x, which uses a somewhat different directory structure compared to that of MCHPFSUSB v2.2)

### 4.5.4 Implementation and Customization Details

#### Two USB Stacks Approach:

The bootloader firmware contains all of the code needed for self programming, as well as all of the necessary code to enumerate as a custom (vendor) class USB device (which uses the mchpusb.sys custom driver).

The MCHPUSB bootloader firmware is an entirely stand alone MPLAB IDE based project. The “main application” firmware

should be a separate MPLAB IDE based project altogether. The main application firmware is intended to be entirely independent of the bootloader. This requires that the main application should also contain a fully functional and complete USB stack. However, only one of the USB stacks is used at any given time.

With this approach, the main application firmware need not be a custom class device (nor does it need to be a “composite” device). In order to switch between the main application and the USB bootloader, the device “functionally detaches” itself from the USB bus (by temporarily turning off the pull up resistor), and then re-enumerates as the other firmware project.

#### **Bootloader Entry Method:**

As currently configured, the bootloader firmware resides in program memory in address range 0x00-0x7FF. Almost immediately after coming out of reset, the bootloader firmware checks I/O pin RB4 (which happens to have a pushbutton attached to it on the PICDEM™ FS USB Demo Board). If the pushbutton is not pressed, the bootloader will immediately exit the bootloader and go to the main application firmware “reset vector”.

In other words, the bootloader effectively does this:

```
//Device powers up, and comes out of POR  
if(RB4 pushbutton is not pressed) --> goto 0x800 //main application "reset vector"  
if(RB4 pushbutton is pressed) --> goto/stay in main bootloader project.
```

Effectively, the “reset” vector for the main application firmware is at address 0x800. In the main application firmware project, the user should place a “goto \_startup” at address 0x800. This will allow the C initializer code to execute, which will initialize things like the software stack pointers and any user “idata” variables. For an example, see one of the USB device firmware projects, such as the “HID - Mouse” project. The PICDEM FSUSB version of this project is already configured to allow the generated .hex file to function along with the USB bootloader project.

#### **Vector Remapping:**

As currently configured, the bootloader occupies the address range 0x00-0x7FF, which means it occupies the PIC18 reset, high priority, and low priority interrupt vector locations. The bootloader firmware itself does not enable or use interrupts. In order to make interrupts available for use by the main application firmware, the interrupt vectors are effectively “remapped” by placing goto instructions at the actual vector locations. In other words:

Address 0x08 (high priority interrupt vector), contains a “goto 0x808”.

Address 0x18 (low priority interrupt vector), contains a “goto 0x818”.

For example, if a high priority interrupt is enabled and used in the main application firmware, the following will occur:

1. Main application enables the interrupt source.
2. Sometime later, the interrupt event occurs.
3. Microcontroller PC jumps to 0x08.
4. Microcontroller executes a “goto 0x808”.

5. Microcontroller executes the main application interrupt handler routine, which has an entry point at address 0x808. (Note: The interrupt handler routine itself might not be at address 0x808, but another bra/goto may be located at 0x808 to get to the real routine)

---

## 4.6 Device - CCID Smart Card Reader

## 4.6.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	1
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	1
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	1, 2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	1, 2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	1, 2
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1, 3

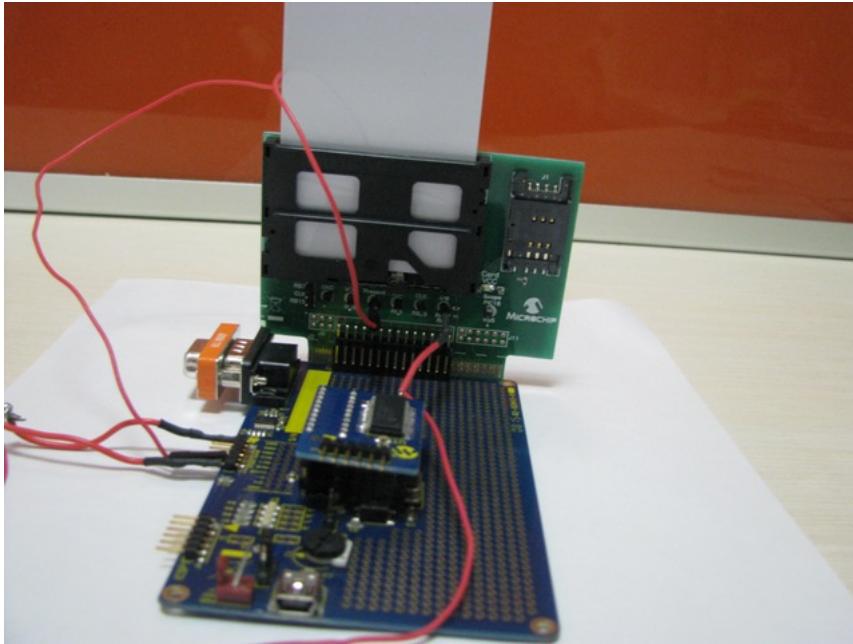
Notes:

1. These boards require the Smart/Sim Card PICTail/PICTail+ daughter board in order to run this demo.
2. This board can not be used by itself. It requires a PIC18 Explorer board in order to operate with this demo.
3. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.6.2 Configuring the Hardware

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.
3. One side of J4 port pins of the SC (Smart/Sim Card) PICTail Board match with the J11 port of LPC board. Insert the matching side of J4 port of SC PICTail board into the J11 port of LPC board. Make sure that the Smart Card Connector is facing towards the LPC board. Insert the Smart Card in SC PICTail board.
4. Short Tx & Rx line of the UART at J13 port using a wire and connect it to I/O pin of SC PICTail board.
5. Connect RB6 (of J13 port) to "Card Present" signal pin of SC PICTail board.

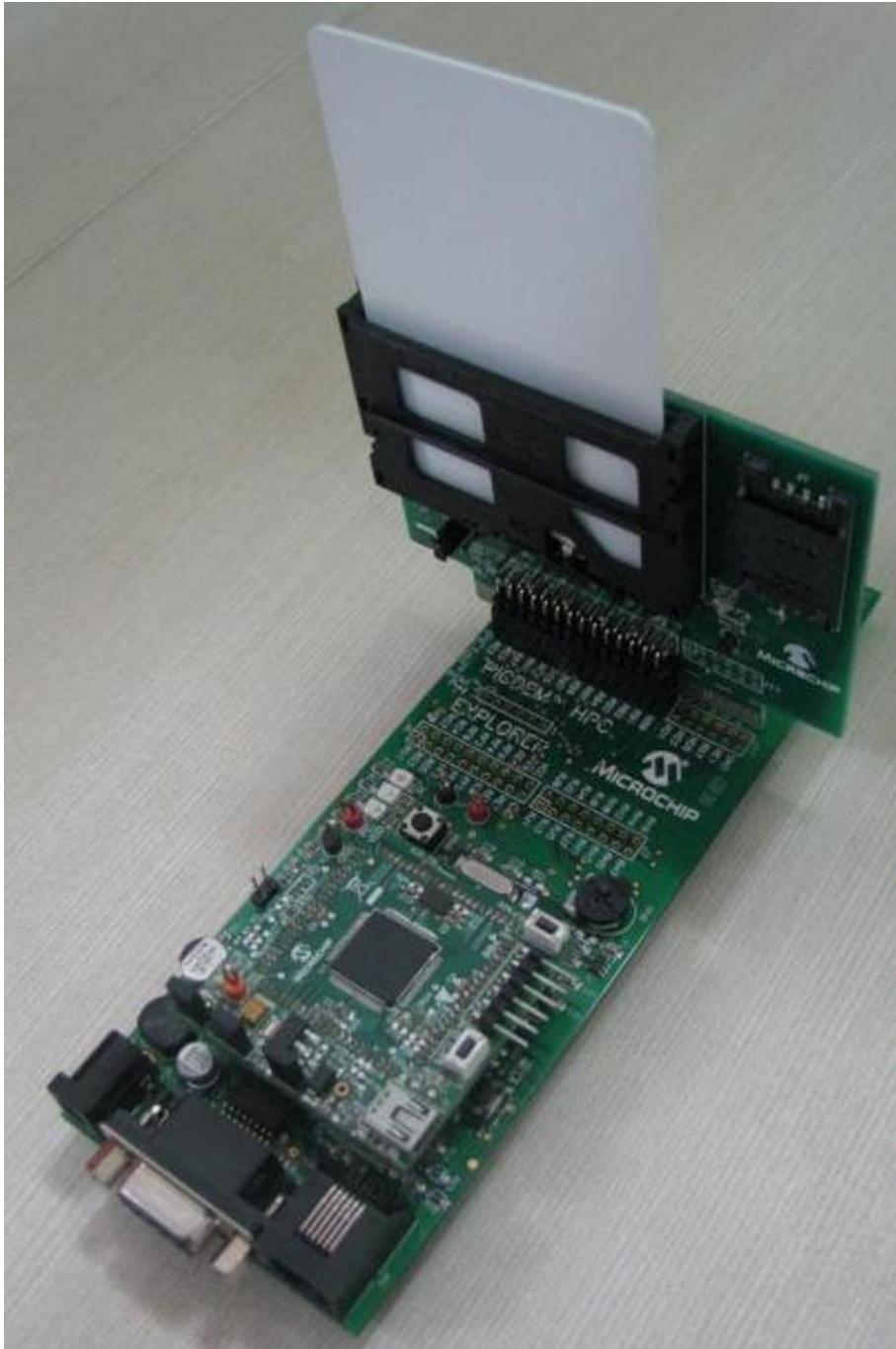
**PICDEM FS USB:**

1. If header J6 is not populated on the board, you will need to populate it with a female header
2. Connect the Speech Playback Board.
3. The Jumper JP11 needs to be open in this board. In some revision of the board it may necessary to cut the PCB track that is shorting the jumper.
4. Insert the J2 port of SC (Smart/Sim Card) PICTail card into J3 port of PICDEM FSUSB board as per the pin configuration.  
Insert the Smart Card in SC PICTail board.

**PIC18 Explorer Based Demos**

For all of the PIC18 Explorer based demo boards, please follow the following instructions:

1. Set switch S4 to the "ICE" position
2. Insert the J4 port of SC (Smart/Sim Card) PICTail Board to the J3 port of HPC Explorer board. Make sure that the Smart Card Connector is facing towards the HPC Explorer board. Insert the Smart Card in SC PICTail Board.



3. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- **PIC18F46J50 Plug-In-Module:**
  1. Short JP2 such that the "R" and the "U" options are shorted together.
  2. Short JP3. This allows the demo board to be powered through the USB bus power.
- **PIC18F47J53 Plug-In-Module:**
  1. Short JP2 such that the "R" and the "U" options are shorted together.
  2. Short JP3. This allows the demo board to be powered through the USB bus power.
- **PIC18F87J50 Plug-In-Module:**
  1. Short JP1 such that the "R" and the "U" options are shorted together.
  2. Short JP4. This allows the demo board to be powered through the USB bus power.

3. Short JP5. This enabled the LED operation on the board.

#### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Insert the Smart/Sim Card daughter board into the first PICTail+ connector of the Explorer 16 (J5)

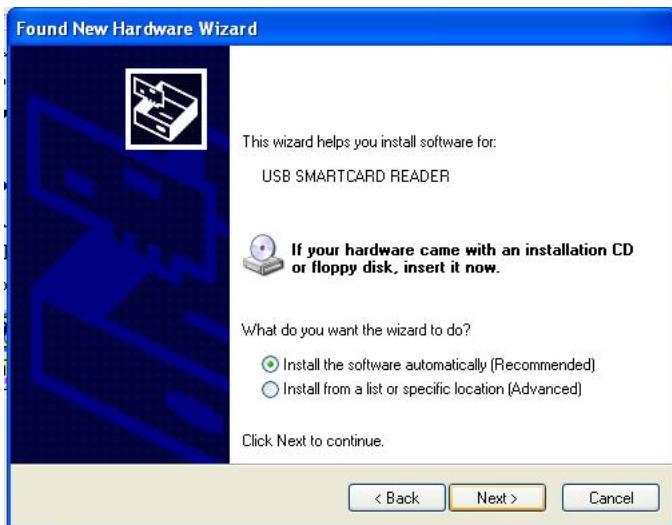
---

## 4.6.3 Running the Demo

This demo allows the selected hardware platform as a USB CCID Smart Card Reader to the host. In order to run this demo first compile and program the target device. Attach the device to the host. If the host is a Windows PC and this is the first time you have plugged this device into the computer then you may be prompted with "New hardware found" wizard.



Click on Next to continue.



Select "Install the Software automatically" and click on next.



Click on Next to continue.

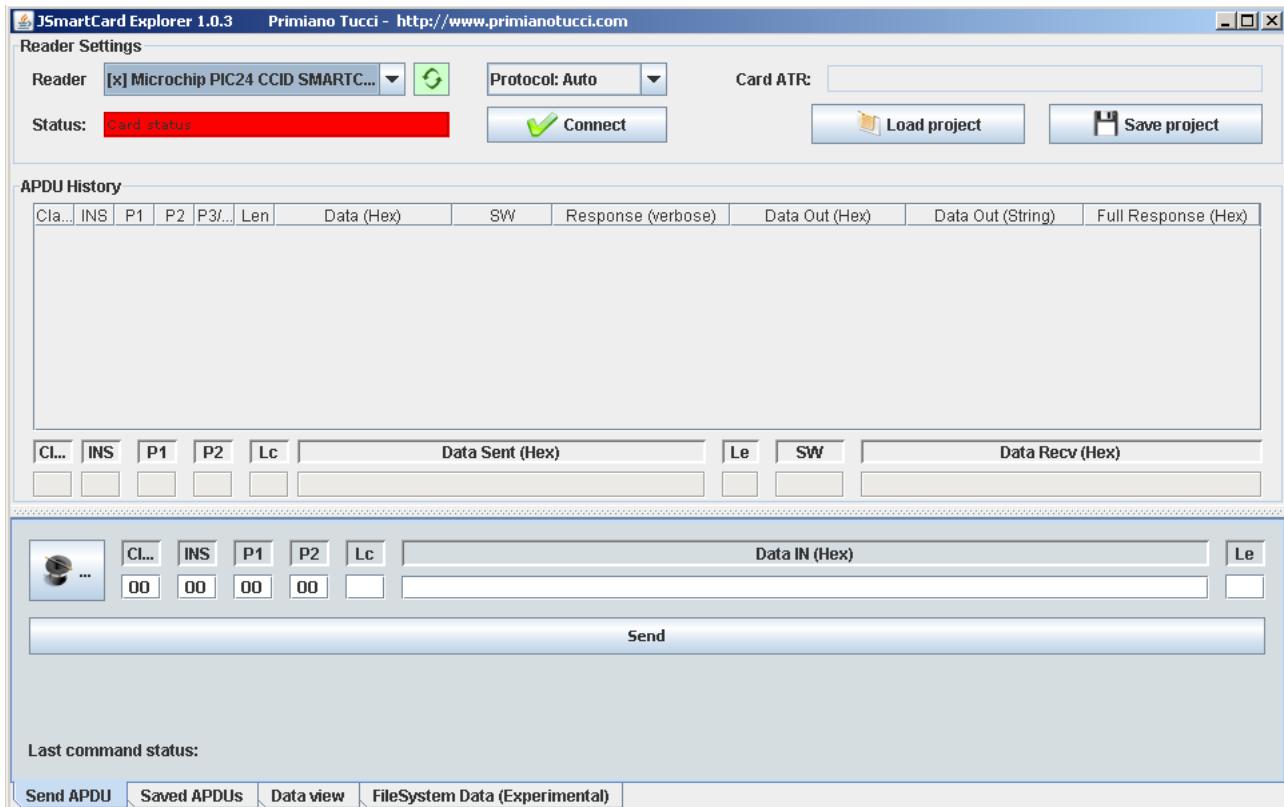


Click on Finish to complete the installation.

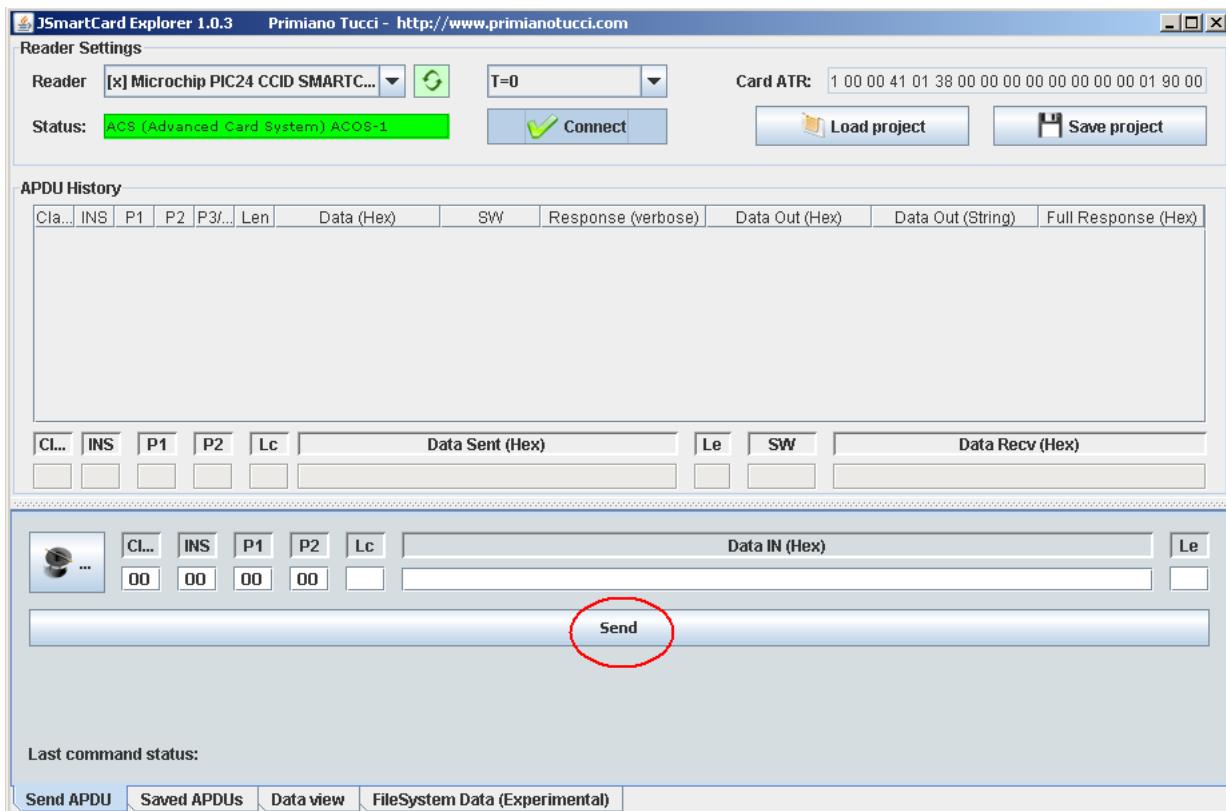
Note: Microsoft states that Usbccid.sys is compliant with Microsoft Windows 2000, Windows XP, and Microsoft Windows Server 2003 operating systems, and is available on Windows Update ([http://www.microsoft.com/whdc/device/input/smartcard/usb\\_ccid.mspx](http://www.microsoft.com/whdc/device/input/smartcard/usb_ccid.mspx)). You might need to do a 'Windows update' if your windows computer does not have usbccid driver (or software required to install a usbccid driver) currently.

### Using jSmartCardExplorer

Download SmartCardExplorer from <http://www.primianotucci.com/default.php?view=112>. Attach the demo board to the Computer. Ensure that the Smart Card is inserted on the SC Pictail Card. Launch the jSmartCardExplorer Application.



Select Protocol T=0 or T=1 based on the type of Smart card you insert and click on Connect Button. If the Smart Card is inserted on the SC Pictail Card, the 'Status' field turns green and the ATR of the Smart Card is displayed on the 'Card ATR' field.



The APDU can be send to the Smart Card by clicking on the 'Send' Button in the Send APDU section. The Command and

Data fields need to be filled before sending an APDU to the Smart Card. Please refer the Smart Card reference manual from the manufacturer of the Card for the Command list supported by the Card. The Response from the Smart Card is displayed in the APDU History Section.

A few sample commands for the ACS ACOS3 card is listed below.

Command	CLA	INS	P1	P2	LC	DATA	LE	Description
Select File	80	A4	00	00	02	FF00	00	Selects file FF00
Read Record	80	B2	00	00	00	--	08	Reads 8 bytes from record number 0 of FF00 file

## 4.7 Device - CDC Basic Demo

This example shows how to create a basic CDC demo. CDC devices appear like COM ports on the host computer and be communicated with via regular terminal software.

### 4.7.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	<a href="#">DM320003-1</a>	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
  2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
  3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.
- 

## 4.7.2 Configuring the Hardware

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- *PIC24FJ64GB004 PIM*
  - Set switch S1 to the "PGX1" setting
  - Short J1 pin 1 (marked "POT") to the center pin
  - Short J2 pin 1 (marked "Temp") to the center pin
  - Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  - Short JP1 "U" option to the center pin

- Short JP2 "U" option to the center pin
- Short JP3 "U" option to the center pin
- Short JP4
- PIC24EP512GU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- PIC32MX795F512L PIM
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

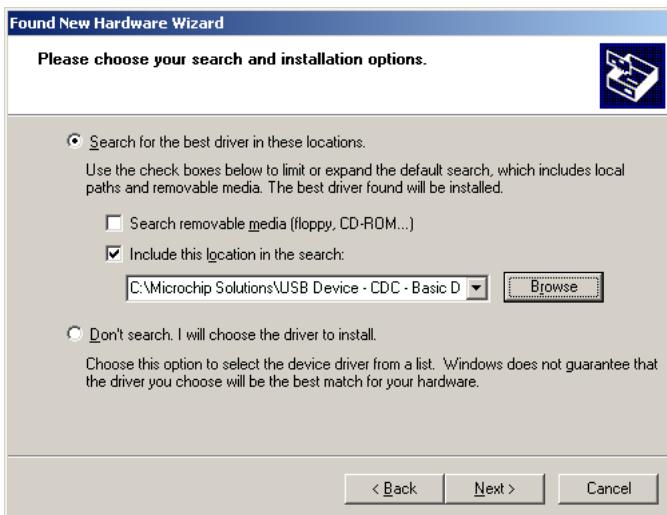
---

## 4.7.3 Running the Demo

This demo allows the device to appear like a serial (COM) port to the host. In order to run this demo first compile and program the target device. Attach the device to the host. If the host is a PC and this is the first time you have plugged this device into the computer then you may be asked for a .inf file.



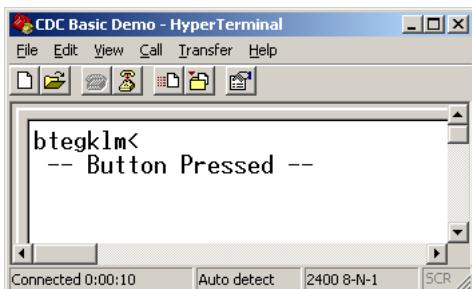
Select the "Install from a list or specific location (Advanced)" option. Point to the "<Install Directory>\USB Device - CDC – Basic Demo\inf\win2k\_winxp" directory.



Once the device is successfully installed, open up a terminal program, such as hyperterminal. Select the appropriate COM port. On most machines this will be COM5 or higher.

Once connected to the device, there are two ways to run this example project. Typing a key in the terminal window will result in the device echoing that key plus one. So if the user presses "a", the device will echo "b". If the pushbutton is pressed the device will echo "-- Button Pressed --" to the terminal window.

Note: Some terminal programs, like hyperterminal, require users to click the disconnect button before removing the device from the computer. Failing to do so may result in having to close and open the program again in order to reconnect to the device.



Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB ( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM) ( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM) ( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM) ( <a href="#">page 189</a> )	S4
PIC18F Starter Kit ( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM) ( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM) ( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM) ( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick ( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board ( <a href="#">page 194</a> )	S1
PIC24F Starter Kit ( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM) ( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM) ( <a href="#">page 196</a> )	S3 <sup>(1)</sup>

PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.8 Device - CDC - Serial Emulator

This demo shows how to use the CDC class to create a USB to UART bridge device. For a more simple starting point in using CDC based solutions, please consider using the Device - CDC Basic Demo([page 50](#)) as a starting point instead of this demo.

### 4.8.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	1
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	1, 2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	1, 2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	1, 2
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 3
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1, 3
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1, 3
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1, 3
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1, 3
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1, 3
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1, 3

Notes:

1. These boards require the Speech Playback PICTail/PICTail+ daughter board in order to run this demo.
2. This board can not be used by itself. It requires a PIC18 Explorer board in order to operate with this demo.
3. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.8.2 Configuring the Demo

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No board specific settings are required

### PIC18 Explorer Based Demos

For all of the PIC18 Explorer based demo boards, please follow the following instructions:

1. Set switch S4 to the "ICE" position
2. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC18F46J50 Plug-In-Module:*
    1. Short JP2 such that the "R" and the "U" options are shorted together.
    2. Short JP3. This allows the demo board to be powered through the USB bus power.
  - *PIC18F47J53 Plug-In-Module:*
    1. Short JP2 such that the "R" and the "U" options are shorted together.
    2. Short JP3. This allows the demo board to be powered through the USB bus power.
  - *PIC18F87J50 Plug-In-Module:*
    1. Short JP1 such that the "R" and the "U" options are shorted together.
    2. Short JP4. This allows the demo board to be powered through the USB bus power.
    3. Short JP5. This enables the LED operation on the board.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    1. Set switch S1 to the "PGX1" setting
    2. Short J1 pin 1 (marked "POT") to the center pin
    3. Short J2 pin 1 (marked "Temp") to the center pin
    4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    1. Short JP1 "U" option to the center pin
    2. Short JP2 "U" option to the center pin
    3. Short JP3 "U" option to the center pin
    4. Short JP4
  - *PIC24EP512GU810 PIM*

1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  2. Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - PIC32MX795F512L PIM
    1. Open J10
    2. Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

---

## 4.8.3 Running the Demo

This demo allows the device to appear like a serial (COM) port to the host. This demo will take data sent over the USB CDC interface and send it on the UART of the microcontroller.

In order to run this demo first compile and program the target device. Attach the device to the host with the USB cable. Also connect the RS232 port of the demo board to a computer. This computer can be the same computer as the USB connection or it can be a different computer. If the host is a PC and this is the first time you have plugged this device into the computer then you may be asked for a .inf file.



Select the “Install from a list or specific location (Advanced)” option. Point to the “<Install Directory>\USB Device - CDC – Serial Emulator\inf” directory



Once the device is successfully installed, open up a terminal program, such as hyperterminal. Select the appropriate COM port for the USB virtual COM port. On most machines this will be COM5 or higher. On the computer where the RS232 cable is attached, open a second terminal program. Select the hardware COM port associated with that computer. Please insure that the baud rate for both terminal windows is the same.

Once everything is configured correctly, typing a key in one terminal window will result in the same data to show up in the second terminal window.

**Note:** Some terminal programs, like hyperterminal, require users to click the disconnect button before removing the device from the computer. Failing to do so may result in having to close and open the program again in order to reconnect to the device.

## 4.9 Device - Composite - HID + MSD Demo

This document describes how to run the Composite HID + MSD demo. Composite devices allow a single USB peripheral to appear like two different devices/function on the computer.

### 4.9.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PICDEM FS USB (page 186)	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM) (page 187)	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM) (page 188)	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM) (page 189)	<a href="#">MA180021</a>	
PIC18F Starter Kit (page 190)	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM) (page 191)	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM) (page 193)	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM) (page 193)	<a href="#">MA240021</a>	1

PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.9.2 Configuring the Demo

**PICDEM FS USB:**

- No hardware related configuration or jumper setting changes are necessary.

**PIC18F46J50 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F47J53 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F87J50 Plug-In-Module:**

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

**PIC18F Starter Kit**

- No hardware related configuration or jumper setting changes are necessary.

**Explorer 16 Based Demos**

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.

5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.9.3 Running the Demo

This demo uses the selected hardware platform as both a flash drive using the internal flash as storage and a custom HID device. It will appear to the computer as if two USB devices were attached.

For details how to run the demo for each of the functions please see the respective getting started documents: "USB Device – Mass Storage – Internal Flash"( page 96) and "USB Device – HID – Simple Custom Demo"( page 65).

**NOTE:** the “USB Device – HID – Simple Custom Demo” application is expecting a PID of 0x003F. Because these two different applications can’t have the same PID, this demo uses PID 0x0054. The PC application that corresponds to this application is only looking for devices with PID 0x003F so the PC application will not be able connect to this demo without modification. Modify the MY\_DEVICE\_ID field to "Vid\_04d8&Pid\_0054" and recompile. The MY\_DEVICE\_ID field is located in the "<install path>\USB\Device - HID - Custom Demos\Simple Demo - Windows Software\Microsoft Visual C++ 2005 Express\Form1.h" file.

**NOTE:** that for the PIC24F Starter Kit 1 the pushbutton functionality is not implemented.

## 4.10 Device - Composite - MSD + CDC Demo

This demo shows how to create a mass storage device (MSD) and communication device class (CDC) composite device.

### 4.10.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	<a href="#">DM320003-1</a>	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

---

## 4.10.2 Configuring the Demo

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- *PIC24FJ64GB004 PIM*
  - Set switch S1 to the "PGX1" setting
  - Short J1 pin 1 (marked "POT") to the center pin
  - Short J2 pin 1 (marked "Temp") to the center pin
  - Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4
- *PIC24EP512GU810 PIM*
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10

- *dsPIC33EP512MU810 PIM*
  - *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  - *Open jumpers J6, J7, J8, J9, and J10*
- *PIC32MX795F512L PIM*
  - *Open J10*
  - *Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2*

**PIC24F Starter Kit**

- No hardware related configuration or jumper setting changes are necessary.

**PIC24FJ64GB502 Microstick**

- No hardware related configuration or jumper setting changes are necessary.

**PIC32 USB Starter Kit**

- No hardware related configuration or jumper setting changes are necessary.

**PIC32 USB Starter Kit II**

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.10.3 Running the Demo

This demo creates a mass storage (MSD) and communication device class (CDC) composite device.

The MSD portion of the demo runs like the Device - Mass Storage - Internal Flash Demo([page 96](#)). When the device is plugged in, a drive will appear on the computer. The internal flash of the device is used as the storage for this small drive.

The CDC portion of this demo runs like the Device - CDC - Basic Demo([page 50](#)). When the device is plugged in a COM port will appear on the computer. Any key presses sent to the terminal will be responded to by its ASCII value + 1 (for example if 'B' is pressed, 'C' is returned since 'B'=0x42 and 'C'=0x43). Pressing a button on the demo board will cause "Button Pressed" to be transmitted to the terminal as well.

---

## 4.11 Device - Composite - WinUSB + MSD Demo

This document describes how to run the Composite WinUSB + MSD demo. Composite devices allow a single USB peripheral to appear like two different devices/function on the computer.

---

### 4.11.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	

PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

---

## 4.11.2 Configuring the Demo

PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.11.3 Running the Demo

This demo uses the selected hardware platform as both a flash drive using the internal flash as storage and WinUSB class USB device. It will appear to the computer as if two USB devices were attached.

For details how to run the demo for each of the functions please see the respective getting started documents: "USB Device

– Mass Storage – Internal Flash”([page 96](#)) and “USB Device – WinUSB – Generic Driver Demo”([page 137](#)).

**For PIC24F Starter Kit 1, “Get pushbutton State” functionality is not implemented.**

**For PIC18F Starter Kit 1, “Toggle LED” functionality is not implemented.**

## 4.12 Device - HID - Custom Demo

### 4.12.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	<a href="#">DM320003-1</a>	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.

3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.
- 

## 4.12.2 Configuring the Demo

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enables the LED operation on the board.

### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- *PIC24FJ64GB004 PIM*
  - Set switch S1 to the "PGX1" setting
  - Short J1 pin 1 (marked "POT") to the center pin
  - Short J2 pin 1 (marked "Temp") to the center pin
  - Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4
- *PIC24EP512GU810 PIM*
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5

- Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- PIC32MX795F512L PIM
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.12.3 Running the Demo

This demo uses the selected hardware platform as a HID class USB device, but uses the HID class for general purpose I/O operations. Typically, the HID class is used to implement human interface products, such as mice and keyboards. The HID protocol is however quite flexible, and can be adapted and used to send/receive general purpose data to/from a USB device. Using the HID class for general purpose I/O operations is quite advantageous, in that it does not require any kind of custom driver installation process. HID class drivers are already provided by and are distributed with common operating systems. Therefore, upon plugging in a HID class device into a typical computer system, no user installation of drivers is required, the installation is fully automatic.

HID devices primarily communicate through one interrupt IN endpoint and one interrupt OUT endpoint. In most applications, this effectively limits the maximum achievable bandwidth for full speed HID devices to 64kBytes/s of IN traffic, and 64kBytes/s of OUT traffic (64kB/s, but effectively "full duplex").

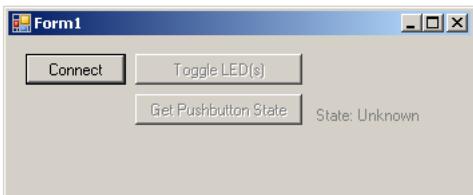
The GenericHIDSimpleDemo.exe program, and the associated firmware demonstrate how to use the HID protocol for basic general purpose USB data transfer. To make the PC source code as easy to understand as possible, the demo has deliberately been made simple, and only sends/receives small amounts of data.

Before you can run the GenericHIDSimpleDemo.exe executable, you will need to have the Microsoft® .NET Framework Version 2.0 Redistributable Package (later versions probably okay, but not tested) installed on your computer. Programs which were built in the Visual Studio® .NET languages require the .NET redistributable package in order to run. The redistributable package can be freely downloaded from Microsoft's website. Users of Windows Vista® operating systems will not need to install the .NET framework, as it comes pre-installed as part of the operating system.

The source code for GenericHIDSimpleDemo.exe file was created in Microsoft Visual C++® 2005 Express Edition. The source code can be found in the "<Install Directory>\ USB Device - HID - Custom Demos\Generic HID - Simple Demo - PC Software" directory. Microsoft currently distributes Visual C++ 2005 Express Edition for free, and can be downloaded from Microsoft's website. When downloading Microsoft Visual C++ 2005 Express Edition, also make sure to download and install the Platform SDK, and follow Microsoft's instructions for integrating it with the development environment.

It is not necessary to install either Microsoft Visual C++ 2005, or the Platform SDK in order to begin using the GenericHIDSimpleDemo.exe program. These are only required if the source code will be modified or compiled.

To launch the application, simply double click on the executable “GenericHIDSimpleDemo.exe” in the “<Install Directory>\USB Device - HID - Custom Demos” directory. A window like that shown below should appear:



If instead of this window, an error message pops up while trying to launch the application, it is likely the Microsoft .NET Framework Version 2.0 Redistributable Package has not yet been installed. Please install it and try again.

In order to begin sending/receiving packets to the device, you must first find and “connect” to the device. As configured by default, the application is looking for HID class USB devices with VID = 0x04D8 and PID = 0x003F. The device descriptor in the firmware project meant to be used with this demo uses the same VID/PID. If you plug in a USB device programmed with the correct precompiled .hex file, and hit the “Connect” button, the other pushbuttons should become enabled. If hitting the connect button has no effect, it is likely the USB device is either not connected, or has not been programmed with the correct firmware.

Hitting the Toggle LED(s) should send a single packet of general purpose generic data to the HID class USB peripheral device. The data will arrive on the interrupt OUT endpoint. The firmware has been configured to receive this generic data packet, parse the packet looking for the “Toggle LED(s)” command, and should respond appropriately by controlling the LED(s) on the demo board.

The “Get Pushbutton State” button will send one packet of data over the USB to the peripheral device (to the interrupt OUT endpoint) requesting the current pushbutton state. The firmware will process the received Get Pushbutton State command, and will prepare an appropriate response packet depending upon the pushbutton state.

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

#### Notes:

- 1) This is the button number on the Explorer 16.

2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

The PC then requests a packet of data from the device (which will be taken from the interrupt IN endpoint). Once the PC application receives the response packet, it will update the pushbutton state label.

Try experimenting with the application by holding down the appropriate pushbutton on the demo board, and then simultaneously clicking on the "Get Pushbutton State" button. Then try to repeat the process, but this time without holding down the pushbutton on the demo board.

To make for a more fluid and gratifying end user experience, a real USB application would probably want to launch a separate thread to periodically poll the pushbutton state, so as to get updates regularly. This is not done in this simple demo, so as to avoid cluttering the PC application project with source code that is not related to USB communication.

#### Running the demo on an Android v3.1+ device

There are two main ways to get the example application on to the target Android device: the Android Market and by compiling the source code.

1. The demo application can be downloaded from Microchip's Android Marketplace page:  
<https://market.android.com/developer?pub=Microchip+Technology+Inc>



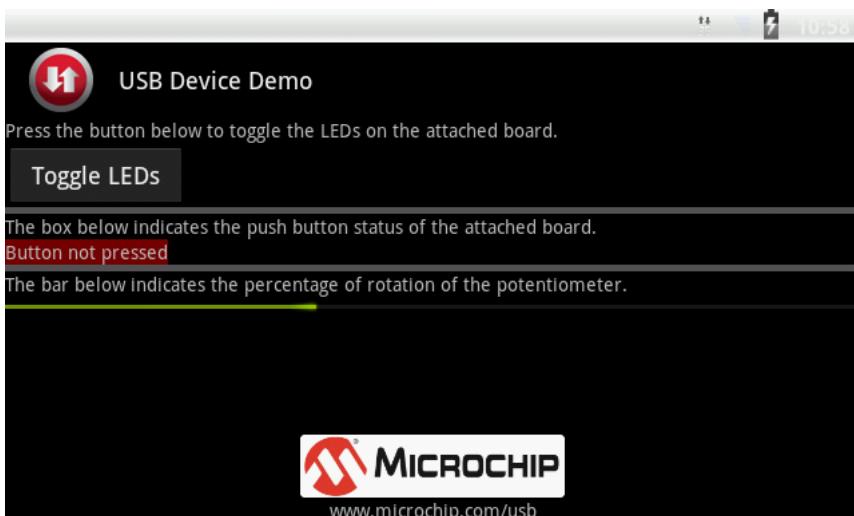
2. The source code for this demo is also provided in the demo project folder. For more information about how to build and load Android applications, please refer to the following pages:

- <http://developer.android.com/index.html>
- <http://developer.android.com/sdk/index.html>
- <http://developer.android.com/sdk/installing.html>

While there are no devices attached, the Android application will indicate that no devices are attached.



When the device is attached, the an alternative screen will allow various control/status features with the hardware on the board.



## 4.13 Device - HID - Digitizer Demos

These are examples of HID digitizers. There are single, and various multi-point touch examples.

### 4.13.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	

PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.13.2 Configuring the Hardware

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.

3. Short JP5. This enabled the LED operation on the board.

#### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

## 4.13.3 Running the Demo

These demos use the selected hardware platform as a USB HID class digitizer device. The Single-Touch demo is a HID class pen digitizer demo, which emulates a pen digitizer touch screen capable of sensing a single contact point. The Multi-Touch demo emulates a touch sensitive touch screen, capable of sensing two simultaneous contact points. The multi-touch demo can potentially be expanded to support additional simultaneous contacts (by modifying the HID report descriptor), however, the standard built in gestures that are recognized by the Microsoft Windows 7 platform only use one or two contacts.

To use the Single-Touch pen digitizer demo, plug the demo board into a free USB port on a Windows Vista or Windows 7 machine. The device should automatically enumerate as a HID class pen digitizer device, and certain additional functions and capabilities built into the operating system will become activated. No manual USB driver installation is necessary, as the built in HID class drivers are used for this device.

To use the Multi-Touch digitizer demo, plug the demo board into a free USB port on a Windows 7 machine. Windows 7 has significantly more “Windows Touch” capabilities than Vista. Although the device will enumerate and provide limited functionality on Windows Vista, multi-touch gestures will not be recognized unless run on Windows 7.

Since the standard demo boards that these demos are meant to be run on do not have an actual touch sensitive contact area, the firmware demos emulate the data that would be generated by a real touch screen. Both demo projects use a single user pushbutton. By pressing the button, the firmware will send a flurry of USB packets to the host, which contain contact position data that is meant to mimic an actual “gesture” of various types. Each subsequent press of the pushbutton will advance the internal state machine, and cause the firmware to send a gesture to the PC.

To use the demos, it is best to have Microsoft Internet Explorer installed on the machine (although some demo functions can be observed using the pen flick practice area available from the control panel). The latest versions of Internet Explorer (when run on the proper OS: preferably Windows 7, but some function on Windows Vista) supports recognition and use of certain basic gestures, such as “back”, “forward”, as well as certain scroll and zoom operations. To see a full detailed description of how best to use Internet Explorer or the pen flick practice area, see the detailed comments at the top of SingleTouch.c file (for the Single Touch pen digitizer demo: “<Install Directory>\USB Device - HID - Digitizers\Single Touch – Firmware”). For details on how best to use and what to expect with the multi-touch demo, see the detailed comments at the top of the MultiTouch.c file (“<Install Directory>\ “USB Device - HID - Digitizers\Multi Touch – Firmware”).

Other Info: Windows 7 adds support for Windows messages such as “WM\_GESTURE” and “WM\_TOUCH”. These messages can be used to help build customized “touch enabled” PC applications. Documentation for these messages can be found in MSDN.

The following Microsoft developer blog contains useful additional information relating to Windows Touch:

<http://blogs.msdn.com/e7/archive/2009/03/25/touching-windows-7.aspx>

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1

PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.14 Device - HID - Joystick Demo

This demo shows how to create a USB joystick

### 4.14.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1

PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.14.2 Configuring the Hardware

**Low Pin Count USB Development Kit**

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

**PICDEM FS USB:**

- No hardware related configuration or jumper setting changes are necessary.

**PIC18F46J50 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F47J53 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F87J50 Plug-In-Module:**

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

**PIC18F Starter Kit**

- No hardware related configuration or jumper setting changes are necessary.

**Explorer 16 Based Demos**

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - *Set switch S1 to the "PGX1" setting*

- Short J1 pin 1 (marked "POT") to the center pin
- Short J2 pin 1 (marked "Temp") to the center pin
- Short J3 pin 1 (marked "EEPROM CS") to the center pin
- PIC24FJ256GB210 PIM
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4
- PIC24EP512GU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- PIC32MX795F512L PIM
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

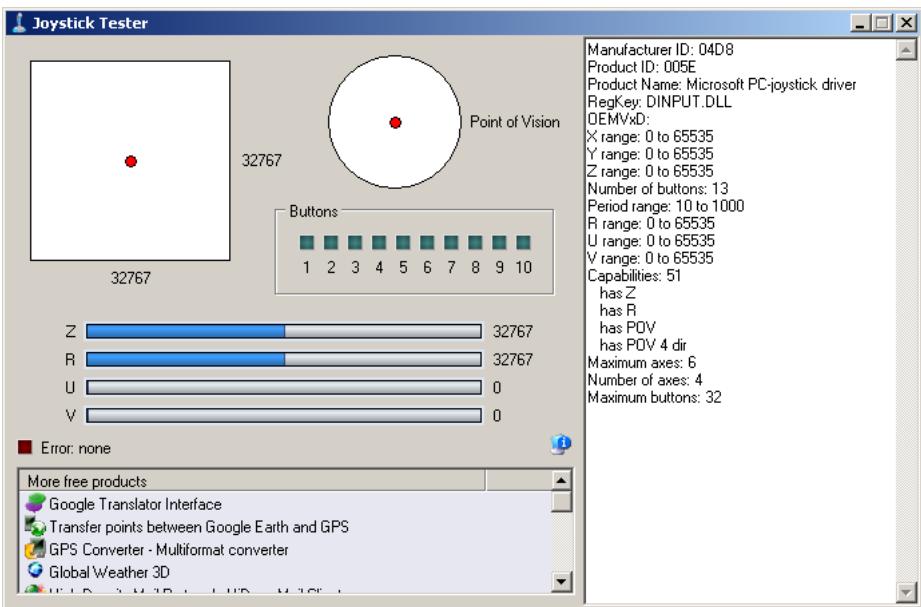
#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

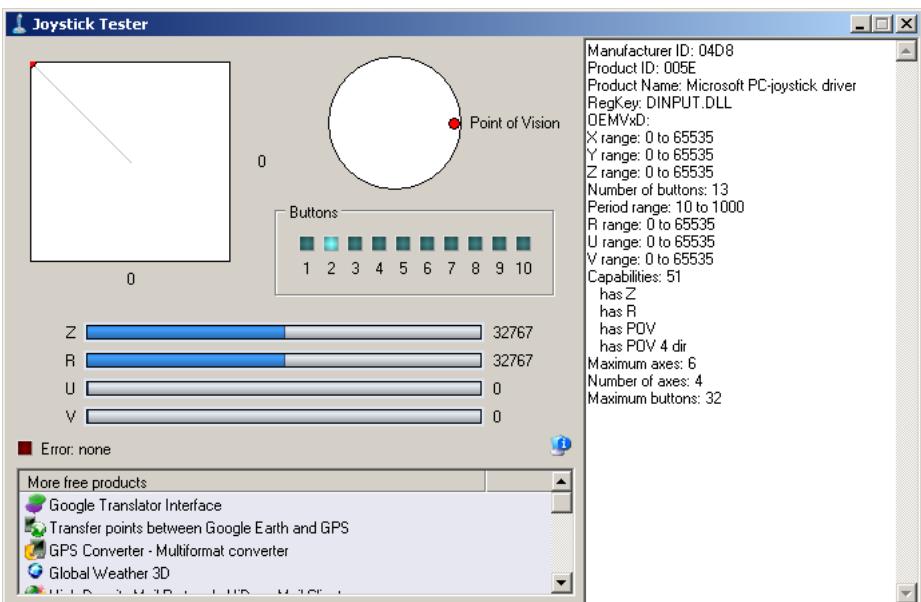
## 4.14.3 Running the Demo

This demo uses the selected hardware platform as a USB Joystick. To test the joystick feature, go to the “<Install Directory\USB Device – HID - Joystick” directory and open the JoystickTester.exe:



Pressing the button will cause the device to:

- Indicate that the "x" button is pressed, but none others;
- Move the hat switch to the "east" position;
- Move the X and Y coordinates to their extreme values;



Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>

PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.15 Device - HID - Keyboard Demo

This example shows how to create a USB keyboard and how to send data to the host.

### 4.15.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2

PIC24EP512GU810	Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810	Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )		<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )		<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )		DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )		<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.15.2 Configuring the Hardware

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enables the LED operation on the board.

### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.

5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.15.3 Running the Demo

This demo uses the selected hardware platform as a USB keyboard. Before pressing the button, select a window in which it is safe to type text freely. Pressing the button will cause the device to print a character on the screen.

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2

PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

**Notes:**

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.16 Device - HID - Mouse Demo

This demo is a simple mouse demo that causes the mouse to move in a circle on the screen.

### 4.16.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	

PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.16.2 Configuring the Demo

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.

2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.16.3 Running the Demo

This demo uses the selected hardware platform as a USB mouse. Before connecting the board to the computer through the USB cable please be aware that the device will start moving the mouse cursor around on the computer. There are two ways to stop the device from making the cursor to continue to move. The first way is to disconnect the device from the computer. The second is to press the correct button on the hardware platform. Pressing the button again will cause the mouse cursor to start moving in a circle again.

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

---

## 4.17 Device - HID - Uninterruptible Power Supply

---

### 4.17.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	

PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

---

## 4.17.2 Configuring the Demo

**Low Pin Count USB Development Kit**

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

**PICDEM FS USB:**

- No hardware related configuration or jumper setting changes are necessary.

**PIC18F46J50 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F47J53 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F87J50 Plug-In-Module:**

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.

3. Short JP5. This enabled the LED operation on the board.

#### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

## 4.17.3 Running the Demo

This demo uses the selected hardware platform as a HID class USB Uninterruptible power supply (UPS). When the device is plugged into a computer, the computer should have an indicator showing that it is connected to a UPS and it should show a charge percentage of the battery of the UPS. This demo uses a fixed time derived from the USB start of frame (SOF) packets to emulate the battery charging by sending updates about the battery status to the computer.

Holding the specified button on the demo board puts the UPS in a emulated discharge state, as if the main power has been removed/failed. As time progresses the board sends updated information about the charge left on the battery. As the battery approaches the minimum threshold, the UPS will send a command to shut down the computer. Release the button at any point of time to simulate a reconnection of the main power supply and to emulate the UPS returning to a charging state.

Below is a table that specifies the button used for each of the demo boards.

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

1) This is the button number on the Explorer 16.

2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.18 Device - LibUSB Generic Driver Demo

## 4.18.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	<a href="#">DM320003-1</a>	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.18.2 Configuring the Demo

Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
  2. Short JP1 on the USB PICTail+ board
  3. Open JP2, JP3, and JP4 on the USB PICTail+ board
  4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
  5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- *PIC24FJ64GB004 PIM*
  - Set switch S1 to the "PGX1" setting
  - Short J1 pin 1 (marked "POT") to the center pin
  - Short J2 pin 1 (marked "Temp") to the center pin
  - Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4
- *PIC24EP512GU810 PIM*
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- *dsPIC33EP512MU810 PIM*
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- *PIC32MX795F512L PIM*
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

## 4.18.3 Running the Demo

When running this demo, the following push buttons are used. Please refer to each of the following sections for a description of how to run the demo on various operating systems:

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

1) This is the button number on the Explorer 16.

2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.18.3.1 Windows

This demo uses the selected hardware platform as a Libusb class USB device. Libusb-Win32 is a USB Library for the Windows operating systems. The library allows user space applications to access any USB device on Windows in a generic way without writing any line of kernel driver code. This driver allows users to have access to interrupt, bulk, and control transfers directly.

The SimpleLibUSBDemo.exe program and the associated firmware demonstrate how to use the Libusb device drivers for basic general purpose USB data transfer. To make the PC source code as easy to understand as possible, the demo has deliberately been made simple, and only sends/receives small amounts of data.

Before you can run the SimpleLibUSBDemo.exe executable, you will need to have the Microsoft® .NET Framework Version 3.5 Redistributable Package (later versions probably okay, but not tested) installed on your computer. Programs which were built in the Visual Studio® .NET languages require the .NET redistributable package in order to run. The redistributable package can be freely downloaded from Microsoft's website. Users of Windows Vista® operating systems will not need to install the .NET framework, as it comes pre-installed as part of the operating system.

The source code for SimpleLibUSBDemo.exe file was created in Microsoft Visual C++® 2008 Express Edition. The source code can be found in the “<Install Directory>\ USB Device - Libusb - Generic Driver Demo\ Libusb Simple Demo - Windows Application\ Libusb Simple Demo - PC Application - MS VC++ 2008 Express” directory. Microsoft currently distributes Visual C++ 2008 Express Edition for free, and can be downloaded from Microsoft's website.

To launch the application, simply double click on the executable “SimpleLibusbDemo.exe” in the “<Install Directory>\USB Device - Libusb - Generic Driver Demo\Windows Application” directory. A window like that shown below should appear:



If instead of this window, an error message pops up while trying to launch the application, it is likely the Microsoft .NET Framework Version 3.5 Redistributable Package has not yet been installed. Please install it and try again.

In order to begin sending/receiving packets to the device, you must first find and “connect” to the device. As configured by default, the application is looking for USB devices with VID = 0x04D8 and PID = 0x0204. The device descriptor in the firmware project meant to be used with this demo uses the same VID/PID. To run the demo program the USB device with the correct precompiled .hex file. If you are connecting the device for the first time, Windows pops up a window asking you to install the driver for the device. When asked for the driver point it to the inf file provided along with the demo. Windows takes while to install the driver for the USB device that is just plugged in. Open the Device manager and ensure that the USB device is listed under the ‘Libusb Demo Devices’. Once the driver is installed hit the “Connect” button, the other pushbuttons should become enabled. If hitting the connect button has no effect, it is likely the USB device is either not connected, or has not been programmed with the correct firmware.

If a different VID/PID combination from the default is desired, then the descriptors in the firmware must be changed as well as the inf file. The easiest way to change the inf file is to use the utility provided with the LibUSB download for windows on the LibUSB [website](#). This utility can create a new inf file based on a connected device. So make sure to change the VID/PID combination first in the firmware, connect the device, and then run the inf file creator utility. After completing the utility, a new signed driver with inf file is created.

Once the driver is installed hit the “Connect” button, the other pushbuttons should become enabled. If hitting the connect button has no effect, it is likely the USB device is either not connected, or has not been programmed with the correct firmware.

Hitting the Toggle LED(s) should send a single packet of general purpose generic data to the Custom class USB peripheral device. The data will arrive on the Bulk OUT endpoint. The firmware has been configured to receive this generic data packet, parse the packet looking for the “Toggle LED(s)” command, and should respond appropriately by controlling the LED(s) on the demo board.

The “Get Pushbutton State” button will send one packet of data over the USB to the peripheral device (to the Bulk OUT endpoint) requesting the current pushbutton state. The firmware will process the received Get Pushbutton State command, and will prepare an appropriate response packet depending upon the pushbutton state.

The PC then requests a packet of data from the device (which will be taken from the Bulk IN endpoint). Once the PC application receives the response packet, it will update the pushbutton state label.

Try experimenting with the application by holding down the appropriate pushbutton on the demo board, and then simultaneously clicking on the “Get Pushbutton State” button. Then try to repeat the process, but this time without holding down the pushbutton on the demo board.

To make for a more fluid and gratifying end user experience, a real USB application would probably want to launch a separate thread to periodically poll the pushbutton state, so as to get updates regularly. This is not done in this simple demo, so as to avoid cluttering the PC application project with source code that is not related to USB communication.

In order to build the application, copy the file <libusb-win32 unzipped folder>\libusb-win32-device-bin-0.1.12.1\lib\msvc\libusb.lib and paste to ‘lib’ folder of the VC++. Also copy the file <libusb-win32 unzipped folder>\ libusb-win32-device-bin-0.1.12.1\ include\usb.h (page 973) and paste to the “<Install Directory>\USB Device - Libusb - Generic Driver Demo\Windows Application\Microsoft VC++ 2008 Express\SimpleLibusbDemo’ folder.

## 4.18.3.2 Linux

The SimpleLibUSBDemo program and the associated firmware demonstrate how to use the Libusb device drivers for basic general purpose USB data transfer. To make the PC source code as easy to understand as possible, the demo has deliberately been made simple, and only sends/receives small amounts of data.

Before you can run the SimpleLibUSBDemo executable, you will need to have the libusb 0.1 driver installed on your computer. The libusb can be downloaded from sourceforge.net.

The source code for SimpleLibUSBDemo.exe file was created using QT3 Designer. The source code can be found in the <Install Directory>\ USB Device - Libusb - Generic Driver Demo\Libusb Simple Demo - Linux Application\ Libusb Simple Demo - Linux Application -QT3" directory.

To launch the application, open the Terminal and navigate to the "<Install Directory>\USB Device - LibUSB - Generic Driver Demo\Linux Application" directory and execute the following commands

1. chmod a+x SimpleLibusbDemo\_Linux (This command gives executable right to the file on this Linux computer)
2. sudo ./SimpleLibusbDemo\_Linux.

Enter the Super user password when requested. A window like that shown below should appear:



In order to begin sending/receiving packets to the device, you must first find and “connect” to the device. As configured by default, the application is looking for USB devices with VID = 0x04D8 and PID = 0x0204. The device descriptor in the firmware project meant to be used with this demo uses the same VID/PID. To run the demo program the USB device with the correct precompiled .hex file. If you are connecting the device for the first time, Windows pops up a window asking you to install the driver for the device. When asked for the driver point it to the inf file provided along with the demo. Windows takes while to install the driver for the USB device that is just plugged in. Open the Device manager and ensure that the USB device is listed under the ‘Libusb Demo Devices’. Once the driver is installed hit the “Connect” button, the other pushbuttons should become enabled. If hitting the connect button has no effect, it is likely the USB device is either not connected, or has not been programmed with the correct firmware.

Hitting the Toggle LED(s) should send a single packet of general purpose generic data to the Custom class USB peripheral device. The data will arrive on the Bulk OUT endpoint. The firmware has been configured to receive this generic data packet, parse the packet looking for the “Toggle LED(s)” command, and should respond appropriately by controlling the LED(s) on the demo board.

The “Get Pushbutton State” button will send one packet of data over the USB to the peripheral device (to the Bulk OUT endpoint) requesting the current pushbutton state. The firmware will process the received Get Pushbutton State command, and will prepare an appropriate response packet depending upon the pushbutton state.

The PC then requests a packet of data from the device (which will be taken from the Bulk IN endpoint). Once the PC application receives the response packet, it will update the pushbutton state label.

Try experimenting with the application by holding down the appropriate pushbutton on the demo board, and then simultaneously clicking on the “Get Pushbutton State” button. Then try to repeat the process, but this time without holding down the pushbutton on the demo board.

To make for a more fluid and gratifying end user experience, a real USB application would probably want to launch a separate thread to periodically poll the pushbutton state, so as to get updates regularly. This is not done in this simple demo, so as to avoid cluttering the PC application project with source code that is not related to USB communication.

In order to build the application navigate to the “<Install Directory>\USB Device - LibUSB - Generic Driver Demo\Linux Application\Qt3” directory and execute the command “make”.

### 4.18.3.3 Android 3.1+

There are two main ways to get the example application on to the target Android device: the Android Market and by compiling the source code.

1. The demo application can be downloaded from Microchip's Android Marketplace page:  
<https://market.android.com/developer?pub=Microchip+Technology+Inc>



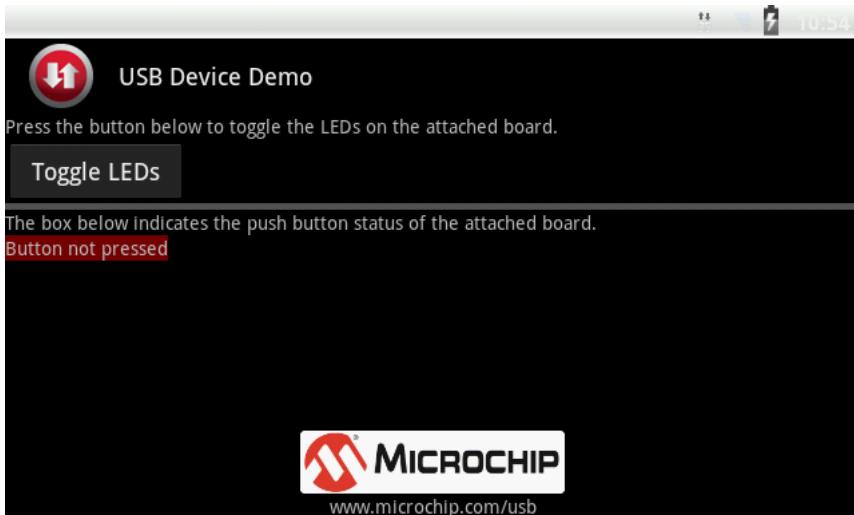
2. The source code for this demo is also provided in the demo project folder. For more information about how to build and load Android applications, please refer to the following pages:

- <http://developer.android.com/index.html>
- <http://developer.android.com/sdk/index.html>
- <http://developer.android.com/sdk/installing.html>

While there are no devices attached, the Android application will indicate that no devices are attached.



When the device is attached, the an alternative screen will allow various control/status features with the hardware on the board.



## 4.19 Device - Mass Storage - Internal Flash Demo

This demo uses the selected hardware platform as an drive on the computer using the internal flash of the device as the drive storage media. Connect the hardware platform to a computer through a USB cable.

The device should appear as a new drive on the computer named “Drive Name”. The volume label or file information can be changed in the Files.c file located in the project directory.

### 4.19.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1

dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.19.2 Configuring the Demo

PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin

- Short J2 pin 1 (marked "Temp") to the center pin
- Short J3 pin 1 (marked "EEPROM CS") to the center pin
- PIC24FJ256GB210 PIM
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4
- PIC24EP512GU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- PIC32MX795F512L PIM
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.19.3 Running the Demo

This demo uses the selected hardware platform as an drive on the computer using the internal flash of the device as the drive storage media. Connect the hardware platform to a computer through a USB cable.

The device should appear as a new drive on the computer named "Drive Name". The volume label or file information can be changed in the Files.c file located in the project directory.

### 4.19.3.1 Troubleshooting

**Issue 1:** The device appears correctly in the device manager, but no new drive letters appear on a Windows® operating system based machine.

**Solution:** See Microsoft knowledge base article 297694: <http://support.microsoft.com/kb/297694>

If there is a drive letter conflict (ex: because a network drive has been mapped to a letter low in the alphabet), on some operating systems the newly attached USB drive may not appear. If this occurs, either obtain the hotfix from Microsoft, or remap the conflicting mapped network drive to a letter at the end of the alphabet (ex: Z:).

**Issue 2:** The device enumerates correctly and I can access the new drive. Even though the drive is not full yet, when I try to write to the drive, I get an error message something like, "Cannot copy (some name): The directory or file cannot be created."

**Solution:** In order to copy new files onto the drive volume, both the file contents themselves must be copied to the drive, and the FAT table must also be updated in order to accommodate the new file name and path. Even if the drive has plenty of free space available, the FAT table may have reached its limit. In order to keep the default demos small, the FAT table is configured to be only 512 bytes long. This is not very large, and can easily be exceeded, especially if the files on the drive have long file names. In order to use the remaining space available on the drive, it is recommended to keep the individual file names as short as possible to minimize their size in the FAT table. Alternatively, the firmware can be modified so that the FAT table is larger, and therefore able to accommodate more file name and path characters.

**Issue 3:** When I try to format the drive, I get an error message and the drive does not get formatted properly.

**Solution:** By default, common Windows based operating systems will try to place a large FAT table on the newly formatted disk (larger than the default 512 bytes of the demo firmware). If the FAT table is larger than the total drive space, the drive cannot be formatted. In order to successfully format the drive, an alternative method of formatting will be needed that places a smaller FAT table on the drive. For example, the drive can be effectively reformatted by reprogramming the microcontroller with the original HEX file. Alternatively, if the firmware is modified to increase the total drive space, the Windows operating system managed FAT table may be able to fit. Unfortunately, this will shrink the effective drive size, making less of it available for actual file data.

**Issue 4:** When I format the drive, the drive size shrinks.

**Solution:** See the solution to issue #3 above.

---

## 4.20 Device - Mass Storage - SD Card Data Logger

This demo shows how to data log to an SD card using the Microchip MDD file system and present the data to the PC using the Mass Storage data class to appear like an SD card reader.

## 4.20.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	1, 2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	1, 2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	1, 2
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 3
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1, 3
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1, 3
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1, 3
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1, 3
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1, 3
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1, 3

Notes:

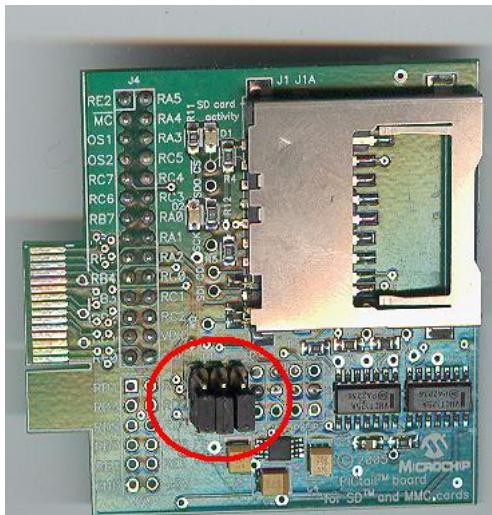
1. These boards require the SD Card PICTail/PICTail+ daughter board in order to run this demo.
2. This board can not be used by itself. It requires a PIC18 Explorer board in order to operate with this demo.
3. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.20.2 Configuring the Demo

### PIC18 Explorer Based Demos

For all of the PIC18 Explorer based demo boards, please follow the following instructions:

1. Set switch S4 to the "ICE" position
2. On the SD Card PICTail™ Plus board, short JP1, JP2, and JP3 on the side farthest from the SD Card holder. Depending on the revision of the board you have the silk-screen on the board may incorrectly label the top as the "HPC-EXP" setting. Please ignore this silk screen and place the jumpers as described above and seen below.



3. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- **PIC18F46J50 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

- **PIC18F47J53 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

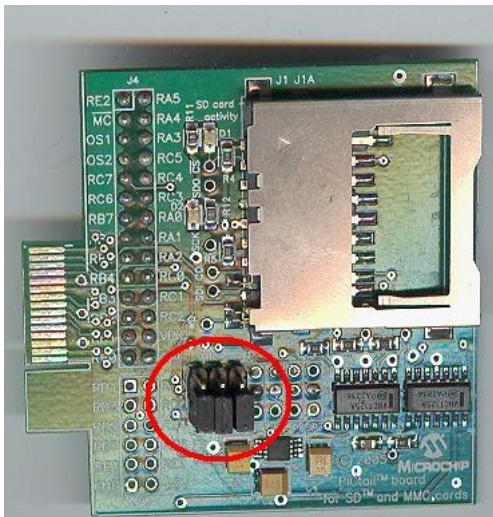
- **PIC18F87J50 Plug-In-Module:**

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enables the LED operation on the board.

#### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. On the SD Card PICTail™ Plus board, short JP1, JP2, and JP3 on the side farthest from the SD Card holder. Depending on the revision of the board you have the silk-screen on the board may incorrectly label the top as the "HPC-EXP" setting. Please ignore this silk screen and place the jumpers as described above and seen below.



- Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
    - PIC24FJ64GB004 PIM*
      - Set switch S1 to the "PGX1" setting
      - Short J1 pin 1 (marked "POT") to the center pin
      - Short J2 pin 1 (marked "Temp") to the center pin
      - Short J3 pin 1 (marked "EEPROM CS") to the center pin
    - PIC24FJ256GB210 PIM*
      - Short JP1 "U" option to the center pin
      - Short JP2 "U" option to the center pin
      - Short JP3 "U" option to the center pin
      - Short JP4
    - PIC24EP512GU810 PIM*
      - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
      - Open jumpers J6, J7, J8, J9, and J10
    - dsPIC33EP512MU810 PIM*
      - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
      - Open jumpers J6, J7, J8, J9, and J10
    - PIC32MX795F512L PIM*
      - Open J10
      - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

### 4.20.3 Running the Demo

### Logging Data:

Make sure that there is a FAT or FAT32 formatted SD card in the card reader. This can be done by either connecting the device to a regulator SD card reader or connecting the hardware platform to the computer through the USB cable. The device should appear as a new drive on the computer named "Removable Drive".



Power the demo board if it is not powered already.

Press and hold down the specified button below. This will cause the unit to soft detach from the computer (if it is attached) and start to log data to the card.

Demo Board (click link for board information)	Button
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>

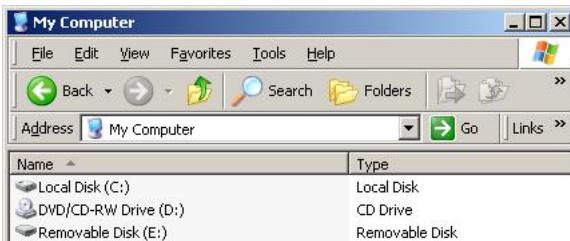
#### Notes:

- 1) This is the button number on the Explorer 16.

#### Reading the Data:

Connect the hardware platform to a computer through a USB cable. If the device was attached to the computer while the data logging occurred, you may need to remove the SD card from the card slot or disconnect and reconnect the device from the computer for the files to appear. Most computers are not expecting the files on an attached drive to change if they are not making the change so some operating systems will not look for additional drive changes.

The device should appear as a new drive on the computer named "Removable Drive".



If no SD Card is inserted in the SD Card PICTail Plus, the following dialog will pop-up.

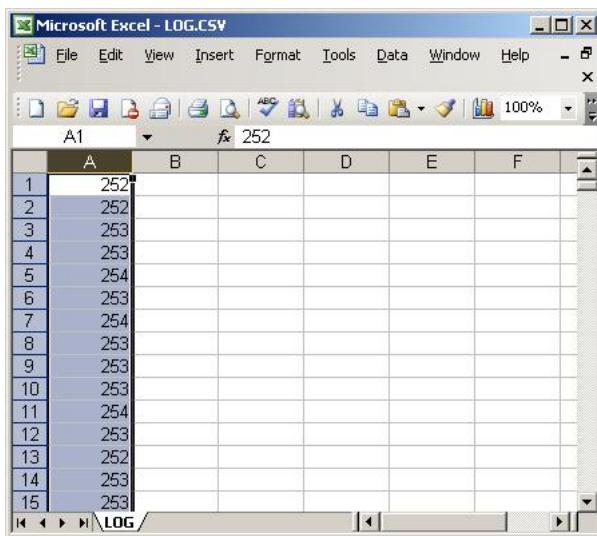


Once a compatible card is inserted in the card reader, files can be read, deleted, and manipulated like any other drive on the computer. If the instructions in the “Logging Data” are performed, there should be a “LOG.CSV” file on the card.

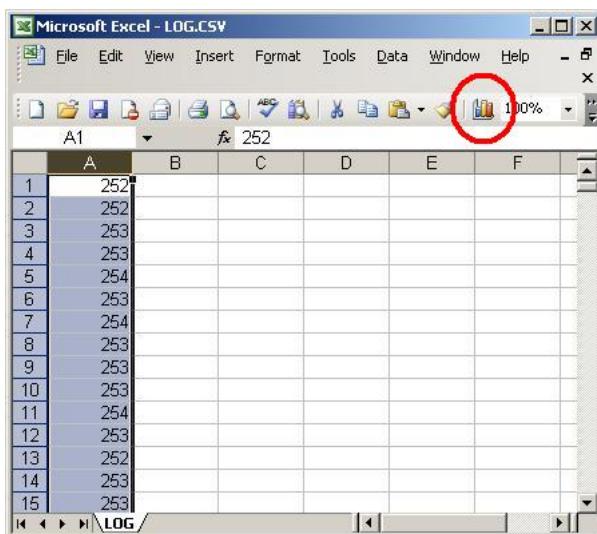


This file can be read by a simple text editor program or graphical/statistical programs, like Microsoft® Excel®.

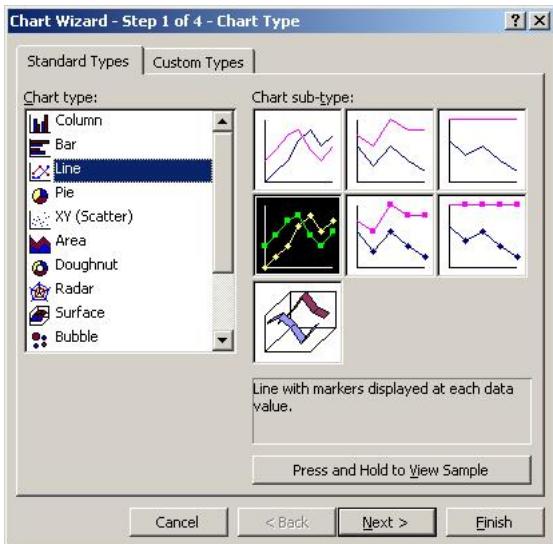
To plot the data in Excel, select the entire column that contains the data.



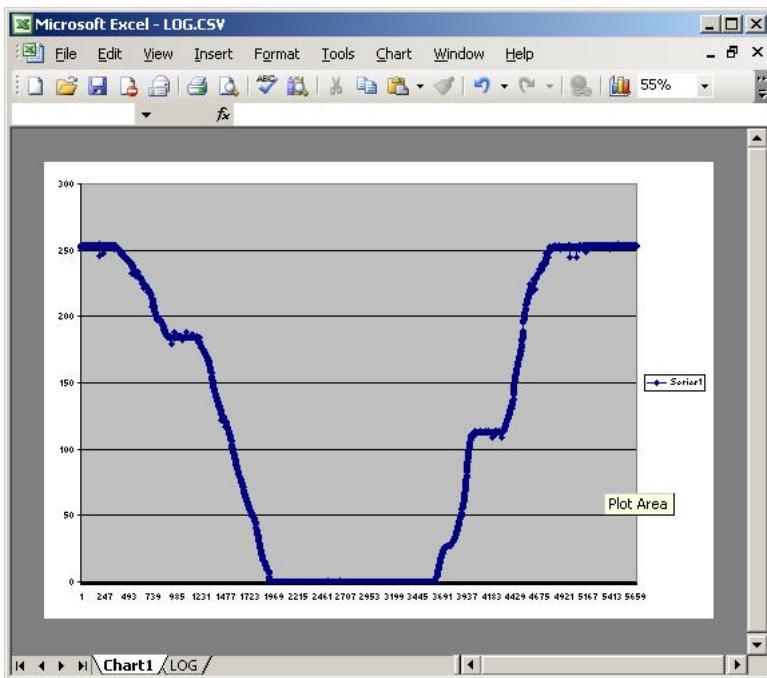
Click on the chart wizard button.



Select the “Line” option chart.



Click "Next" and "Finish" until the chart is generated.



#### Troubleshooting Tips:

**Issue 1:** The device appears correctly in the device manager, but no new drive letters appear on a Windows® operating system based machine.

**Solution:** See Microsoft knowledge base article 297694: <http://support.microsoft.com/kb/297694>

If there is a drive letter conflict (ex: because a network drive has been mapped to a letter low in the alphabet), on some operating systems, the newly attached USB drive may not appear. If this occurs, either obtain the hotfix from Microsoft, or remap the conflicting mapped network drive to a letter at the end of the alphabet (ex: Z:).

NOTE WHEN USING THE HID BOOTLOADER (for PIC18F87J50 PIM): The “USB Device - Mass Storage - SD Card reader” and “USB Device - Mass Storage - SD Card data logger” demos make use of the SD Card PICtail Daughter Board (Microchip® Direct: AC164122). This PICtail uses the RB4 I/O pin for the card detect (CD) signal, and is actively driven by the PICtail. The active drive overpowers the pull up resistor on the RB4 pushbutton (on the PIC18F87J50 FS USB Plug-In Module board). As a result, if the PIC18F87J50 is programmed with the HID bootloader, and an SD Card is installed in the socket when the microcontroller comes out of reset, the firmware will immediately enter the bootloader (irrespective of the RB4 pushbutton state). To exit the bootloader firmware, remove the SD Card from the SD Card socket, and tap the MCLR button. When the SD Card is not plugged in, the PICtail will drive the card detect signal (which is connected to RB4) logic high, which will enable the bootloader to exit to the main application after coming out of reset. Once the main application firmware is operating, the SD Card can be plugged in. The SD Card is “hot-swappable” and should be recognized by the host upon insertion. To avoid this inconvenience when using the bootloader with the PICtail, it is suggested to modify the bootloader firmware to use some other I/O pin for bootloader entry, such as RB0 (which has a pushbutton on it on the HPC Explorer board).

## 4.21 Device - Mass Storage - SD Card Reader

This demo shows how to implement a simple SD card reader

### 4.21.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	1, 2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	1, 2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	1, 2
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 3
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1, 3
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1, 3
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1, 3
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1, 3
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1, 3
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1, 3

#### Notes:

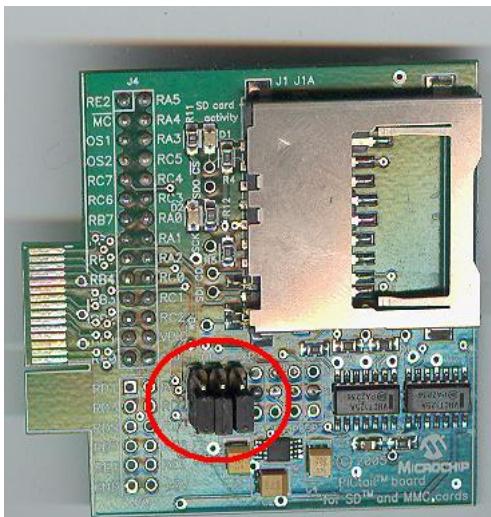
1. These boards require the SD Card PICtail/PICtail+ daughter board in order to run this demo.
2. This board can not be used by itself. It requires a PIC18 Explorer board in order to operate with this demo.
3. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICtail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.21.2 Configuring the Demo

### PIC18 Explorer Based Demos

For all of the PIC18 Explorer based demo boards, please follow the following instructions:

1. Set switch S4 to the "ICE" position
2. On the SD Card PICTail™ Plus board, short JP1, JP2, and JP3 on the side farthest from the SD Card holder. Depending on the revision of the board you have the silk-screen on the board may incorrectly label the top as the "HPC-EXP" setting. Please ignore this silk screen and place the jumpers as described above and seen below.



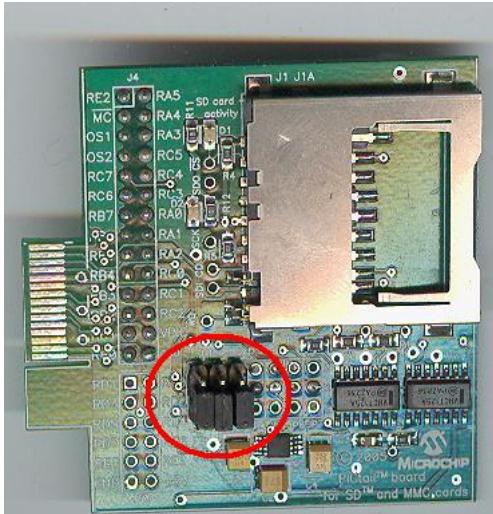
3. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- **PIC18F46J50 Plug-In-Module:**
  1. Short JP2 such that the "R" and the "U" options are shorted together.
  2. Short JP3. This allows the demo board to be powered through the USB bus power.
- **PIC18F47J53 Plug-In-Module:**
  1. Short JP2 such that the "R" and the "U" options are shorted together.
  2. Short JP3. This allows the demo board to be powered through the USB bus power.
- **PIC18F87J50 Plug-In-Module:**
  1. Short JP1 such that the "R" and the "U" options are shorted together.
  2. Short JP4. This allows the demo board to be powered through the USB bus power.
  3. Short JP5. This enables the LED operation on the board.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. On the SD Card PICTail™ Plus board, short JP1, JP2, and JP3 on the side farthest from the SD Card holder. Depending on the revision of the board you have the silk-screen on the board may incorrectly label the top as the "HPC-EXP" setting. Please ignore this silk screen and place the jumpers as described above and seen below.



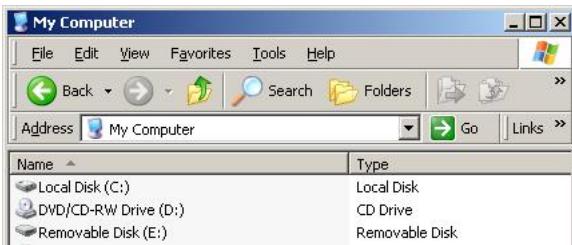
7. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:

- *PIC24FJ64GB004 PIM*
  1. Set switch S1 to the "PGX1" setting
  2. Short J1 pin 1 (marked "POT") to the center pin
  3. Short J2 pin 1 (marked "Temp") to the center pin
  4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  1. Short JP1 "U" option to the center pin
  2. Short JP2 "U" option to the center pin
  3. Short JP3 "U" option to the center pin
  4. Short JP4
- *PIC24EP512GU810 PIM*
  1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  2. Open jumpers J6, J7, J8, J9, and J10
- *dsPIC33EP512MU810 PIM*
  1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  2. Open jumpers J6, J7, J8, J9, and J10
- *PIC32MX795F512L PIM*
  1. Open J10
  2. Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

## 4.21.3 Running the Demo

Connect the hardware platform to a computer through a USB cable. If the device was attached to the computer while the data logging occurred, you may need to remove the SD card from the card slot or disconnect and reconnect the device from the computer for the files to appear. Most computers are not expecting the files on an attached drive to change if they are not making the change so some operating systems will not look for additional drive changes.

The device should appear as a new drive on the computer named “Removable Drive”.



If no SD Card is inserted in the SD Card PICTail Plus, the following dialog will pop-up.



Once a compatible card is inserted in the card reader, files can be read, deleted, and manipulated like any other drive on the computer.

## 4.22 Device - MCHPUSB Generic Driver Demo

### 4.22.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB ( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM) ( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM) ( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM) ( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit ( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM) ( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM) ( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM) ( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick ( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board ( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit ( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM) ( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM) ( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1

PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.22.2 Configuring the Demo

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
  2. Short JP1 on the USB PICTail+ board
  3. Open JP2, JP3, and JP4 on the USB PICTail+ board
  4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
  5. Short JP2 on the Explorer 16 to enable the LEDs.
  6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
- *PIC24FJ64GB004 PIM*

- Set switch S1 to the "PGX1" setting
- Short J1 pin 1 (marked "POT") to the center pin
- Short J2 pin 1 (marked "Temp") to the center pin
- Short J3 pin 1 (marked "EEPROM CS") to the center pin
- *PIC24FJ256GB210 PIM*
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4
- *PIC24EP512GU810 PIM*
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- *dsPIC33EP512MU810 PIM*
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- *PIC32MX795F512L PIM*
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

[PIC24F Starter Kit](#)

- No hardware related configuration or jumper setting changes are necessary.

[PIC24FJ64GB502 Microstick](#)

- No hardware related configuration or jumper setting changes are necessary.

[PIC32 USB Starter Kit](#)

- No hardware related configuration or jumper setting changes are necessary.

[PIC32 USB Starter Kit II](#)

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.22.3 Running the Demo

When running this demo, the following push buttons are used. Please refer to each of the following sections for a description of how to run the demo on various operating systems:

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>

PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

### 4.22.3.1 Installing Windows Drivers

The generic driver (custom class) demo uses a custom class driver. Like any custom driver when first plugged into a computer, a driver needs to be installed. When the device is plugged in to the computer the following window will pop-up:



Continue by selecting either options and clicking next.

If the driver has been installed on the computer before the installation process may complete itself without further action.



If the driver has not been installed before on the computer, then the driver will need to be installed. The Found New Hardware Wizard will be looking for a \*.inf file with a matching VID/PID as the newly attached USB device. The driver can be found in the following location: "<Install Directory>\USB Tools\MCHPUSB Custom Driver\MCHPUSB Driver\Release". Point the install wizard to this directory. The install wizard should then continue and finally complete.



Some example PC applications which interface with the driver can be found at “<Install Directory>\USB Tools\MCHPUSB Custom Driver\Mpusbapi”. PC applications can be written to either directly interface with the custom class USB driver (by using standard I/O functions like CreateFile(), ReadFile(), WriteFile(), CloseHandle()), or indirectly through the use of mpusbapi.dll. Mpusbapi.dll is a dynamic linked library file, which makes the process of interfacing with the custom class USB driver (and therefore, your USB device) somewhat simpler.

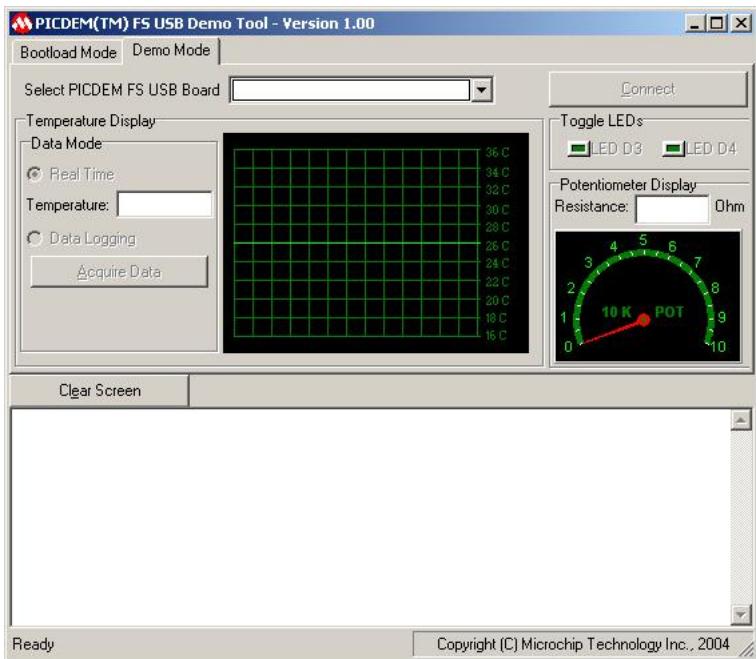
## 4.22.3.2 PDFSUSB

The example application can be found in the “<Install Directory>\USB Device - MCHPUSB - Generic Driver Demo\PC Software\Pdfsusb” directory.

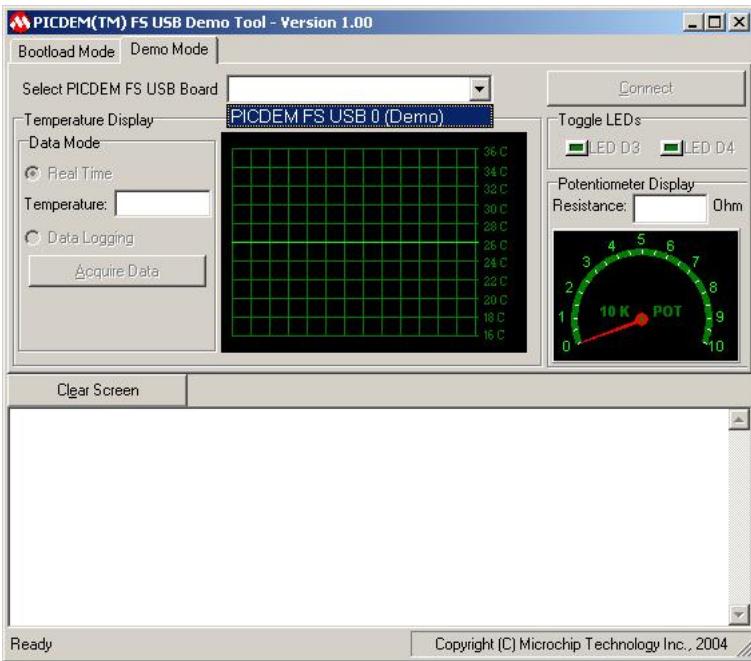
When the application is first launched it will look like the following.



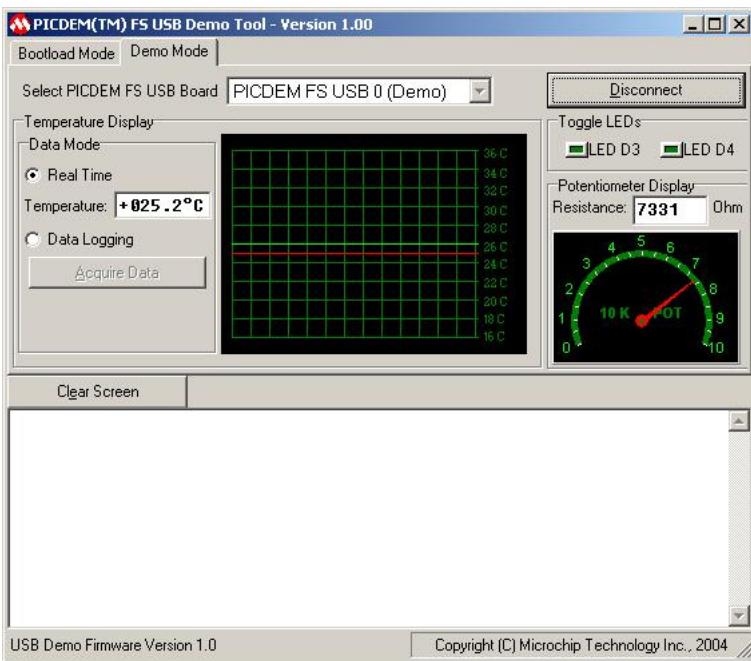
Select the “Demo Mode” tab.



In the listbox at the top of the application, select the “PICDEM FS USB...” option. If this option is not available then the device is either not connected to the computer, the driver was not installed correctly, or the firmware programmed into the device was not the correct project needed to interface with the generic driver.



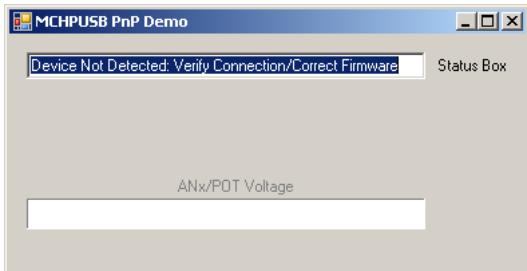
With the listbox selecting the “PICDEM FS USB...” click the connect button. Once the button is clicked the application should start reading the potentiometer and temperature data from the hardware. The application can also change the state of the LEDs. NOTE: the Low Pin Count USB Development Kit does not have an on board temperature sensor. This feature is not currently implemented. Clicking LED3 button will toggle LED D7 on the Explorer 16 board. Clicking LED4 button will toggle LED D8 on the Explorer 16 board. While using Explorer 16 and dsPIC33EP512MU810 or PIC24EP512GU810 PIM, the temperature sensor and potentiometer interface are not supported.



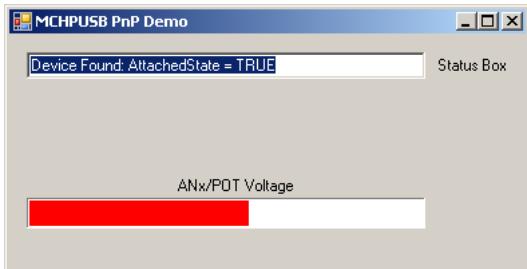
### 4.22.3.3 MCHPUSB PnP Demo

The example application can be found in the “<Install Directory>\USB Device - MCHPUSB - Generic Driver Demo\PC Software\Visual C++ 2005 Express” directory.

When the application is launched and the MCHPUSB custom device is not attached, it will look like the following:



Once the device is attached the application will reflect that the device is attached and look like the following. Moving the potentiometer will cause the status bar of the application to move to reflect the current value. While using Explorer 16 with dsPIC33EP512MU810 or PIC24EP512GU810 PIM, the potentiometer interface is not supported.



#### 4.22.3.4 Running the Demo (Android v3.1+)

There are two main ways to get the example application on to the target Android device: the Android Market and by compiling the source code.

1. The demo application can be downloaded from Microchip's Android Marketplace page:  
<https://market.android.com/developer?pub=Microchip+Technology+Inc>



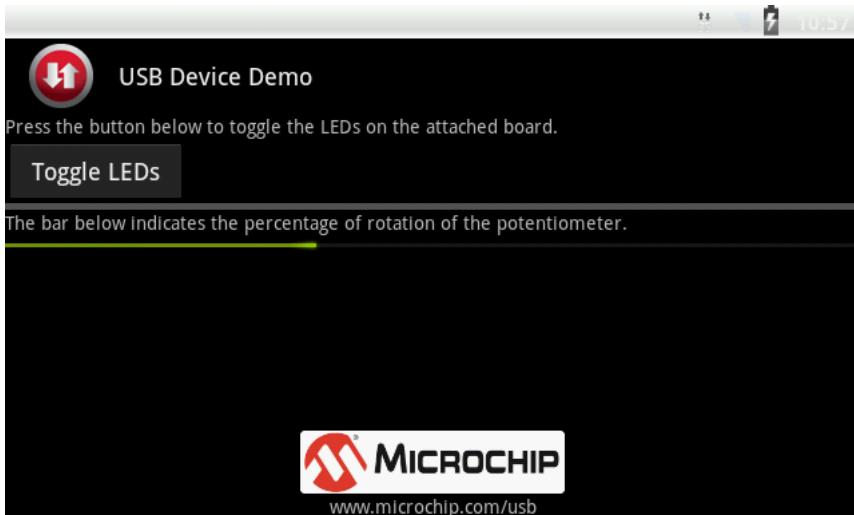
2. The source code for this demo is also provided in the demo project folder. For more information about how to build and load Android applications, please refer to the following pages:

- <http://developer.android.com/index.html>
- <http://developer.android.com/sdk/index.html>
- <http://developer.android.com/sdk/installing.html>

While there are no devices attached, the Android application will indicate that no devices are attached.



When the device is attached, the an alternative screen will allow various control/status features with the hardware on the board.



## 4.23 Device - Personal Healthcare Device Class (PHDC) Demo

Four different medical device specialization demos are available for Personal Health Care Devices.

- 1) Blood Pressure Monitor Agent Demo
- 2) Glucose Meter Agent Demo
- 3) Thermometer Agent Demo
- 4) Weigh Scale Agent Demo

### 4.23.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	4,5,6,7
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	

PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1,4,5,6,7
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1,4,5,6,7
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1,4,5,6
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1,4,5,6,7
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3,4,5,6
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	4,5,6

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.
4. The USB Device PHDC - Blood Pressure Monitor demo is not currently available for this demo board. However it is very easy to create a new project for this board by adding hardware profile file of the board.
5. The USB DevicePHDC - Glucose Meter demo is not currently available for this demo board. However it is very easy to create a new project for this board by adding hardware profile file of the board.
6. The USB DevicePHDC - Thermometer demo is not currently available for this demo board. However it is very easy to create a new project for this board by adding hardware profile file of the board.
7. The USB DevicePHDC - Weigh Scale demo is not currently available for this demo board. However it is very easy to create a new project for this board by adding hardware profile file of the board.

---

## 4.23.2 Configuring the Demo

**Low Pin Count USB Development Kit**

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

**PICDEM FS USB:**

- No hardware related configuration or jumper setting changes are necessary.

**PIC18 Explorer Based Demos**

For all of the PIC18 Explorer based demo boards, please follow the following instructions:

1. Set switch S4 to the "ICE" position
2. Apply power to the board.
3. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - **PIC18F46J50 Plug-In-Module:**
    1. Short JP2 such that the "R" and the "U" options are shorted together.
    2. Short JP3. This allows the demo board to be powered through the USB bus power.
  - **PIC18F47J53 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
  2. Short JP3. This allows the demo board to be powered through the USB bus power.
- PIC18F87J50 Plug-In-Module:
    1. Short JP1 such that the "R" and the "U" options are shorted together.
    2. Short JP4. This allows the demo board to be powered through the USB bus power.
    3. Short JP5. This enabled the LED operation on the board.

#### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
  2. Short JP1 on the USB PICTail+ board
  3. Open JP2, JP3, and JP4 on the USB PICTail+ board
  4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
  5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
- PIC24FJ64GB004 PIM
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - PIC24FJ256GB210 PIM
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - PIC24EP512GU810 PIM
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - dsPIC33EP512MU810 PIM
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - PIC32MX795F512L PIM
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

### 4.23.3 Running the PHDC Blood Pressure Monitor Demo

The user needs to install the Continua Manager GUI in order to see the measured data that would be transmitted from the device. To obtain the Continua manager GUI one needs to be a member of the Continua Alliance organization. The Continua Manager is part of Continua Reference Code Library (CESL V1.x Gold release). The CESL V1.x Gold release can be downloaded from the following link [http://members.continuaalliance.org/members/rc\\_library/](http://members.continuaalliance.org/members/rc_library/).

After navigating to this webpage click on “Please click this link to electronically sign the Reference Code Agreement”. You will get an email with ftp site link, username and password. After downloading the file unzip and install CESL-SDK-1.5.0.zip file. This installs Continua Manager Utility.

In order to run this demo first compile and program the target device. Apply external power to the board if using PIC18 Explorer board or Explorer 16 board. If the demo board has an LCD display, it should displayed as shown below.

LCD display for Blood Pressure Monitor Demo																
Offset	Blood Pressure									Pulse Rate						
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Line 1	2	0	0	-	8	0	m	m	H	g		P	R	-	7	2
Line 2	C	O	N	C	T	D			1	2	:	1	3	:	5	9

Connection Status

Time

The systolic, diastolic blood pressure and Pulse rate are displayed on the LCD screen. The LCD also displays Connection status to the Continua Manager and Time(if RTCC is available on the demo board). Initially Connection Status is shown as DISCTD (disconnected).The potentiometer on the board emulates systolic blood pressure. Rotate the potentiometer on the demo board to vary the systolic blood pressure.

Now attach the device to the USB Host.

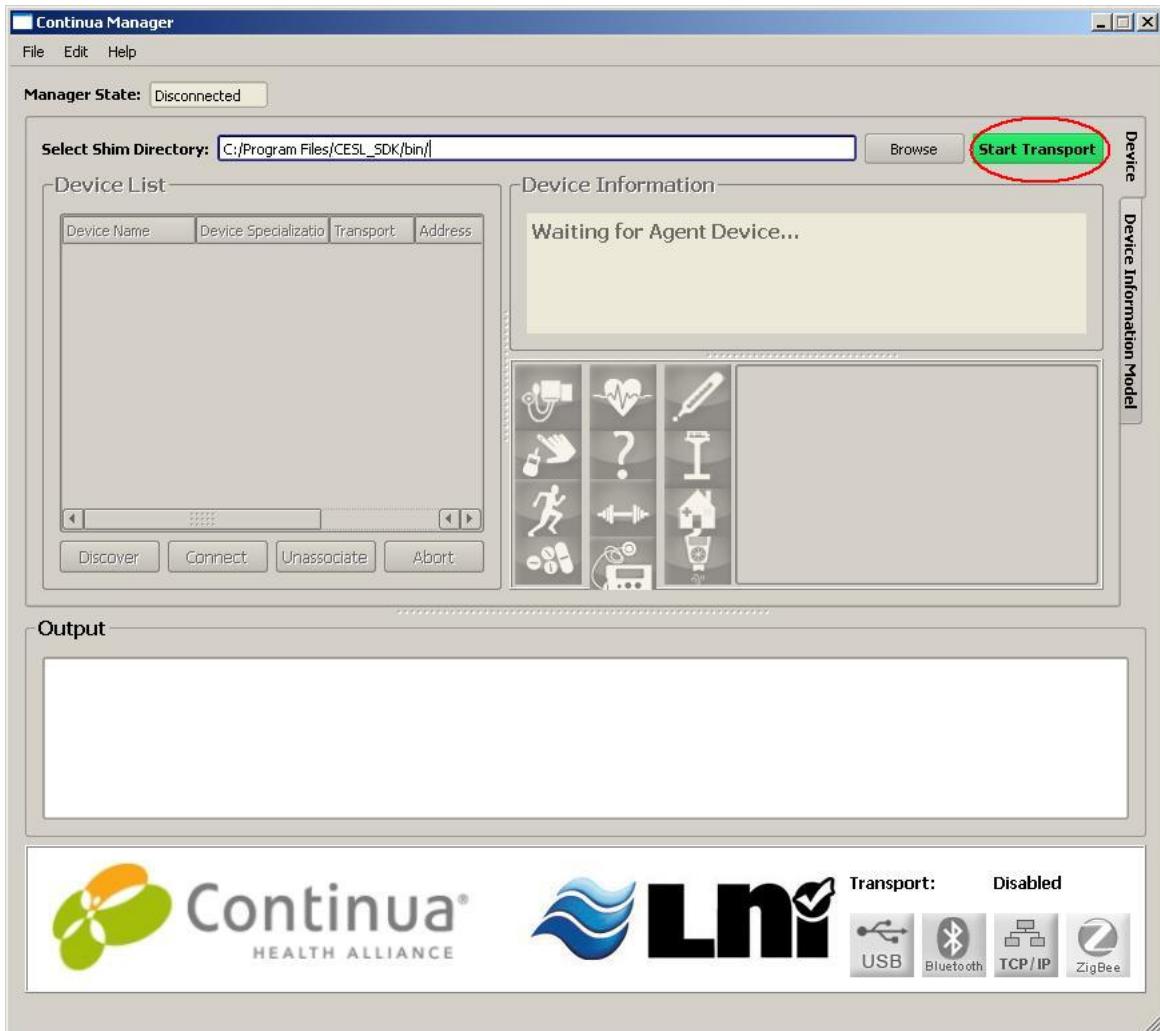
If the host is a Windows PC and this is the first time you have plugged this device into the computer then you may be asked for an .inf file. Microchip provides inf file along with the demo.

Select the “Install from a list or specific location (Advanced)” option. Point to the “<Install Directory>\USB\Device - PHDC - Blood Pressure Monitor\Windows Driver and INF” directory.

Once the device is successfully installed, open up the Continua Manager GUI. On the GUI the “Start Transport” button has to be pressed to connect with the device.

This enables the transport layer and the demo name will be shown in the "Device List" box.

Click on Start Transport Button



The demo needs two push buttons on the device board to showcase the PHDC application. The PHDC application provided emulates a Blood Pressure Monitor. Each press on a push button performs specific tasks. One of the push button toggles between "Unassociated" and "Operating" state. When the Device enters operating the connection status on the LCD changes to "CONCTD"(connected). The other pushbutton on assertion sends the measured data to the Continua Manager. The measurement will be sent only when both Manager and agent are in Operating States.

In some of the Microchip USB demo boards there is only one Pushbutton. In those demo boards with only one pushbutton the Agent (PHDC Device) Connects to the Manager when the pushbutton is pressed for the First time. When the pushbutton is pressed for the second, third and fourth time the device sends measured data to the device. The Agent gets disconnected from the Manager if the pushbutton is pressed for the Fifth time and this cycle repeats. Examples for demo boards with only one pushbutton are PIC18F46J50 PIM, PIC18F46J50 PIM, PIC18F87J50 PIM, PIC18F Starter Kit, PIC24FJ64GB502 Microstick, and Low Pin Count USB Development Kit.

Press Push Button on the device to enter in Operating state. The Continua Manager indicates that it is in Operating State.



Press the pushbutton on the device to Send Measured Data to the Manager. The continua Manager displays the received data from the Agent (PHDC device).

The demo configuration can be changed by modifying the below macros in the hardware profile file of the demo board.

```
***** PHDC Demo Configuration *****
```

```
#define PHD_USE_POT_FOR_TEMP_SIMULATION
#define PHD_USE_LCD_DISPLAY
#define PHD_USE_RTCC_FOR_TIME_STAMP
#define DEMO_BOARD_HAS_ONLY_ONE_PUSH_BUTTON
```

When running this demo, the following push buttons are used. Please refer to each of the following sections for a description of how to run the demo on various operating systems:

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>

PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

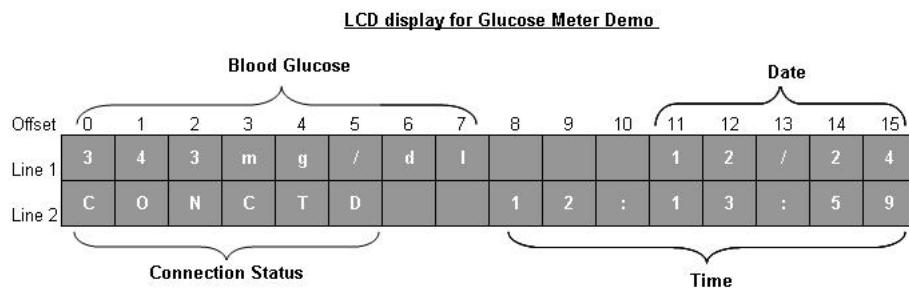
- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.23.4 Running the PHDC Glucose Meter Demo

The user needs to install the Continua Manager GUI in order to see the measured data that would be transmitted from the device. To obtain the Continua manager GUI one needs to be a member of the Continua Alliance organization. The Continua Manager is part of Continua Reference Code Library (CESL V1.x Gold release). The CESL V1.x Gold release can be downloaded from the following link [http://members.continuaalliance.org/members/rc\\_library/](http://members.continuaalliance.org/members/rc_library/).

After navigating to this webpage click on “Please click this link to electronically sign the Reference Code Agreement”. You will get an email with ftp site link, username and password. After downloading the file unzip and install CESL-SDK-1.5.0.zip file. This installs Continua Manager Utility.

In order to run this demo first compile and program the target device. Apply external power to the board if using PIC18 Explorer board or Explorer 16 board. If the demo board has an LCD display, it should displayed as shown below.



The blood glucose is displayed on the LCD screen. The LCD also displays Connection status to the Continua Manager and Time(if RTCC is available on the demo board). Initially Connection Status is shown as DISCTD (disconnected).The potentiometer on the board emulates blood glucose. Rotate the potentiometer on the demo board to vary the blood glucose.

Now attach the device to the USB Host.

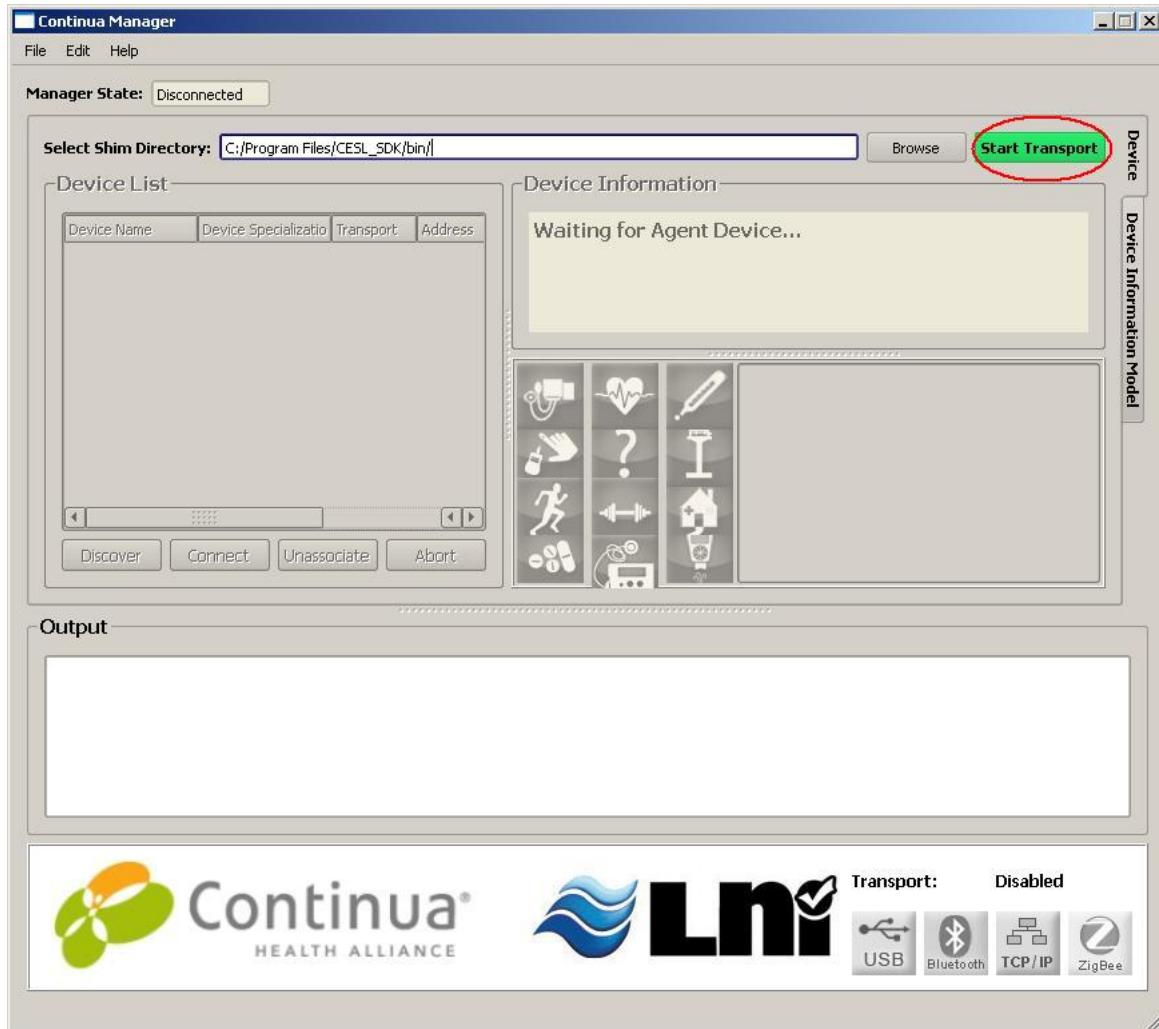
If the host is a Windows PC and this is the first time you have plugged this device into the computer then you may be asked for an .inf file. Microchip provides inf file along with the demo.

Select the “Install from a list or specific location (Advanced)” option. Point to the “<Install Directory>\USB\Device - PHDC - Glucose Meter\Windows Driver and INF” directory.

Once the device is successfully installed, open up the Continua Manager GUI. On the GUI the “Start Transport” button has to be pressed to connect with the device.

This enables the transport layer and the demo name will be shown in the "Device List" box.

Click on Start Transport Button



The demo needs two push buttons on the device board to showcase the PHDC application. The PHDC application provided emulates a Glucose Meter. Each press on a push button performs specific tasks. One of the push button toggles between "Unassociated" and "Operating" state. When the Device enters operating the connection status on the LCD changes to "CONCTD"(connected). The other pushbutton on assertion sends the measured data to the Continua Manager. The measurement will be sent only when both Manager and agent are in Operating States.

In some of the Microchip USB demo boards there is only one Pushbutton. In those demo boards with only one pushbutton the Agent (PHDC Device) Connects to the Manager when the pushbutton is pressed for the First time. When the pushbutton is pressed for the second, third and fourth time the device sends measured data to the device. The Agent gets disconnected from the Manager if the pushbutton is pressed for the Fifth time and this cycle repeats. Examples for demo boards with only one pushbutton are PIC18F46J50 PIM, PIC18F46J50 PIM, PIC18F87J50 PIM, PIC18F Starter Kit, PIC24FJ64GB502 Microstick, and Low Pin Count USB Development Kit.

Press Push Button on the device to enter in Operating state. The Continua Manager indicates that it is in Operating State.



Press the pushbutton on the device to Send Measured Data to the Manager. The continua Manager displays the received data from the Agent (PHDC device).

The demo configuration can be changed by modifying the below macros in the hardware profile file of the demo board.

```
***** PHDC Demo Configuration *****/
#define PHD_USE_POT_FOR_TEMP_SIMULATION
#define PHD_USE_LCD_DISPLAY
#define PHD_USE_RTCC_FOR_TIME_STAMP
#define DEMO_BOARD_HAS_ONLY_ONE_PUSH_BUTTON
```

When running this demo, the following push buttons are used. Please refer to each of the following sections for a description of how to run the demo on various operating systems:

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>

PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

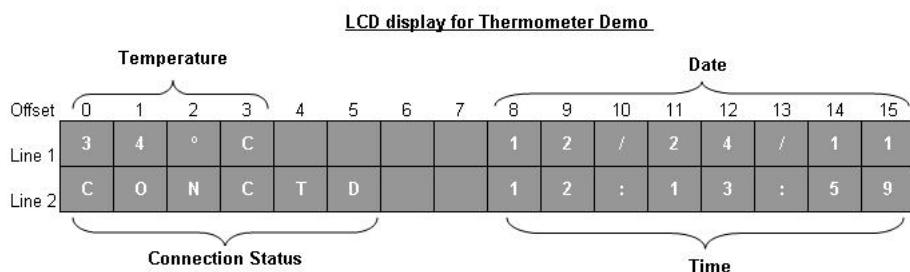
- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.23.5 Running the PHDC Thermometer Demo

The user needs to install the Continua Manager GUI in order to see the measured data that would be transmitted from the device. To obtain the Continua manager GUI one needs to be a member of the Continua Alliance organization. The Continua Manager is part of Continua Reference Code Library (CESL V1.x Gold release). The CESL V1.x Gold release can be downloaded from the following link [http://members.continuaalliance.org/members/rc\\_library/](http://members.continuaalliance.org/members/rc_library/).

After navigating to this webpage click on “Please click this link to electronically sign the Reference Code Agreement”. You will get an email with ftp site link, username and password. After downloading the file unzip and install CESL-SDK-1.5.0.zip file. This installs Continua Manager Utility.

In order to run this demo first compile and program the target device. Apply external power to the board if using PIC18 Explorer board or Explorer 16 board. If the demo board has an LCD display, it should displayed as shown below.



The Body Temperature is displayed on the LCD screen. The LCD also displays Connection status to the Continua Manager and Time(if RTCC is available on the demo board). Initially Connection Status is shown as DISCTD (disconnected).The potentiometer on the board emulates Temperature. Rotate the potentiometer on the demo board to vary the Temperature.

Now attach the device to the USB Host.

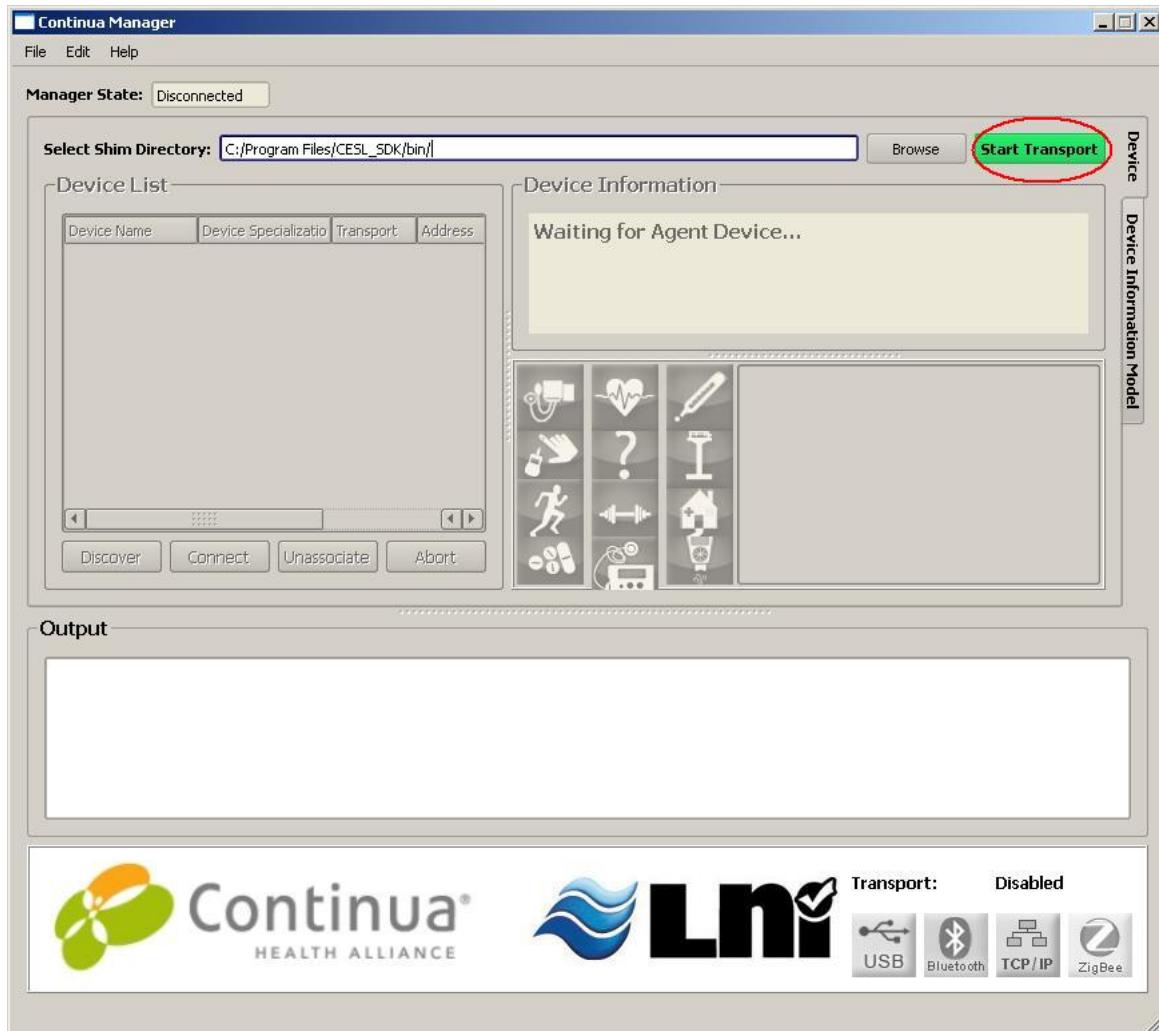
If the host is a Windows PC and this is the first time you have plugged this device into the computer then you may be asked for an .inf file. Microchip provides inf file along with the demo.

Select the “Install from a list or specific location (Advanced)” option. Point to the “<Install Directory>\USB\Device - PHDC -Thermometer\Windows Driver and INF” directory.

Once the device is successfully installed, open up the Continua Manager GUI. On the GUI the “Start Transport” button has to be pressed to connect with the device.

This enables the transport layer and the demo name will be shown in the "Device List" box.

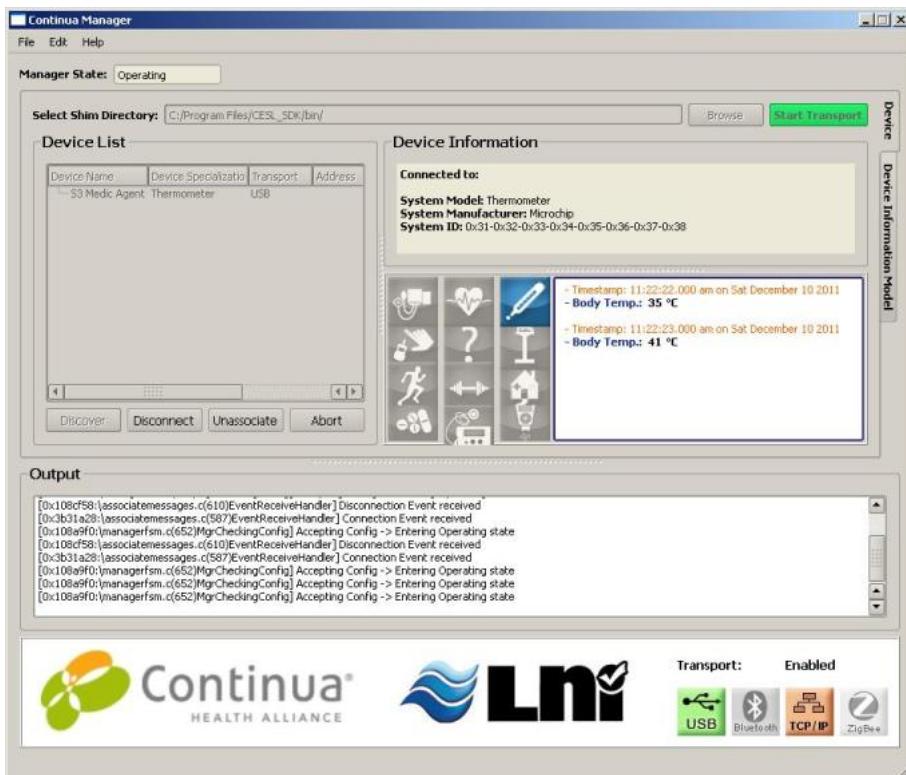
Click on Start Transport Button



The demo needs two push buttons on the device board to showcase the PHDC application. The PHDC application provided emulates a Thermometer. Each press on a push button performs specific tasks. One of the push button toggles between "Unassociated" and "Operating" state. When the Device enters operating the connection status on the LCD changes to "CONCTD"(connected). The other pushbutton on assertion sends the measured data to the Continua Manager. The measurement will be sent only when both Manager and agent are in Operating States.

In some of the Microchip USB demo boards there is only one Pushbutton. In those demo boards with only one pushbutton the Agent (PHDC Device) Connects to the Manager when the pushbutton is pressed for the First time. When the pushbutton is pressed for the second, third and fourth time the device sends measured data to the device. The Agent gets disconnected from the Manager if the pushbutton is pressed for the Fifth time and this cycle repeats. Examples for demo boards with only one pushbutton are PIC18F46J50 PIM, PIC18F46J50 PIM, PIC18F87J50 PIM, PIC18F Starter Kit, PIC24FJ64GB502 Microstick, and Low Pin Count USB Development Kit.

Press Push Button on the device to enter in Operating state. The Continua Manager indicates that it is in Operating State.



Press the pushbutton on the device to Send Measured Data to the Manager. The continua Manager displays the received data from the Agent (PHDC device).

The demo configuration can be changed by modifying the below macros in the hardware profile file of the demo board.

```
***** PHDC Demo Configuration *****/
#define PHD_USE_POT_FOR_TEMP_SIMULATION
#define PHD_USE_LCD_DISPLAY
#define PHD_USE_RTCC_FOR_TIME_STAMP
#define DEMO_BOARD_HAS_ONLY_ONE_PUSH_BUTTON
```

When running this demo, the following push buttons are used. Please refer to each of the following sections for a description of how to run the demo on various operating systems:

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>

PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.23.6 Running the PHDC Weigh Scale Demo

The user needs to install the Continua Manager GUI in order to see the measured data that would be transmitted from the device. To obtain the Continua manager GUI one needs to be a member of the Continua Alliance organization. The Continua Manager is part of Continua Reference Code Library (CESL V1.x Gold release). The CESL V1.x Gold release can be downloaded from the following link [http://members.continuaalliance.org/members/rc\\_library/](http://members.continuaalliance.org/members/rc_library/).

After navigating to this webpage click on “Please click this link to electronically sign the Reference Code Agreement”. You will get an email with ftp site link, username and password. After downloading the file unzip and install CESL-SDK-1.5.0.zip file. This installs Continua Manager Utility.

In order to run this demo first compile and program the target device. Apply external power to the board if using PIC18 Explorer board or Explorer 16 board. If the demo board has an LCD display, it should displayed as shown below.

LCD display for Weighing Scale Demo																	
Offset	Weight							Date									
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
	1	0	2	.	3	K	g		1	2	/	1	0	/	1	1	
Line 1	C	0	N	C	T	D			1	2	:	1	3	:	5	9	
Line 2	Connection Status							Time									

The Weight is displayed on the LCD screen. The LCD also displays Connection status to the Continua Manager and Time(if RTCC is available on the demo board). Initially Connection Status is shown as DISCTD (disconnected).The potentiometer on the board emulates Weight. Rotate the potentiometer on the demo board to vary the Weight.

Now attach the device to the USB Host.

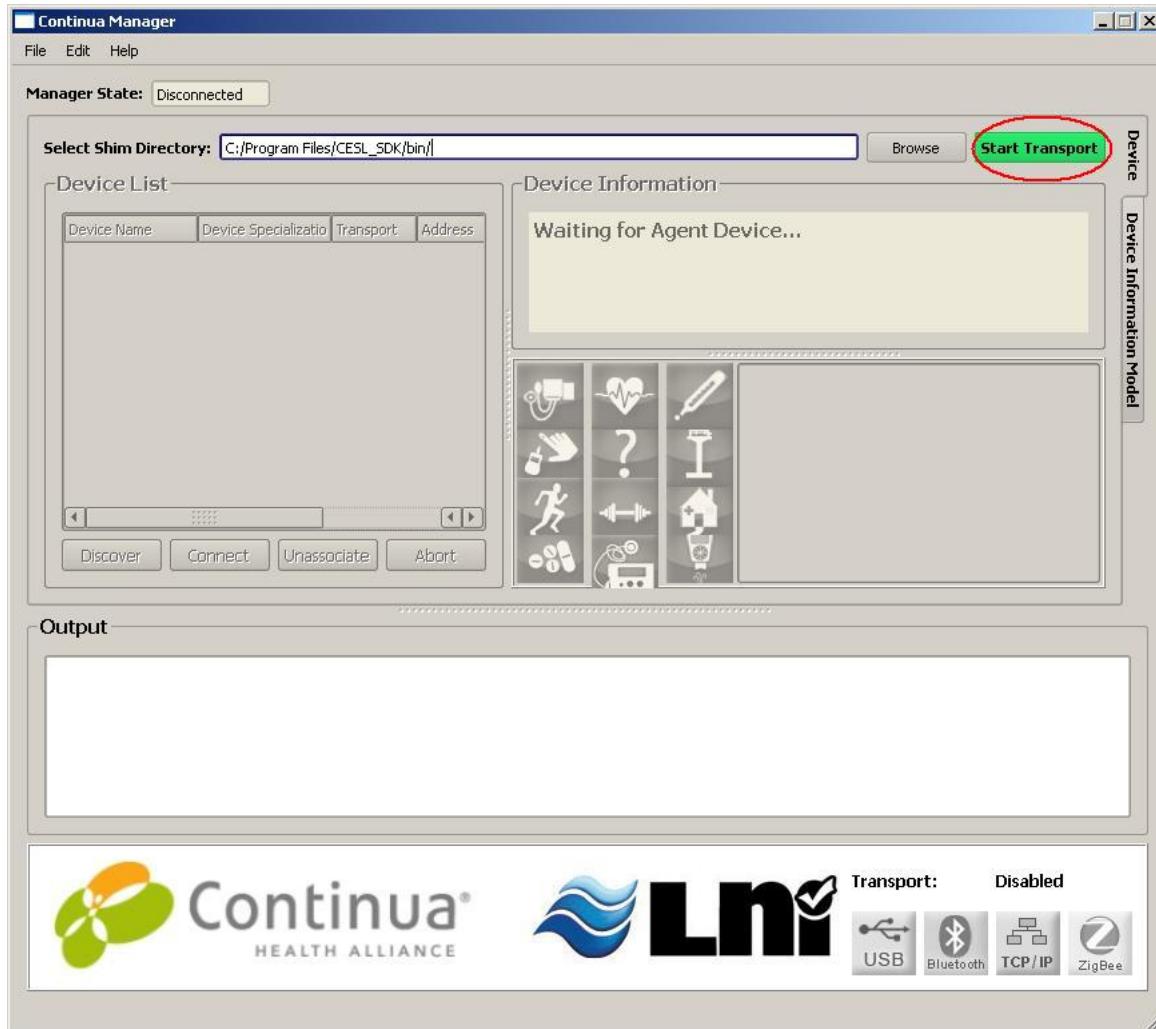
If the host is a Windows PC and this is the first time you have plugged this device into the computer then you may be asked for an .inf file. Microchip provides inf file along with the demo.

Select the “Install from a list or specific location (Advanced)” option. Point to the “<Install Directory>\USB\Device - PHDC - Weighing Scale\Windows Driver and INF” directory.

Once the device is successfully installed, open up the Continua Manager GUI. On the GUI the “Start Transport” button has to be pressed to connect with the device.

This enables the transport layer and the demo name will be shown in the "Device List" box.

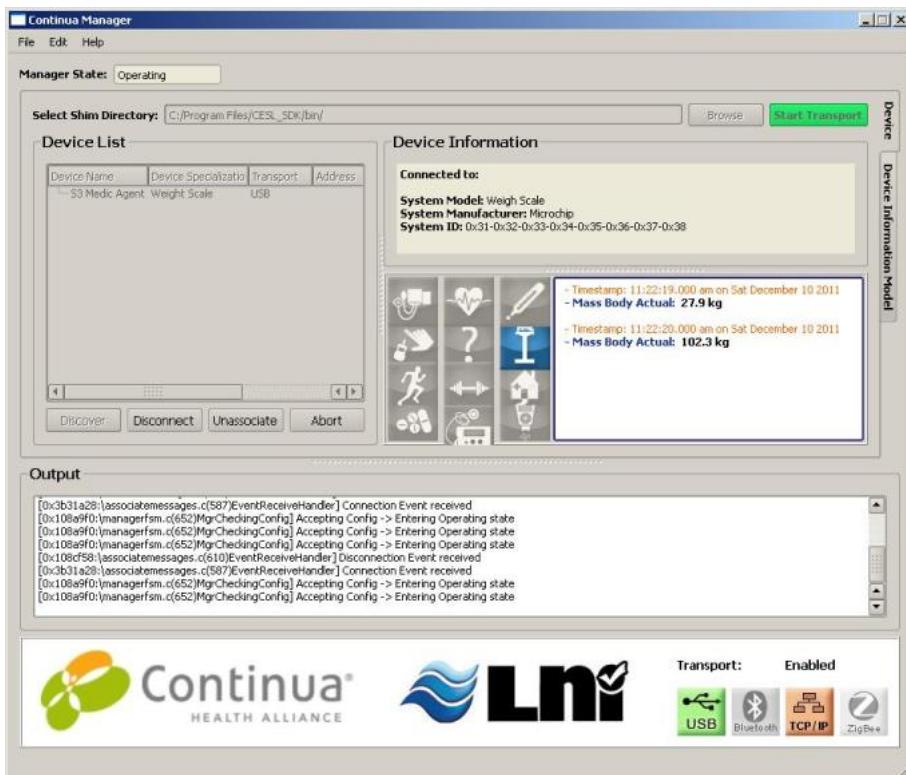
Click on Start Transport Button



The demo needs two push buttons on the device board to showcase the PHDC application. The PHDC application provided emulates a Weight Scale. Each press on a push button performs specific tasks. One of the push button toggles between "Unassociated" and "Operating" state. When the Device enters operating the connection status on the LCD changes to "CONCTD"(connected). The other pushbutton on assertion sends the measured data to the Continua Manager. The measurement will be sent only when both Manager and agent are in Operating States.

In some of the Microchip USB demo boards there is only one Pushbutton. In those demo boards with only one pushbutton the Agent (PHDC Device) Connects to the Manager when the pushbutton is pressed for the First time. When the pushbutton is pressed for the second, third and fourth time the device sends measured data to the device. The Agent gets disconnected from the Manager if the pushbutton is pressed for the Fifth time and this cycle repeats. Examples for demo boards with only one pushbutton are PIC18F46J50 PIM, PIC18F46J50 PIM, PIC18F87J50 PIM, PIC18F Starter Kit, PIC24FJ64GB502 Microstick, and Low Pin Count USB Development Kit.

Press Push Button on the device to enter in Operating state. The Continua Manager indicates that it is in Operating State.



Press the pushbutton on the device to Send Measured Data to the Manager. The continua Manager displays the received data from the Agent (PHDC device).

The demo configuration can be changed by modifying the below macros in the hardware profile file of the demo board.

```
***** PHDC Demo Configuration *****

#define PHD_USE_POT_FOR_TEMP_SIMULATION
#define PHD_USE_LCD_DISPLAY
#define PHD_USE_RTCC_FOR_TIME_STAMP
#define DEMO_BOARD_HAS_ONLY_ONE_PUSH_BUTTON
```

When running this demo, the following push buttons are used. Please refer to each of the following sections for a description of how to run the demo on various operating systems:

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4
PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>

PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

## 4.23.7 Performing the Continua Precertification Tests

This PHDC Agent demo passes Continua Alliance pre certification tests using the Continua Precertification tool. The pre certification tool can be downloaded from Continua Alliance web site: [http://members.continuaalliance.org/members/td\\_library/?referring\\_url=%2Fkws](http://members.continuaalliance.org/members/td_library/?referring_url=%2Fkws). To obtain the Continua precertification tool one needs to be a member of the Continua Alliance organization. Follow procedure given in the Test tool documentation for performing the tests.

PICS and PIXIT for each demo is given below.

### **PICS - USB Device PHDC Blood Pressure Monitor Demo**

The USB Device PHDC Blood Pressure Monitor demo supports following PICS for the tests.

SI No	PICS	Caption
1	C_OXP_000	The SUT is an Agent
2	C_AG_OXP_001	Agent supports standard configuration
3	C_AG_OXP_006	Agent has an internal real-time clock
4	C_AG_OXP_008	Agent supports settable time.
5	C_AG_OXP_009	Agent reports AbsoluteTime
6	C_AG_OXP_040	Agent supports at least one Numeric object.
7	C_AG_OXP_053	Agent supports Confirmed event reports
8	C_AG_OXP_182	Agent uses fixed format value messages to report dynamic data for Numeric Objects
9	C_AG_OXP_192	Agent supports Absolute-Time Time Stamp for Numeric objects
10	C_AG_UDG_001	Agent supports USB transport
11	C_AG_OXP_013	Agent supports Mds-Time-Info attribute (MDS Objetc)
12	C_AG_BPM_003	Agent supports Pulse Object
13	C_AG_OXP_236	Do you want to apply for Blood pressure monitor specialization?
14	C_AG_OXP_177	Configuration under test supports Blood pressure monitor specialization
15	C_AG_OXP_207	Agent supports Blood Pressure Monitor Specialization
16	C_AG_OXP_190	Agent supports Metric-Id-List at least for a Numeric object

### **PIXITS - USB Device PHDC Blood Pressure Monitor demo**

SI No	PIXIT	Caption	Value
1	I_AG_OXP_001	System-Id: OUI	'313233'0
2	I_AG_OXP_002	System-Id: 40-bit manufacturer part	'3435363738'0
3	I_AG_OXP_003	System-Model: manufacturer	"Microchip "
4	I_AG_OXP_004	System-Model: model-number	"BP Monitor "
5	I_AG_OXP_005	Product-Specification: serial number	DE124567
6	I_AG_OXP_006	Product-Specification: Firmware revision	-
7	I_AG_OXP_007	Config-Id: Id for Configuration that is going to be tested.	700

### **PICS - USB Device PHDC Glucose meter demo**

The USB Device PHDC Glucose meter demo supports following PICS for the tests.

SI No	PICS	Caption
1	C_OXP_000	The SUT is an Agent
2	C_AG_OXP_001	Agent supports standard configuration
3	C_AG_OXP_006	Agent has an internal real-time clock
4	C_AG_OXP_008	Agent supports settable time.
5	C_AG_OXP_009	Agent reports AbsoluteTime
6	C_AG_OXP_040	Agent supports at least one Numeric object.
7	C_AG_OXP_053	Agent supports Confirmed event reports
8	C_AG_OXP_182	Agent uses fixed format value messages to report dynamic data for Numeric Objects
9	C_AG_OXP_192	Agent supports Absolute-Time Time Stamp for Numeric objects
10	C_AG_UDG_001	Agent supports USB transport
11	C_AG_OXP_013	Agent supports Mds-Time-Info attribute (MDS Objetc)
12	C_AG_OXP_233	Do you want to apply for Glucose meter specialization?
13	C_AG_OXP_178	Configuration under test supports Glucose meter specialization
14	C_AG_OXP_204	Agent supports Glucose Meter Specialization
15	C_AG_OXP_190	Agent supports Metric-Id-List at least for a Numeric object

### **PIXITS - USB Device PHDC Glucose Meter demo**

SI No	PIXIT	Caption	Value
1	I_AG_OXP_001	System-Id: OUI	'313233'0
2	I_AG_OXP_002	System-Id: 40-bit manufacturer part	'3435363738'0
3	I_AG_OXP_003	System-Model: manufacturer	"Microchip "
4	I_AG_OXP_004	System-Model: model-number	"GlucoseMeter"
5	I_AG_OXP_005	Product-Specification: serial number	DE124567
6	I_AG_OXP_006	Product-Specification: Firmware revision	-
7	I_AG_OXP_007	Config-Id: Id for Configuration that is going to be tested.	700

### **PICS - USB Device PHDC Thermometer demo**

The USB Device PHDC Thermometer demo supports following PICS for the tests.

SI No	PICS	Caption
1	C_OXP_000	The SUT is an Agent
2	C_AG_OXP_001	Agent supports standard configuration
3	C_AG_OXP_006	Agent has an internal real-time clock
4	C_AG_OXP_008	Agent supports settable time.
5	C_AG_OXP_009	Agent reports AbsoluteTime
6	C_AG_OXP_040	Agent supports at least one Numeric object.
7	C_AG_OXP_053	Agent supports Confirmed event reports
8	C_AG_OXP_182	Agent uses fixed format value messages to report dynamic data for Numeric Objects
9	C_AG_OXP_192	Agent supports Absolute-Time Time Stamp for Numeric objects
10	C_AG_UDG_001	Agent supports USB transport
11	C_AG_OXP_013	Agent supports Mds-Time-Info attribute (MDS Objetc)
12	C_AG_OXP_234	Do you want to apply for Thermometer specialization?
13	C_AG_OXP_171	Configuration under test supports Thermometer specialization
14	C_AG_OXP_205	Agent supports ThermoMeter Specialization
15	C_AG_OXP_190	Agent supports Metric-Id-List at least for a Numeric object

**PIXITS - USB Device PHDC Thermometer demo**

SI No	PIXIT	Caption	Value
1	I_AG_OXP_001	System-Id: OUI	'313233'0
2	I_AG_OXP_002	System-Id: 40-bit manufacturer part	'3435363738'0
3	I_AG_OXP_003	System-Model: manufacturer	"Microchip "
4	I_AG_OXP_004	System-Model: model-number	"Thermometer "
5	I_AG_OXP_005	Product-Specification: serial number	DE124567
6	I_AG_OXP_006	Product-Specification: Firmware revision	-
7	I_AG_OXP_007	Config-Id: Id for Configuration that is going to be tested.	700

**PICS - USB Device PHDC Weight Scale demo**

The USB Device PHDC Weight Scale demo supports following PICS for the tests.

SI No	PICS	Caption
1	C_OXP_000	The SUT is an Agent
2	C_AG_OXP_001	Agent supports standard configuration
3	C_AG_OXP_006	Agent has an internal real-time clock
4	C_AG_OXP_008	Agent supports settable time.
5	C_AG_OXP_009	Agent reports AbsoluteTime
6	C_AG_OXP_040	Agent supports at least one Numeric object.
7	C_AG_OXP_053	Agent supports Confirmed event reports
8	C_AG_OXP_182	Agent uses fixed format value messages to report dynamic data for Numeric Objects
9	C_AG_OXP_192	Agent supports Absolute-Time Time Stamp for Numeric objects
10	C_AG_UDG_001	Agent supports USB transport

11	C_AG_OXP_013	Agent supports Mds-Time-Info attribute (MDS Objetc)
12	C_AG_OXP_237	Do you want to apply for Weigh Scale specialization?
13	C_AG_OXP_174	Configuration under test supports Weigh Scale specialization
14	C_AG_OXP_208	Agent supports Weigh Scale Specialization
15	C_AG_OXP_190	Agent supports Metric-Id-List at least for a Numeric object

**PIXITS - USB Device PHDC Weigh Scale demo**

SI No	PIXIT	Caption	Value
1	I_AG_OXP_001	System-Id: OUI	'313233'0
2	I_AG_OXP_002	System-Id: 40-bit manufacturer part	'3435363738'0
3	I_AG_OXP_003	System-Model: manufacturer	"Microchip "
4	I_AG_OXP_004	System-Model: model-number	"Weigh Scale "
5	I_AG_OXP_005	Product-Specification: serial number	DE124567
6	I_AG_OXP_006	Product-Specification: Firmware revision	-
7	I_AG_OXP_007	Config-Id: Id for Configuration that is going to be tested.	700

## 4.24 Device - WinUSB Generic Driver Demo

### 4.24.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2

PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.24.2 Configuring the Demo

**Low Pin Count USB Development Kit**

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

**PICDEM FS USB:**

- No hardware related configuration or jumper setting changes are necessary.

**PIC18F46J50 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

**PIC18F47J53 Plug-In-Module:**

1. Short JP2 such that the "R" and the "U" options are shorted together.
  2. Short JP3. This allows the demo board to be powered through the USB bus power.
- PIC18F87J50 Plug-In-Module:**
1. Short JP1 such that the "R" and the "U" options are shorted together.
  2. Short JP4. This allows the demo board to be powered through the USB bus power.
  3. Short JP5. This enabled the LED operation on the board.

**PIC18F Starter Kit**

- No hardware related configuration or jumper setting changes are necessary.

**Explorer 16 Based Demos**

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.

5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.24.3 Running the Demo

When running this demo, the following push buttons are used. Please refer to each of the following sections for a description of how to run the demo on various operating systems:

Demo Board (click link for board information)	Button
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	S1
PICDEM FS USB( <a href="#">page 186</a> )	S2
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	S2
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	S2
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	S4

PIC18F Starter Kit( <a href="#">page 190</a> )	S1
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	S1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S1
PIC24F Starter Kit( <a href="#">page 195</a> )	N/A <sup>(2)</sup>
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	S3 <sup>(1)</sup>
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>
PIC32 USB Starter Kit( <a href="#">page 196</a> )	SW1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1

Notes:

- 1) This is the button number on the Explorer 16.
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

### 4.24.3.1 Windows

This demo uses the selected hardware platform as a WinUSB class USB device. WinUSB is a vendor specific driver produced by Microsoft for use with Windows® XP service pack 2 and Windows Vista® operating systems. This driver allows users to have access to interrupt, bulk, and control transfers directly.

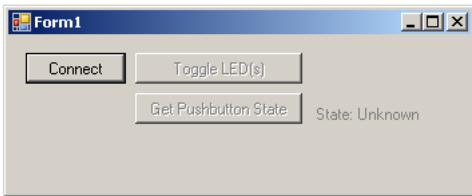
The SimpleWinUSBDemo.exe program, and the associated firmware demonstrate how to use the WinUSB device drivers for basic general purpose USB data transfer. To make the PC source code as easy to understand as possible, the demo has deliberately been made simple, and only sends/receives small amounts of data.

Before you can run the SimpleWinUSBDemo.exe executable, you will need to have the Microsoft® .NET Framework Version 2.0 Redistributable Package (later versions probably okay, but not tested) installed on your computer. Programs which were built in the Visual Studio® .NET languages require the .NET redistributable package in order to run. The redistributable package can be freely downloaded from Microsoft's website. Users of Windows Vista® operating systems will not need to install the .NET framework, as it comes pre-installed as part of the operating system.

The source code for SimpleWinUSBDemo.exe file was created in Microsoft Visual C++® 2005 Express Edition. The source code can be found in the “<Install Directory>\ USB Device - WinUSB - Generic Driver Demo\WinUSB Simple Demo - PC Application - MS VC++ 2005 Express” directory. Microsoft currently distributes Visual C++ 2005 Express Edition for free, and can be downloaded from Microsoft's website. When downloading Microsoft Visual C++ 2005 Express Edition, also make sure to download and install the Platform SDK, and follow Microsoft's instructions for integrating it with the development environment.

It is not necessary to install either Microsoft Visual C++ 2005, or the Platform SDK in order to begin using the SimpleWinUSBDemo.exe program. These are only required if the source code will be modified or compiled.

To launch the application, simply double click on the executable “SimpleWinUSBDemo.exe” in the “<Install Directory>\USB Device - WinUSB - Generic Driver Demo” directory. A window like that shown below should appear:



If instead of this window, an error message pops up while trying to launch the application, it is likely the Microsoft .NET Framework Version 2.0 Redistributable Package has not yet been installed. Please install it and try again.

In order to begin sending/receiving packets to the device, you must first find and “connect” to the device. As configured by default, the application is looking for USB devices with VID = 0x04D8 and PID = 0x0053. The device descriptor in the firmware project meant to be used with this demo uses the same VID/PID. If you plug in a USB device programmed with the correct precompiled .hex file, and hit the “Connect” button, the other pushbuttons should become enabled. If hitting the connect button has no effect, it is likely the USB device is either not connected, or has not been programmed with the correct firmware.

Hitting the Toggle LED(s) should send a single packet of general purpose generic data to the HID class USB peripheral device. The data will arrive on the interrupt OUT endpoint. The firmware has been configured to receive this generic data packet, parse the packet looking for the “Toggle LED(s)” command, and should respond appropriately by controlling the LED(s) on the demo board.

**Please see the "Running the Demo"([page 139](#)) section for information about specific board limitations. Not all demo features may be available on all boards.**

The “Get Pushbutton State” button will send one packet of data over the USB to the peripheral device (to the interrupt OUT endpoint) requesting the current pushbutton state. The firmware will process the received Get Pushbutton State command, and will prepare an appropriate response packet depending upon the pushbutton state.

The PC then requests a packet of data from the device (which will be taken from the interrupt IN endpoint). Once the PC

application receives the response packet, it will update the pushbutton state label.

Try experimenting with the application by holding down the appropriate pushbutton on the demo board, and then simultaneously clicking on the “Get Pushbutton State” button. Then try to repeat the process, but this time without holding down the pushbutton on the demo board.

To make for a more fluid and gratifying end user experience, a real USB application would probably want to launch a separate thread to periodically poll the pushbutton state, so as to get updates regularly. This is not done in this simple demo, so as to avoid cluttering the PC application project with source code that is not related to USB communication.

## 4.24.3.2 Android v3.1+

There are two main ways to get the example application on to the target Android device: the Android Market and by compiling the source code.

1. The demo application can be downloaded from Microchip's Android Marketplace page:  
<https://market.android.com/developer?pub=Microchip+Technology+Inc>



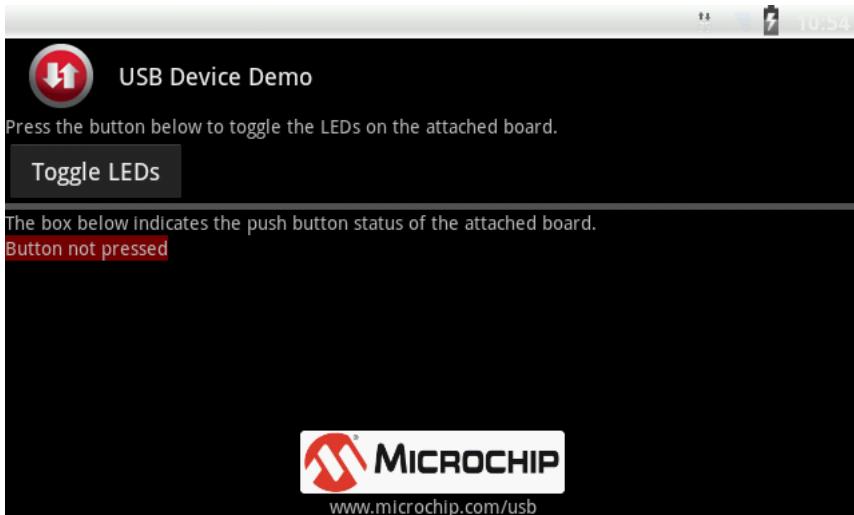
2. The source code for this demo is also provided in the demo project folder. For more information about how to build and load Android applications, please refer to the following pages:

- <http://developer.android.com/index.html>
- <http://developer.android.com/sdk/index.html>
- <http://developer.android.com/sdk/installing.html>

While there are no devices attached, the Android application will indicate that no devices are attached.



When the device is attached, the an alternative screen will allow various control/status features with the hardware on the board.



## 4.25 Device - WinUSB High Bandwidth Demo

### 4.25.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
Low Pin Count USB Development Kit( <a href="#">page 185</a> )	<a href="#">DM164127</a>	
PICDEM FS USB( <a href="#">page 186</a> )	<a href="#">DM163025</a>	
PIC18F46J50 Plug-In-Module (PIM)( <a href="#">page 187</a> )	<a href="#">MA180024</a>	
PIC18F47J53 Plug-In-Module (PIM)( <a href="#">page 188</a> )	<a href="#">MA180029</a>	
PIC18F87J50 Plug-In-Module (PIM)( <a href="#">page 189</a> )	<a href="#">MA180021</a>	
PIC18F Starter Kit( <a href="#">page 190</a> )	<a href="#">DM180021</a>	
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1

PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	3
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.25.2 Configuring the Demo

### Low Pin Count USB Development Kit

1. Short J14 between pins 2 and 3. This will power the board from the USB port.
2. Make sure that J12 is left open.

### PICDEM FS USB:

- No hardware related configuration or jumper setting changes are necessary.

### PIC18F46J50 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F47J53 Plug-In-Module:

1. Short JP2 such that the "R" and the "U" options are shorted together.
2. Short JP3. This allows the demo board to be powered through the USB bus power.

### PIC18F87J50 Plug-In-Module:

1. Short JP1 such that the "R" and the "U" options are shorted together.
2. Short JP4. This allows the demo board to be powered through the USB bus power.
3. Short JP5. This enabled the LED operation on the board.

### PIC18F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*

- Set switch S1 to the "PGX1" setting
- Short J1 pin 1 (marked "POT") to the center pin
- Short J2 pin 1 (marked "Temp") to the center pin
- Short J3 pin 1 (marked "EEPROM CS") to the center pin
- PIC24FJ256GB210 PIM
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4
- PIC24EP512GU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- PIC32MX795F512L PIM
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.25.3 Running the Demo

This demo uses the selected hardware platform as a WinUSB class USB device. WinUSB is a vendor specific driver produced by Microsoft for use with Windows® XP service pack 2 and later operating systems. This driver allows users to have access to interrupt, bulk, and control transfers directly.

The HighBandwidthWinUSB.exe program, and the associated firmware demonstrate how to use the WinUSB device drivers for USB Bulk data transfers. Total Time taken to transmit the data & data transmission rate (Bytes/Sec) is shown in the GUI once the data transmission of 9,60,000 bytes is completed from the PC side.

Before you can run the HighBandwidthWinUSB.exe executable, you will need to have the Microsoft® .NET Framework Version 2.0 Redistributable Package (later versions probably okay, but not tested) installed on your computer. Programs which were built in the Visual Studio® .NET languages require the .NET redistributable package in order to run. The redistributable package can be freely downloaded from Microsoft's website. Users of Windows Vista® operating systems will not need to install the .NET framework, as it comes pre-installed as part of the operating system.

The source code for HighBandwidthWinUSB.exe file was created in Microsoft Visual C++® 2005 Express Edition. The source code can be found in the "<Install Directory>\ USB Device - WinUSB - High Bandwidth Demo\WinUSB High

---

Bandwidth Demo - PC Application - MS VC++ 2005 Express" directory. Microsoft currently distributes Visual C++ 2005 Express Edition for free, and can be downloaded from Microsoft's website. When downloading Microsoft Visual C++ 2005 Express Edition, also make sure to download and install the Platform SDK, and follow Microsoft's instructions for integrating it with the development environment.

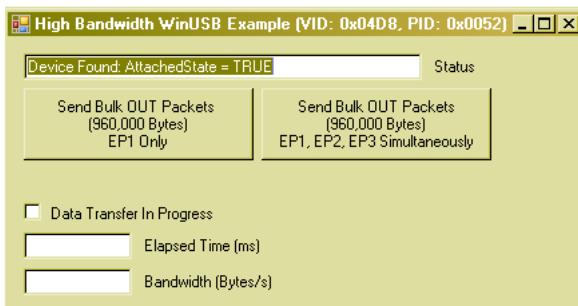
It is not necessary to install either Microsoft Visual C++ 2005, or the Platform SDK in order to begin using the HighBandwidthWinUSB.exe program. These are only required if the source code will be modified or compiled.

To launch the application, simply double click on the executable "HighBandwidthWinUSB.exe" in the "<Install Directory>\USB Device - WinUSB - High Bandwidth Demo" directory. A window like that shown below should appear:



If instead of this window, an error message pops up while trying to launch the application, it is likely the Microsoft .NET Framework Version 2.0 Redistributable Package has not yet been installed. Please install it and try again.

As configured by default, the application is looking for USB devices with VID = 0x04D8 and PID = 0x0052. The device descriptor in the firmware project meant to be used with this demo uses the same VID/PID. Once the device flashed with corresponding firmware is connected to the PC, the below window appears:



Hitting the "Send Bulk OUT Packets" tab will transmit 960,000 bytes of data on the USB bus to the corresponding endpoints ( EP1 Only or EP1,EP2, EP3 Simultaneously depending upon the button pressed in the GUI). Elapsed Time (ms) & Bandwidth (Bytes/Sec) are displayed in the GUI once the data transmission is complete.

## 4.26 Dual Role - MSD Host + HID Device

This demo shows how to create a dual role device (one that supports both host and device functionality).

### 4.26.1 Supported Demo Boards

Demo Board ( <a href="#">click link for board information</a> )	Part Number ( <a href="#">click link for ordering information</a> )	Notes
PIC24FJ256GB110 Plug-In-Module (PIM) ( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM) ( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ256DA210 Development Board ( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24EP512GU810 Plug-In-Module (PIM) ( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM) ( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM) ( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM) ( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.26.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ256GB210 PIM*
    - *Short JP1 "U" option to the center pin*
    - *Short JP2 "U" option to the center pin*
    - *Short JP3 "U" option to the center pin*
    - *Short JP4*
  - *PIC24EP512GU810 PIM*
    - *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
    - *Open jumpers J6, J7, J8, J9, and J10*
  - *dsPIC33EP512MU810 PIM*
    - *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
    - *Open jumpers J6, J7, J8, J9, and J10*
  - *PIC32MX795F512L PIM*
    - *Open J10*
    - *Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2*

## 4.26.3 Running the Demo

This demo has two separate portions, the host portion and the device portion. You must press a button on the board for the demo to enter host mode. It will remain in this mode until a device is attached and then removed. A second button is used to place the demo into device mode. It will stay in this mode until it detects a detachment from the USB bus.

The host portion is a MSD host and acts exactly the same as the Host - Mass Storage (MSD) - Simple Demo([page 166](#)). Make sure to use the Configuring the Demo([page 148](#)) from this section and the Running the Demo([page 168](#)) from the MSD host demo. Simply plug in a FAT/FAT32 thumb drive to the host port and this demo will write a test file to the drive.

The device portion of this demo acts exactly the same as the Device - HID - Custom Demo([page 65](#)). Make sure to use the Configuring the Demo([page 148](#)) from this section and the Running the Demo([page 67](#)) from the HID device demo. Please read the description of how to run this demo provided in the link above.

**You can not have both the device port and the host port connected when running this demo. The host functionality and device functionality are using the same USB peripheral on the device, even though it is using two separate USB connectors.**

Demo Board (click link for board information)	Button to enter host mode	Button to enter device mode
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	S3 <sup>(1)</sup>	S6 <sup>(1)</sup>
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>	S6 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>	S6 <sup>(1)</sup>
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S2	S3
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>	S6 <sup>(1)</sup>
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>	S6 <sup>(1)</sup>

Notes:

- 1) This is the button number on the Explorer 16.

## 4.27 Host - Audio MIDI Demo

### 4.27.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 2
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1, 2
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1, 2

PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1, 2
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1, 2
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1, 2
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1, 2

Notes:

1. These boards require the Speech Playback PICTail/PICTail+ daughter board in order to run this demo.
2. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.27.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP1 on the USB PICTail+ board
3. Open JP2, JP3, and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    1. Set switch S1 to the "PGX1" setting
    2. Short J1 pin 1 (marked "POT") to the center pin
    3. Short J2 pin 1 (marked "Temp") to the center pin
    4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    1. Short JP1 "U" option to the center pin
    2. Short JP2 "U" option to the center pin
    3. Short JP3 "U" option to the center pin
    4. Short JP4
  - *PIC24EP512GU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    1. Open J10
    2. Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

## 4.27.3 Running the Demo

This is a simple demo to show how an embedded MIDI host can be implemented. When a USB MIDI device is attached to the host, the demo host application polls for input data from the device and converts the data from MIDI USB packets to MIDI UART packets and sends the UART packets over the UART bus. And when a UART MIDI device is connected to the host, the demo host application polls for input data from that device and converts the data from MIDI UART packets to MIDI USB packets, and sends the USB packets over the USB bus.

To test this demo, connect a USB MIDI device to the development board, and either connect the board to a computer via RS-232 or a MIDI UART device. The USB MIDI packets will be converted to UART MIDI packets and will be sent to the attached UART MIDI device, or if connected to a computer, send to a terminal program.

To test with a terminal program, make sure that a baud rate of 32150 is used, and the terminal program reads hex, not ascii. The packets sent will be shown in the terminal following the MIDI protocol, which is explained here:

<http://www.srm.com/qtma/davidsmidispec.html>

## 4.28 Host - Boot Loader - Thumb Drive Boot Loader

### 4.28.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

### 4.28.2 Configuring the Demo

#### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ256GB210 PIM*
    - *Short JP1 "U" option to the center pin*
    - *Short JP2 "U" option to the center pin*
    - *Short JP3 "U" option to the center pin*
    - *Short JP4*
  - *PIC32MX795F512L PIM*
    - *Open J10*
    - *Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2*

#### PIC24FJ256DA210 Development Board Based Demos

For all of the PIC24FJ256DA210 demo board based demos, please follow the following instructions

1. Short JP13 between the S1 and RG8 taps.
2. Short JP14 between the S2 and RE9 taps.
3. Short JP15 between the S3 and RB5 taps.
4. Short JP6
5. Open JP5 and JP7

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.28.3 Running the Demo

Once the image.hex file is created using the process described in the Creating a Hex File to Load([page 154](#)) section, copy this file onto a thumbdrive. Insert the thumbdrive into the USB A connector. Press and hold the boot load button specified in the table below while resetting the board by pressing the MCLR button or applying power to the board.

An LED on the board should illuminate if this is done correctly (see table below). The LED should turn itself off once the bootloader process is complete. At this point of time the application should be running. If you wish to abort a bootloader sequence you can press the abort switch or power cycle the board.

Demo Board (click link for board information)	Boot Load Button	Abort Button	LED
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>	S6 <sup>(1)</sup>	D5 <sup>(1)</sup>
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	S3 <sup>(1)</sup>	S6 <sup>(1)</sup>	D5 <sup>(1)</sup>
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	S3	S2	D1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	S3 <sup>(1)</sup>	S6 <sup>(1)</sup>	D5 <sup>(1)</sup>
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	SW1	SW2	LED3

Notes:

- 1) This is the button/LED number on the Explorer 16([page 199](#)).
- 2) This demo board only has capacitive touch buttons. At this time the button feature of this demo does not work on this board.

### 4.28.3.1 Creating a Hex File to Load

Any application in the MCHPFSUSB release can be used to create a hex file the can be loaded with this bootloader.

In order to create a new hex file to bootload, follow these steps:

**MPLAB 8:**

1. First open up the target project.
2. Insure that the correct processor is selected in the “Configure->Select Device” option of MPLAB 8
3. If there is a linker script already attached to the project, remove it from the project by right clicking on it and selecting remove.
4. Copy the appropriate linker file to the demo project folder. The linker files for the thumbdrive bootloader can be found in the “<install directory>\USB Host - Bootloaders\Mass Storage Bootloader\Application Files\Linker Files” folder. For PIC32 target device refer to Customizing the Boot loader and Target application Linker Scripts for PIC32 devices([page 155](#)).
5. Add this file to the project by right clicking on the “linker scripts” folder in the project window, select “Add Files...”.
6. Compile the project.
7. Rename the resulting .hex file to “image.hex”. It is important that the name be exact. The bootloader is looking for that file specifically by name.

**MPLAB X:**

- 1) first open up the target project.
- 2) Select the configuration that corresponds to your demo board.
- 3) Copy the appropriate linker file to the demo project folder. The linker files for the thumbdrive bootloader can be found in the “<install directory>\USB Host - Bootloaders\Mass Storage Bootloader\Application Files\Linker Files” folder. For PIC32 target device refer to Customizing the Boot loader and Target application Linker Scripts for PIC32 devices([page 155](#)).
- 4) Add this file to the project by right clicking on the “linker scripts” folder in the project window, select “Add Existing Item...”. Select the correct file that corresponds to the processor that is being used on the demo board.
- 5) Compile the project.
- 6) Rename the resulting .hex file to “image.hex”. It is important that the name be exact. The bootloader is looking for that file specifically by name.

## 4.28.3.2 Customizing the Boot Loader and Target Application Linker Scripts for PIC32 devices

The PIC32 USB MSD Host boot loader uses the PIC32MX795F512L device by default. To use the boot loader with another PIC32 device (for example, say the PIC32MX564F128H device), the following steps should be followed.

### For Boot Loader Applications:

1. Copy the procdefs.ld file from \Program Files\Microchip\mplabc32\v2.01\pic32mx\lib\proc\32MX564F128H folder to the boot loader project folder (the folder that contains USB Host - Mass Storage Bootloader - C32.mcp file). You may have to overwrite the existing procdefs.ld file.
2. Open the procdefs.ld file in a text editor. Change the length of the kseg0\_program\_mem section to 0xE000. See the figure below. This is the memory allocated for the boot loader code with compiler size optimization enabled. If the compiler size optimization is disabled, this number should be changed to 0x17000. If the size is not increased, the linker would indicate an error saying that it cannot fit the code within the specified memory region.

```
* Only sections specifically assigned to these regions can be allocated
* into these regions.
*****
MEMORY
{
    kseg0_program_mem    (rx) : ORIGIN = 0x9D000000, LENGTH = 0xE000
    kseg0_boot_mem       : ORIGIN = 0x9FC00490, LENGTH = 0x970
    exception_mem        : ORIGIN = 0x9FC01000, LENGTH = 0x1000
    kseg1_boot_mem       : ORIGIN = 0xBFC00000, LENGTH = 0x490
}
```

3. Save and close procdefs.ld file. Build the USB Host - Mass Storage Bootloader - C32.mcp project and program the boot loader on to the device.

### For Target Applications:

1. Copy the procdefs.ld file from \Program Files\Microchip\mplabc32\v2.01\pic32mx\lib\proc\32MX564F128H folder to the target application folder (the folder that contains the project to be boot loaded).
2. Open the procdefs.ld file in a text editor. Multiple changes are needed to the application procdefs.ld file.
  1. Change \_RESET\_ADDR to 0x9D00F000
  2. Change \_BEV\_EXCPT\_ADDR to 0x9D00F380
  3. Change \_DBG\_EXCPT\_ADDR to 0x9D00F480
  4. Change the exception\_mem origin to start from 0x9D00E000. This origin address is obtained by adding the size of boot loader application (which is 0xE000 in our case) to the actual start of the KSEG0 program memory (that is 0x9D000000).
  5. Change the kseg1\_boot\_mem origin to start from 0x9D00F000
  6. Change the kseg0\_boot\_mem origin to start from 0x9D00F490
  7. Change the kseg0\_program\_mem origin to start from 0x9D00FA00. Change the length to 0x10600 (i.e. 0x20000 (the total memory on device) - 0xFA00). The changes are shown in the screen shot below.

```
/*
 * Memory Address Equates
 */
RESET_ADDR          = 0x9D00F000;
BEU_EXCPT_ADDR     = 0x9D00F380;
DBG_EXCPT_ADDR     = 0x9D00F480;
DBG_CODE_ADDR      = 0xBFC02000;
DBG_CODE_SIZE      = 0xFF0        ;
GEN_EXCPT_ADDR     = _ebase_address + 0x180;

/*
 * Memory Regions
 *
 * Memory regions without attributes cannot be used for orphaned sections.
 * Only sections specifically assigned to these regions can be allocated
 * into these regions.
*/
MEMORY
{
    kseg0_program_mem  (rx) : ORIGIN = 0x9D00FA00, LENGTH = 0x10600
    kseg0_boot_mem     : ORIGIN = 0x9D00F490, LENGTH = 0x970
    exception_mem      : ORIGIN = 0x9D00E000, LENGTH = 0x1000
    kseg1_boot_mem     : ORIGIN = 0x9D00F000, LENGTH = 0x490
}
```

- Save and close the procdefs.ld file. Compile and build the target application. This completes the steps required for using the boot loader with another PIC32 device.

## 4.29 Host - CDC Serial Demo

This demo shows how to interface to USB CDC devices. This typically includes many cell phone models and USB modems.

### 4.29.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 2
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	2
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	2
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	2
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	2
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	2

Notes:

- This configuration requires optimizations in order to fit the memory of the part. Not all versions of the compilers support all optimization levels.
- This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.29.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    1. Set switch S1 to the "PGX1" setting
    2. Short J1 pin 1 (marked "POT") to the center pin
    3. Short J2 pin 1 (marked "Temp") to the center pin
    4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    1. Short JP1 "U" option to the center pin
    2. Short JP2 "U" option to the center pin
    3. Short JP3 "U" option to the center pin
    4. Short JP4
  - *PIC24EP512GU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    1. Open J10
    2. Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

## 4.29.3 Running the Demo

This is a simple demo to show how an embedded CDC host can be implemented. When a CDC-RS232 device is attached to the host, the demo host application polls for input data from the device and displays the data on the LCD mounted on the explorer 16 board. When a switch SW6 on explorer 16 board is pressed a string "\*\*\*\* Test Data \*\*\*\*\*" is sent to the attached device to simulate the OUT transfer.

# 4.30 Host - Charger - Simple Charger

## 4.30.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.30.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin

- *Short JP3 "U" option to the center pin*
- *Short JP4*
- *PIC24EP512GU810 PIM*
  - *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  - *Open jumpers J6, J7, J8, J9, and J10*
- *dsPIC33EP512MU810 PIM*
  - *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  - *Open jumpers J6, J7, J8, J9, and J10*
- *PIC32MX795F512L PIM*
  - *Open J10*
  - *Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2*

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.30.3 Running the Demo

This demo shows how to create a simple USB host based charger. To run the demo, plug in a device to the USB port. If it is capable of charging from USB at a 500mA rate, it should start charging.

Not all devices are capable of charging from USB, so not all devices may work with this demo. Some devices can charge over USB, but require a device that implements the USB battery charging specification device to allow higher charge rates than 500mA. This demo does not currently support the USB battery charging specification, so it will not be able to charge these devices either.

For more information about the USB battery charging specification, please refer to the specification at the USB website ([http://www.usb.org/developers/devclass\\_docs](http://www.usb.org/developers/devclass_docs)).

---

## 4.31 Host - Composite - MSD+ CDC

## 4.31.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 2
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	2
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	2
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	2
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	2
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	2

Notes:

1. This configuration requires optimizations in order to fit the memory of the part. Not all versions of the compilers support all optimization levels.
2. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.31.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - **PIC24FJ64GB004 PIM**
    1. Set switch S1 to the "PGX1" setting
    2. Short J1 pin 1 (marked "POT") to the center pin
    3. Short J2 pin 1 (marked "Temp") to the center pin
    4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - **PIC24FJ256GB210 PIM**
    1. Short JP1 "U" option to the center pin
    2. Short JP2 "U" option to the center pin
    3. Short JP3 "U" option to the center pin
    4. Short JP4

- *PIC24EP512GU810 PIM*
  1. *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  2. *Open jumpers J6, J7, J8, J9, and J10*
- *dsPIC33EP512MU810 PIM*
  1. *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  2. *Open jumpers J6, J7, J8, J9, and J10*
- *PIC32MX795F512L PIM*
  1. *Open J10*
  2. *Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2*

### 4.31.3 Running the Demo

This demo supports a composite device with MSD and CDC interfaces only. Please refer CDC host([page 156](#)) and MSD host([page 166](#)) documentation to understand the individual host requirements. The device end can be programmed on any of the development boards for which "USB Device - Composite - MSD + CDC" demo is implemented. The composite host demo works in two steps.

Step 1 - The MSD interface opens a file "test.txt" with text "This is from Composite Host." as the content of the file.

Step 2 - On pressing switch 'S6' on host i.e Explorer 16 board the demo send a character on the CDC interface. The same character is echoed back by the device firmware. On reception the character is displayed on the LCD display on the Explorer 16 demo board.

## 4.32 Host - Composite - HID + MSD

### 4.32.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 2
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	2
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	2
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	2
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	2
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	2

Notes:

1. This configuration requires optimizations in order to fit the memory of the part. Not all versions of the compilers support all optimization levels.
  2. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
- 

## 4.32.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    1. Set switch S1 to the "PGX1" setting
    2. Short J1 pin 1 (marked "POT") to the center pin
    3. Short J2 pin 1 (marked "Temp") to the center pin
    4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    1. Short JP1 "U" option to the center pin
    2. Short JP2 "U" option to the center pin
    3. Short JP3 "U" option to the center pin
    4. Short JP4
  - *PIC24EP512GU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    1. Open J10
    2. Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

## 4.32.3 Running the Demo

This demo supports a composite device with HID and MSD interfaces only. Please refer HID host and MSD host documentation to understand the individual host requirements. The device end can be programmed on any of the development boards for which "USB Device - Composite - HID + MSD([page 57](#))" demo is implemented. The composite host demo works in two steps.

Step 1 - The MSD interface opens a file "test.txt" with text "This is from Composite Host." as the content of the file.

Step 2 - The HID interface gets POT value from the device and displays it on the LCD mounted on the Explorer 16 board. On press of switch 'S6' on Explorer 16 board HID interface sends a command to toggle the LED's on the device board.

## 4.33 Host - HID - Keyboard Demo

This demo shows how to interface to USB keyboards. Many USB barcode scanners also appear as a USB keyboard.

### 4.33.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

### 4.33.2 Configuring the Demo

#### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*

- Set switch S1 to the "PGX1" setting
- Short J1 pin 1 (marked "POT") to the center pin
- Short J2 pin 1 (marked "Temp") to the center pin
- Short J3 pin 1 (marked "EEPROM CS") to the center pin
- PIC24FJ256GB210 PIM
  - Short JP1 "U" option to the center pin
  - Short JP2 "U" option to the center pin
  - Short JP3 "U" option to the center pin
  - Short JP4
- PIC24EP512GU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- PIC32MX795F512L PIM
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

---

### 4.33.3 Running the Demo

When the device is programmed correctly with the HID host keyboard application the LCD screen on the Explorer 16 should read "Device Detached" if there is no device attached to the USB port. At this point plug in a USB keyboard, bar code scanner that supports HID keyboard emulation, or magnetic card reader that supports HID keyboard emulation. Type a key on the keyboard. This character should be printed on the LCD screen. Pressing the "ESC" key will clear the screen and return the cursor to the first position.

**Limitations:**

- Neither compound nor composite devices are supported. Some keyboards are either compound or composite.
- The "~" prints as an arrow character instead ("->"). This is an effect of the LCD screen on the Explorer 16. The ascii character for "~" is remapped in the LCD controller.
- The "\\" prints as a "\\$" character instead. This is an effect of the LCD screen on the Explorer 16. The ascii character for "\\" is remapped in the LCD controller.
- Backspace and arrow keys may have issues on Explorer 16 boards with certain LCD modules

---

## 4.34 Host - HID - Mouse Demo

## 4.34.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board does not contain all of the hardware features to run all of the features of the demo, but will work in a limited capacity or has the hardware feature emulated in software.
3. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.34.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin

- Short JP4
- PIC24EP512GU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- dsPIC33EP512MU810 PIM
  - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
  - Open jumpers J6, J7, J8, J9, and J10
- PIC32MX795F512L PIM
  - Open J10
  - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

### 4.34.3 Running the Demo

When the device is programmed correctly with the HID host mouse application the LCD screen on the Explorer 16 should read "Device Detached" if there is no device attached to the USB port. At this point plug in a USB mouse. As you move the mouse the X & Y co-ordinates of the mouse are displayed on the LCD display mounted on the Explorer 16 demo board. The display also toggles the status of Left/Right click status received from the mouse.

**Limitations:**

- Composite and compound device are not currently supported. These devices may not enumerate or operate correctly. Devices with built in USB hubs are likely compound device. Many multimedia devices with mouse as one of the interface are composite devices.

## 4.35 Host - Mass Storage (MSD) - Simple Demo

### 4.35.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ64GB502 Microstick( <a href="#">page 192</a> )	<a href="#">DM240014</a>	
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1

dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	2
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

## 4.35.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10
    - Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

PIC24FJ64GB502 Microstick

- No hardware related configuration or jumper setting changes are necessary.

PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

### 4.35.3 Running the Demo

This demo is a simple example of how to write files to a thumb drive through the Microchip MDD file system library. When a thumb drive is plugged in the code will create a text file on the drive. This process only takes a brief moment. After connecting the thumb drive to the board and waiting for a couple of seconds, remove the drive and plug it back into a computer. There should be an additional text file created named "test.txt".

## Limitations:

- Due to the size of this demo, optimizations must be enabled in the compiler in order for this demo to work on the certain hardware platforms. Optimizations are not available on all versions of the compilers.
- The PIC32MX795F512L Family devices have a register bit named READ. This conflicts with a definition in the MDD library. The MDD Library READ definition should not be used. Instead a 'r' should be used.

---

## 4.36 Host - Mass Storage - Thumb Drive Data Logger

This demo shows how to create a console based interface to a system that can read, write, and log data to a thumb drive. This demo is great for showing the various capabilities of the MDD library and the the USB host stack, but is a fairly complex demo. For a more simple introduction([page 1](#)) to interfacing to a thumb drive, consider starting from the Host - Mass Storage - Simple Demo([page 166](#)) instead of this demo.

---

### 4.36.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 2
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	2
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	2

dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	2
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	2
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	2

**Notes:**

1. This configuration requires optimizations in order to fit the memory of the part. Not all versions of the compilers support all optimization levels.
2. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.36.2 Configuring the Demo

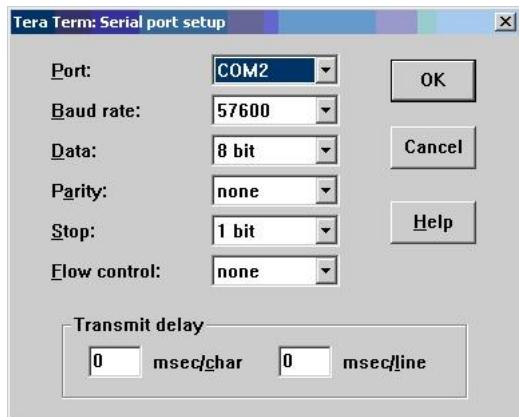
### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    1. Set switch S1 to the "PGX1" setting
    2. Short J1 pin 1 (marked "POT") to the center pin
    3. Short J2 pin 1 (marked "Temp") to the center pin
    4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    1. Short JP1 "U" option to the center pin
    2. Short JP2 "U" option to the center pin
    3. Short JP3 "U" option to the center pin
    4. Short JP4
  - *PIC24EP512GU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    1. Open J10
    2. Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

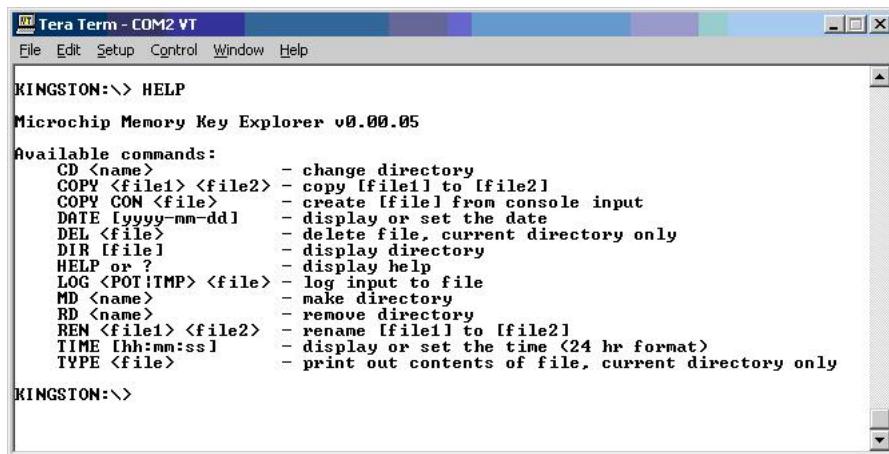
### 4.36.3 Running the Demo

Once the device is programmed with the correct firmware, connect a serial cable from the Explorer 16 to the computer. Open up a terminal program with the following settings: baud rate – 57600, data – 8bit, parity – none, stop – 1 bit, and flow control – none.



Connect power to the Explorer 16. If power was already connected to the board before the serial port was connected, either cycle power, press reset, or press enter. This should give a “>” prompt. Connect a USB Thumb Drive to the host connector. If the prompt does not appear then verify that you programmed the firmware correctly and that you have the correct serial port settings.

Type “HELP” in the prompt for a list of the available commands.



## 4.37 Host - MCHPUSB - Generic Driver Demo

This demo shows how to interface to Vendor class devices. It uses "Device - MCHPUSB - Generic Driver Demo" (page 109) as the target device.

## 4.37.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1, 2
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	2
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	2
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	2
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	2
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	2

Notes:

1. This configuration requires optimizations in order to fit the memory of the part. Not all versions of the compilers support all optimization levels.
2. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.

## 4.37.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    1. Set switch S1 to the "PGX1" setting
    2. Short J1 pin 1 (marked "POT") to the center pin
    3. Short J2 pin 1 (marked "Temp") to the center pin
    4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    1. Short JP1 "U" option to the center pin
    2. Short JP2 "U" option to the center pin
    3. Short JP3 "U" option to the center pin
    4. Short JP4

- *PIC24EP512GU810 PIM*
  1. *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  2. *Open jumpers J6, J7, J8, J9, and J10*
- *dsPIC33EP512MU810 PIM*
  1. *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  2. *Open jumpers J6, J7, J8, J9, and J10*
- *PIC32MX795F512L PIM*
  1. *Open J10*
  2. *Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2*

### 4.37.3 Running the Demo

This demo will require two Microchip devices to run. One will act as the USB host and the other will run the USB peripheral.

Program the peripheral with the firmware found in the “USB Device – MCHPUSB – Generic driver demo”(☞ page 109) folder. Program the host with the firmware found in the “USB Host – MCHPUSB – Generic driver demo” folder.

Power the host. The LCD screen should show the revision number of the MCHPUSB class driver. Plug in the peripheral device. The LCD screen should now update with the potentiometer and temperature data from the attached peripheral.

## 4.38 Host - Printer - Print Screen Demo

### 4.38.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)(☞ page 191)	<a href="#">MA240019</a>	1, 2
PIC24FJ256GB110 Plug-In-Module (PIM)(☞ page 193)	<a href="#">MA240014</a>	2
PIC24FJ256GB210 Plug-In-Module (PIM)(☞ page 193)	<a href="#">MA240021</a>	2
PIC24EP512GU810 Plug-In-Module (PIM)(☞ page 195)	<a href="#">MA240025-1</a>	2
dsPIC33EP512MU810 Plug-In-Module (PIM)(☞ page 196)	<a href="#">MA330025-1</a>	2
PIC32 USB Plug-In-Module (PIM)(☞ page 196)	<a href="#">MA320002</a>	2
PIC32 CAN-USB Plug-In-Module (PIM)(☞ page 196)	<a href="#">MA320003</a>	2

Notes:

1. This configuration requires optimizations in order to fit the memory of the part. Not all versions of the compilers support all optimization levels.
2. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)), a USB PICTail+ Daughter Board

([AC164131](#)), and a Graphics PICTail+ daughter board 3.2" ([AC164127-3](#)) in order to operate.

---

## 4.38.2 Configuring the Demo

### Explorer 16 Based Demos

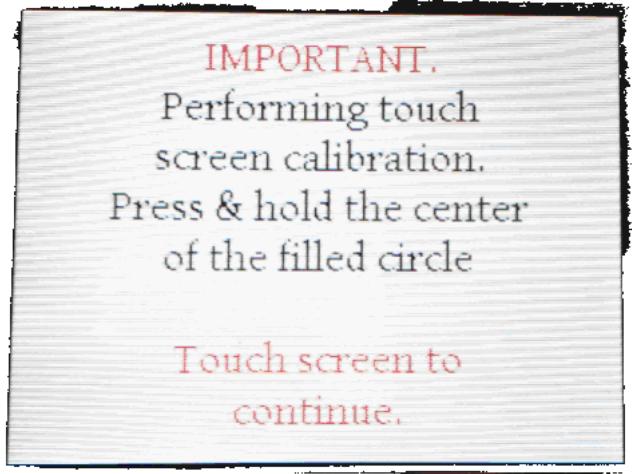
For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    1. Set switch S1 to the "PGX1" setting
    2. Short J1 pin 1 (marked "POT") to the center pin
    3. Short J2 pin 1 (marked "Temp") to the center pin
    4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    1. Short JP1 "U" option to the center pin
    2. Short JP2 "U" option to the center pin
    3. Short JP3 "U" option to the center pin
    4. Short JP4
  - *PIC24EP512GU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    1. Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    2. Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    1. Open J10
    2. Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

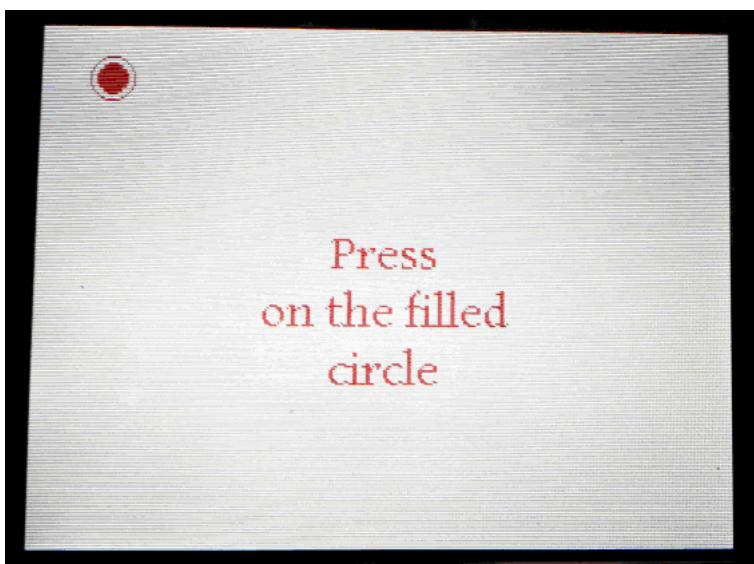
---

## 4.38.3 Running the Demo

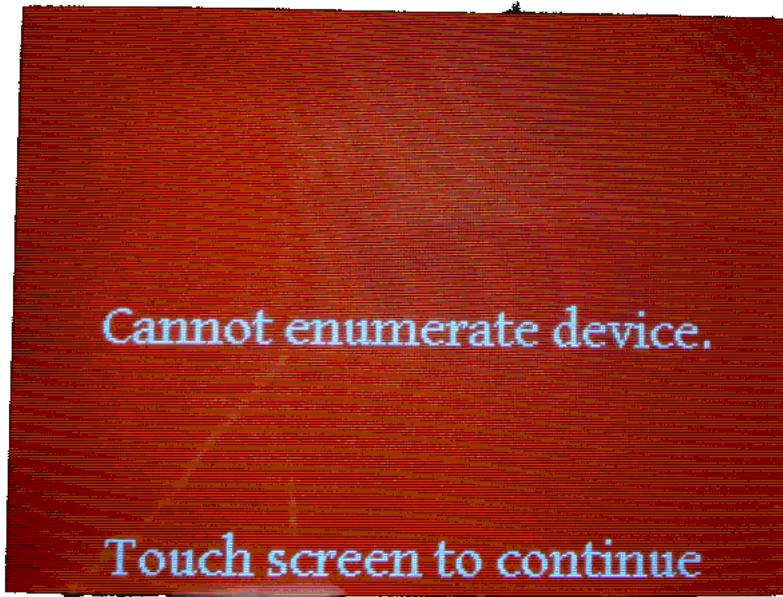
The first step required before running this demo is to calibrate the touch screen. Touch screen calibration is done by holding the touch screen down and power cycling the board. This will bring you to the touch screen calibration screen.



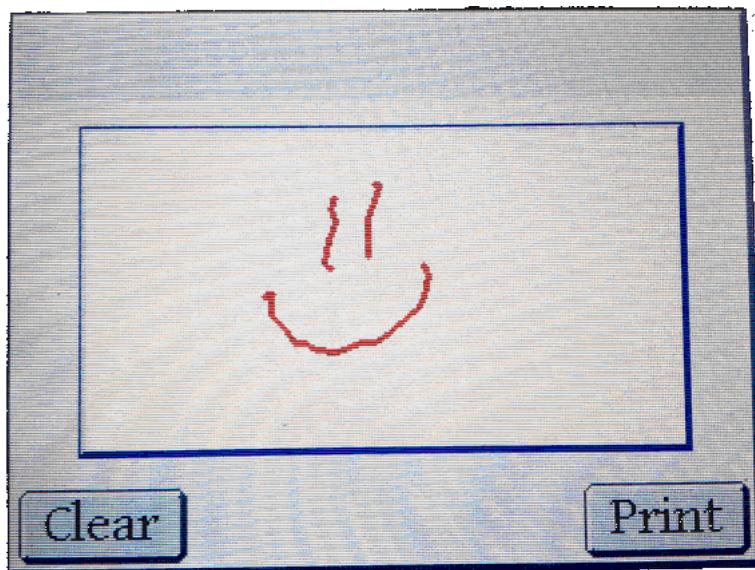
Follow the instructions on the screen.



Once the touch screen calibration is complete, plug in a printer into the board and reset the board. If the following screen comes up, then the printer that was plugged in is not supported or there is no printer plugged in. Please plug in a printer and reset the demo.



If the printer is successfully loaded then the following screen should come up. You can then draw on the screen and press print. When you press print the attached printer should print exactly what is on the screen and clear the screen.



---

## 4.39 Host - Printer - Simple Full Sheet

This demo shows how to create a host that can send a simple print out to a full sheet printer.

---

### 4.39.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	
PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	2
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

---

## 4.39.2 Configuring the Demo

Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4

- *PIC24EP512GU810 PIM*
  - *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  - *Open jumpers J6, J7, J8, J9, and J10*
- *dsPIC33EP512MU810 PIM*
  - *Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5*
  - *Open jumpers J6, J7, J8, J9, and J10*
- *PIC32MX795F512L PIM*
  - *Open J10*
  - *Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2*

[PIC24F Starter Kit](#)

- No hardware related configuration or jumper setting changes are necessary.

[PIC32 USB Starter Kit](#)

- No hardware related configuration or jumper setting changes are necessary.

[PIC32 USB Starter Kit II](#)

- No hardware related configuration or jumper setting changes are necessary.

---

### 4.39.3 Running the demo

To run this demo, power the target printer. Plug the USB cable from the printer into the demo board. This should cause a sheet to be printed with example images and text. To run the demo again, either reset the board, or remove and reconnect the USB cable to the printer.

---

## 4.40 Host - Printer - Simple Point of Sale (POS)

This demo shows how to create a simple embedded host application that talks to an Epson Point of Sale (POS) printer.

---

### 4.40.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1
PIC24FJ256DA210 Development Board( <a href="#">page 194</a> )	<a href="#">DM240312</a>	
PIC24F Starter Kit( <a href="#">page 195</a> )	<a href="#">DM240011</a>	

PIC24EP512GU810 Plug-In-Module (PIM)( <a href="#">page 195</a> )	<a href="#">MA240025-1</a>	1
dsPIC33EP512MU810 Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA330025-1</a>	1
PIC32 USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320002</a>	1
PIC32 CAN-USB Plug-In-Module (PIM)( <a href="#">page 196</a> )	<a href="#">MA320003</a>	1
PIC32 USB Starter Kit( <a href="#">page 196</a> )	DM320003-1	2
PIC32 USB Starter Kit II( <a href="#">page 197</a> )	<a href="#">DM320003-2</a>	

Notes:

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
2. This board is no longer sold. It was replaced by the PIC32 USB Starter Kit II.

---

## 4.40.2 Configuring the Demo

Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
2. Short JP2 and JP3 on the USB PICTail+ board
3. Open JP1 and JP4 on the USB PICTail+ board
4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
5. Short JP2 on the Explorer 16 to enable the LEDs.
6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
  - *PIC24FJ64GB004 PIM*
    - Set switch S1 to the "PGX1" setting
    - Short J1 pin 1 (marked "POT") to the center pin
    - Short J2 pin 1 (marked "Temp") to the center pin
    - Short J3 pin 1 (marked "EEPROM CS") to the center pin
  - *PIC24FJ256GB210 PIM*
    - Short JP1 "U" option to the center pin
    - Short JP2 "U" option to the center pin
    - Short JP3 "U" option to the center pin
    - Short JP4
  - *PIC24EP512GU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *dsPIC33EP512MU810 PIM*
    - Short pins 2 and 3 on jumpers J1, J2, J3, J4, and J5
    - Open jumpers J6, J7, J8, J9, and J10
  - *PIC32MX795F512L PIM*
    - Open J10

- Short pins 1 (marked "USB") and pin 2 (center) of jumpers J1 and J2

#### PIC24F Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit

- No hardware related configuration or jumper setting changes are necessary.

#### PIC32 USB Starter Kit II

- No hardware related configuration or jumper setting changes are necessary.

---

## 4.40.3 Running the Demo

To run this demo, power the target printer. Plug the USB cable from the printer into the demo board. This should cause a sheet to be printed with example images and text. To run the demo again, either reset the board, or remove and reconnect the USB cable to the printer.

---

## 4.41 Loading a precompiled demo

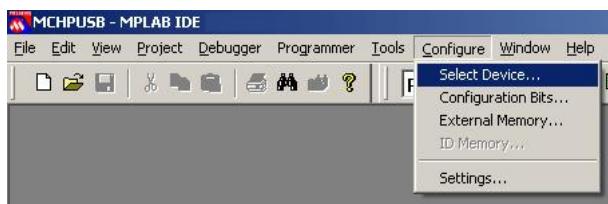
This section describes how to load a pre-compiled demo hex file.

---

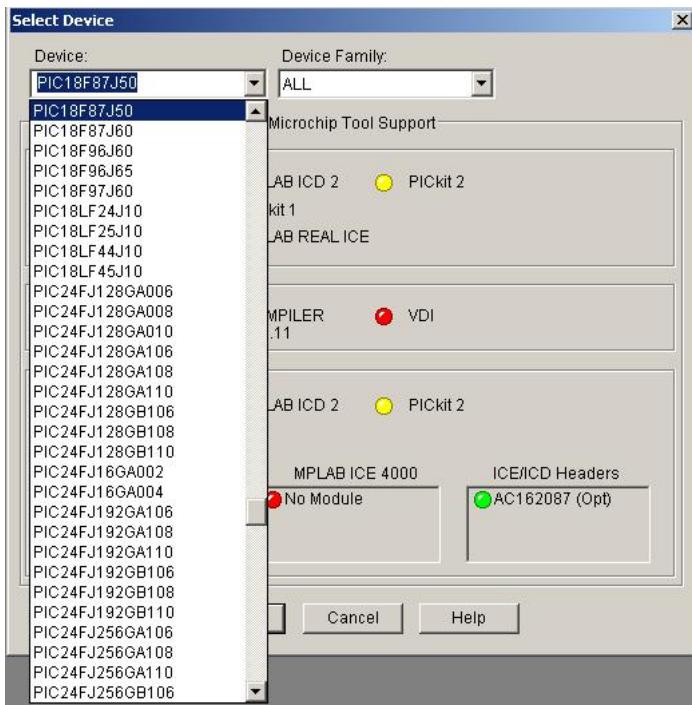
### 4.41.1 MPLAB 8

#### Selecting a target device:

1. Open MPLAB® IDE
2. Select Configure->Select Device

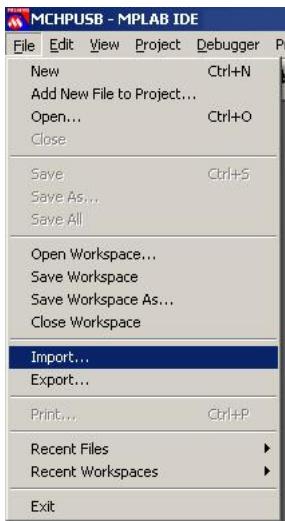


3. Select the target device from the drop down menu



### Importing a hex file:

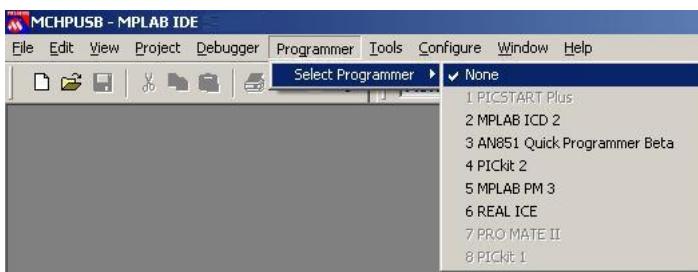
1. Make sure that the correct device is selected before the hex file is imported (see above for instructions).
2. Select File->Import



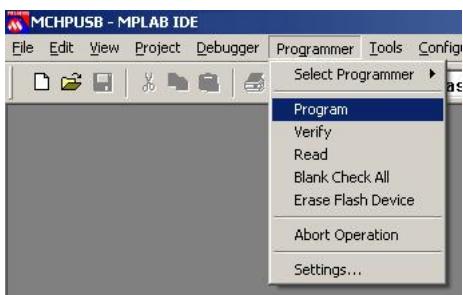
3. Select the desired hex file

### Programming the device:

1. Once the correct device is selected and a hex file is imported it is ready to be programmed into a device. Select Programmer->Select Programmer->... and select the programmer that you have available and connected to the computer.



2. After the programmer is enabled connect it to the target device.
3. Select Programmer->Program to program the device.



#### Running the device:

1. After the device is programmed, some programmers hold the device in reset. The easiest way to get the device running despite what programmer is being used is to disconnect the programmer from the target device.

---

## 4.42 PC - WM\_DEVICECHANGE Demo

This demo uses the "Device - HID Simple Custom Demo"( page 65) as the firmware. Please refer to that demos documentation for the supported boards and setups.

Before you can run the WM\_DEVICECHANGE\_Demo.exe executable, you will need to have the Microsoft® .NET Framework Version 2.0 Redistributable Package (later versions probably okay, but not tested) installed on your computer. Programs which were built in the Visual Studio® .NET languages require the .NET redistributable package in order to run. The redistributable package can be freely downloaded from Microsoft's website. Users of Windows Vista® operating systems will not need to install the .NET framework, as it comes pre-installed as part of the operating system.

The source code for the WM\_DEVICECHANGE\_Demo.exe file was created in Microsoft Visual C++® 2005 Express Edition. The source code can be found in the “<Install Directory>\USB PC - WM\_DEVICECHANGE Demo\WM\_DEVICECHANGE Demo - PC Software” directory. Microsoft currently distributes Visual C++ 2005 Express Edition for free, and can be downloaded from Microsoft's website. When downloading Microsoft Visual C++ 2005 Express Edition, also make sure to download and install the Platform SDK, and follow Microsoft's instructions for integrating it with the development environment.

It is not necessary to install either Microsoft Visual C++ 2005, or the Platform SDK in order to begin using the WM\_DEVICECHANGE\_Demo.exe file. These are only required if the source code will be modified or compiled.

To run the demo, simply run the executable by double clicking on it. The executable can be found in the “<Install Directory>\USB PC - WM\_DEVICECHANGE Demo” directory. If the application launches successfully, a window similar to that shown below should appear:



## 4.43 OTG - MCHPUSB Device/MCHPUSB Host Demo

This demo shows how to implement an OTG device. Both the device and the host are both MCHPUSB custom class demos. More information about the device portion of the demo and how it would work on other hosts can be found in the Device - MCHPUSB Generic Driver Demo([page 109](#)) section. More information about the host portion of this demo can be found in the Host - MCHPUSB Generic Driver Demo([page 170](#)) section.

### 4.43.1 Supported Demo Boards

Demo Board (click link for board information)	Part Number (click link for ordering information)	Notes
PIC24FJ64GB004 Plug-In-Module (PIM)( <a href="#">page 191</a> )	<a href="#">MA240019</a>	1
PIC24FJ256GB110 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240014</a>	1
PIC24FJ256GB210 Plug-In-Module (PIM)( <a href="#">page 193</a> )	<a href="#">MA240021</a>	1

**Notes:**

1. This board can not be used by itself. It requires an Explorer 16 ([DM240001](#)) and a USB PICTail+ Daughter Board ([AC164131](#)) in order to operate.
- 

## 4.43.2 Configuring the Demo

### Explorer 16 Based Demos

For all of the Explorer 16-based demo boards, please follow the following instructions

1. Connect the USB PICTail+ Daughter Board to the Explorer 16.
  2. Short JP4 on the USB PICTail+ board
  3. Open JP1, JP2, and JP3 on the USB PICTail+ board
  4. Make sure that S2 on the Explorer 16 is switched to the "PIM" setting.
  5. Short JP2 on the Explorer 16 to enable the LEDs.
  6. Follow any processor specific instructions below. All instructions apply to the PIM unless otherwise stated:
    - *PIC24FJ64GB004 PIM*
      1. Set switch S1 to the "PGX1" setting
      2. Short J1 pin 1 (marked "POT") to the center pin
      3. Short J2 pin 1 (marked "Temp") to the center pin
      4. Short J3 pin 1 (marked "EEPROM CS") to the center pin
    - *PIC24FJ256GB210 PIM*
      1. Short JP1 "U" option to the center pin
      2. Short JP2 "U" option to the center pin
      3. Short JP3 "U" option to the center pin
      4. Short JP4
- 

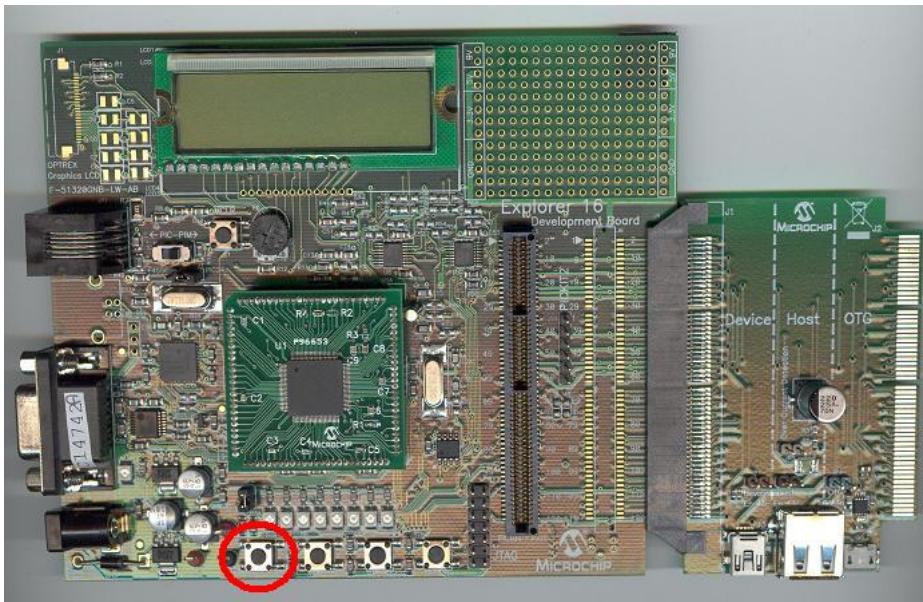
## 4.43.3 Running the Demo

This demo will require two Microchip devices to run. One will act as the USB host and the other will run the USB peripheral.

To demo the full OTG functionality, program 2 sets of boards with the code provided in the "USB OTG – MCHPUSB – Generic driver demo" folder.

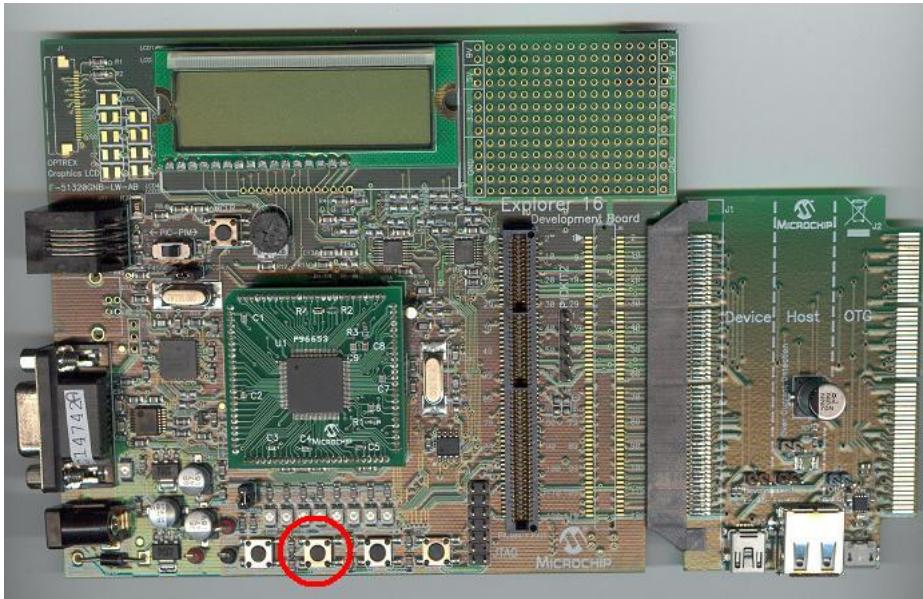
Power both boards. For this demo you will need a micro-A to micro-B cable. At the time of this release these cables are rare and still hard to find. When purchasing a cable please insure that the ID pin on both connectors is correct. On the A side of the cable the ID pin should be less than 10 ohms to ground. On the B-side of the cable the ID pin should be more than 100k ohms to gnd. There are several manufactures that produce micro-A to micro-B cables that are not OTG compliant and these cables have the ID pin connected straight through the cable instead of grounded on one end and floating on the other as the OTG specification calls for.

When the A end of the cable is plugged into either of the boards, that board will become host. When the B end of the cable is connected to either of the boards, that board will become peripheral. On the host board, press the S3 button (seen below). This will cause the host to start supplying 5v to the peripheral. At this point the peripheral should start to operate.



Changing the POT on the peripheral board will cause the LCD on the host to reflect the new value. Similarly the temperature will be affected. Pressing S3 again will cause the host to power down the peripheral. With the power to the peripheral off, press the S3 button on the peripheral. This initiates a Session Request Protocol (SRP). This requests that the host power the bus again. At this point the device should run again without enabling the power from the device.

To switch roles, while both devices are power and the host is communicating to the peripheral, press the S6 button (seen below) on the host (the A device). This initiates a Host Negotiate Protocol (HNP). This causes the A device to become the peripheral and the B device to become the host. The demo is run the same as before except that the POT on the A device is now read on the LCD of the B device. To return to the original configuration, press the S6 button on the B device (now the host). This will suspend the bus and return host control to the A device.



# 5 Demo Board Information

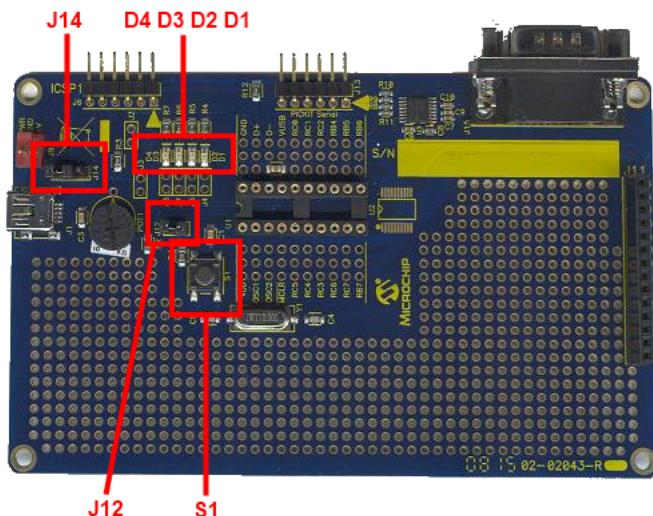
This section gives a brief introduction([page 1](#)) and links to more information for the USB demo boards.

## Description

## 5.1 Low Pin Count USB Development Board

### Overview

This board features the [PIC18F14K50](#) microcontroller. This controller has 20 pins, 16KB of flash, 768 bytes of RAM and an 8-bit core running up to 12MIPS.



J12 - Shorts the VUSB pin to Vdd rail.

J14 - Selects the power source for the board. Short pins 1 and 2 to power from J9. Short pins 2 and 3 to power from the USB VBUS line.

S1 - Application button. Connected to RA3

D1 - Application LED. Connected to RC0

D2 - Application LED. Connected to RC1

D3 - Application LED. Connected to RC2

D4 - Application LED. Connected to RC3

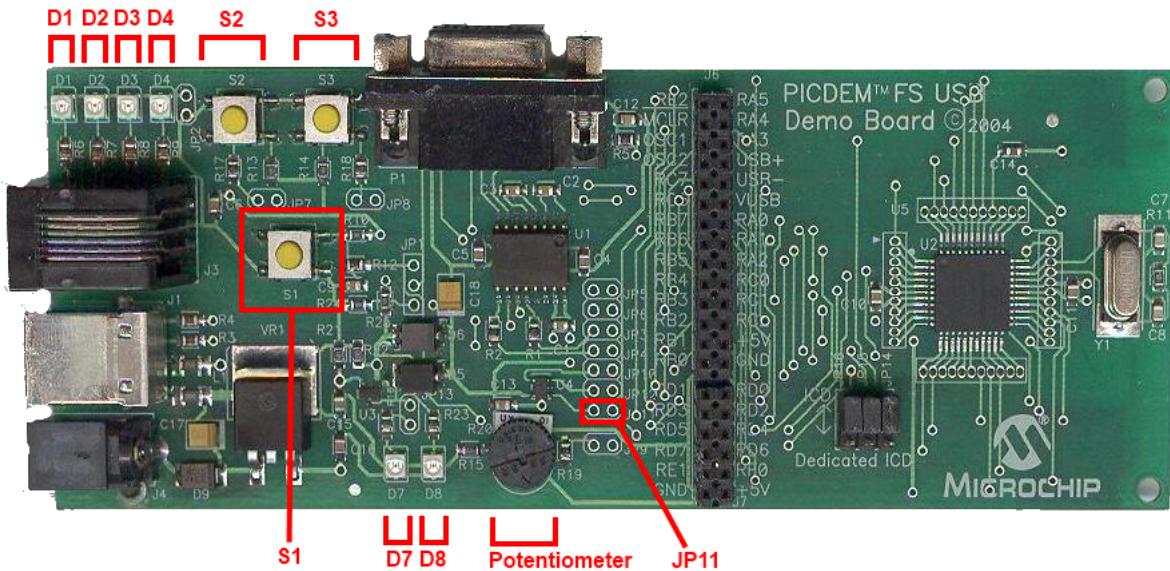
### More Information

[Product webpage](#)

[PIC18F14K50 webpage](#)

## 5.2 PICDEM FS USB Board

### Overview



S1 - MCLR reset button

S2 - Application button

S3 - Application button

D1 - Application LED

D2 - Application LED

D3 - Application LED

D4 - Application LED

D7 - Bus powered indicator - When this LED is illuminated, the board is being powered by the USB bus.

D8 - Self powered indicator - When this LED is illuminated, the board is being powered by an external power supply.

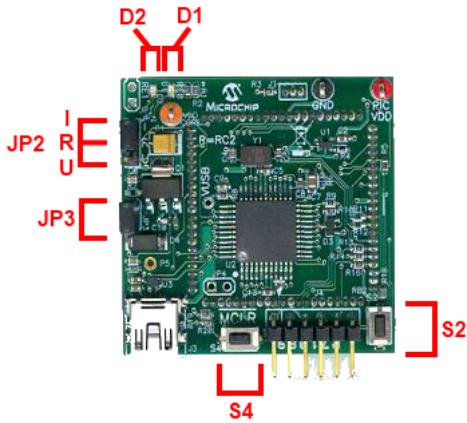
JP11 - connects RB2 of the microcontroller to the temperature sensor on the board (U4). On some revisions of the board there is a trace shorting this jumper that needs to be cut in order to open this jumper.

### More Information

[Product website](#)

## 5.3 PIC18F46J50 Plug-In-Module (PIM)

### Overview



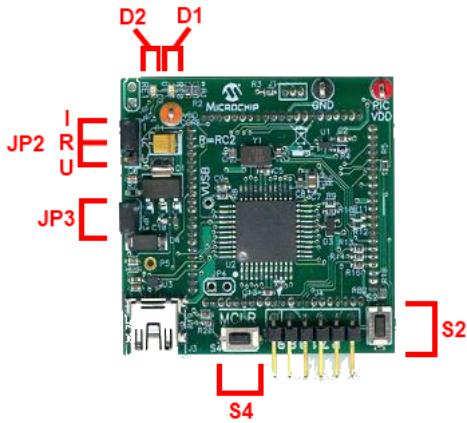
- JP2 - This is a three-pin header with the labels, "I", "R" and "U". The "R" is an abbreviation referring to microcontroller pin, RC2. "I" is an abbreviation referring to the "ICE" female header pin for the RC2 signal. "U" is an abbreviation for the USB VBUS line. When the jumper is in the "R" to "I" position, the RC2 pin connects only to the ICE female header pin, just like most of the other general purpose I/O pins. When the jumper is in the "R" to "U" position, RC2 (which is 5.5V tolerant) can be used to sense when the USB cable has been attached to the host, and when the host is actively providing power to the +5V VBUS line. According to the USB 2.0 specifications, no device should ever pull the D+ or D- lines high (such as with the D+ or D- pull-up resistor) until the host actively powers the +5V VBUS line. This is intended to prevent self-powered peripherals from ever sourcing even small amounts of power to the host when the host is not powered. Small amounts of current could potentially prevent the host (and possibly other USB peripherals connected to that host) from fully becoming depowered, which may cause problems during power-up and initialization. Self-powered peripherals should periodically monitor the +5V VBUS line and detect when it is driven high. Only when it is powered should user firmware enable the USB module and turn on the D+ (for full speed) or D- (for low speed) pull-up resistor, signaling device attach to the host. The recommended method of monitoring the +5V VBUS line is to connect it to one of the microcontroller's 5.5V tolerant I/O pins through a large value resistor (such as 100 kOhms). The resistor serves to improve the ESD ruggedness of the circuit as well as to prevent microcontroller damage if user firmware should ever unintentionally configure the I/O pin as an output. Peripherals which are purely bus powered obtain all of their power directly from the +5V VBUS line itself. For these types of devices, it is unnecessary to monitor when the VBUS is powered, as the peripheral will not be able to source current on the D+, D- or VBUS lines when the host is not powered.
- JP3 - This jumper is located in series with the +5V VBUS power supply line from the USB connector. When the jumper is removed, a current meter may be placed between the header pins to measure the board current which is being drawn from the USB port. Additionally, by removing the jumper cap altogether, JP3 provides a means of preventing the board from consuming USB power.
- S2 - Switch for application use. Tied to RB2.
- S4 - MCLR reset switch
- D1 - LED for application use. Tied to RE0.
- D2 - LED for application use. Tied to RE1.

### More Information

[Product webpage](#)

## 5.4 PIC18F47J53 Plug-In-Module (PIM)

### Overview



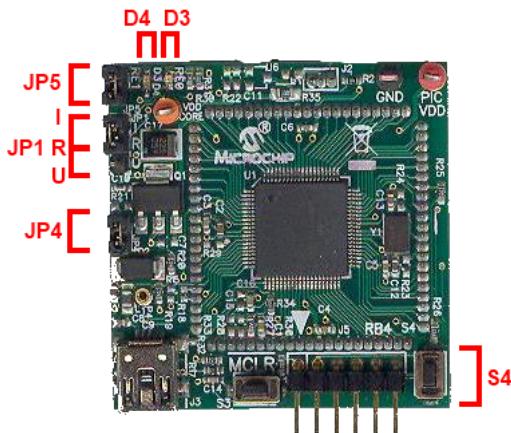
- JP2 - This is a three-pin header with the labels, "I", "R" and "U". The "R" is an abbreviation referring to microcontroller pin, RC2. "I" is an abbreviation referring to the "ICE" female header pin for the RC2 signal. "U" is an abbreviation for the USB VBUS line. When the jumper is in the "R" to "I" position, the RC2 pin connects only to the ICE female header pin, just like most of the other general purpose I/O pins. When the jumper is in the "R" to "U" position, RC2 (which is 5.5V tolerant) can be used to sense when the USB cable has been attached to the host, and when the host is actively providing power to the +5V VBUS line. According to the USB 2.0 specifications, no device should ever pull the D+ or D- lines high (such as with the D+ or D- pull-up resistor) until the host actively powers the +5V VBUS line. This is intended to prevent self-powered peripherals from ever sourcing even small amounts of power to the host when the host is not powered. Small amounts of current could potentially prevent the host (and possibly other USB peripherals connected to that host) from fully becoming depowered, which may cause problems during power-up and initialization. Self-powered peripherals should periodically monitor the +5V VBUS line and detect when it is driven high. Only when it is powered should user firmware enable the USB module and turn on the D+ (for full speed) or D- (for low speed) pull-up resistor, signaling device attach to the host. The recommended method of monitoring the +5V VBUS line is to connect it to one of the microcontroller's 5.5V tolerant I/O pins through a large value resistor (such as 100 kOhms). The resistor serves to improve the ESD ruggedness of the circuit as well as to prevent microcontroller damage if user firmware should ever unintentionally configure the I/O pin as an output. Peripherals which are purely bus powered obtain all of their power directly from the +5V VBUS line itself. For these types of devices, it is unnecessary to monitor when the VBUS is powered, as the peripheral will not be able to source current on the D+, D- or VBUS lines when the host is not powered.
- JP3 - This jumper is located in series with the +5V VBUS power supply line from the USB connector. When the jumper is removed, a current meter may be placed between the header pins to measure the board current which is being drawn from the USB port. Additionally, by removing the jumper cap altogether, JP3 provides a means of preventing the board from consuming USB power.
- S2 - Switch for application use. Tied to RB2.
- S4 - MCLR reset switch
- D1 - LED for application use. Tied to RE0.
- D2 - LED for application use. Tied to RE1.

### More Information

[Product website](#)

## 5.5 PIC18F87J50 Plug-In-Module (PIM) Demo Board

### Overview



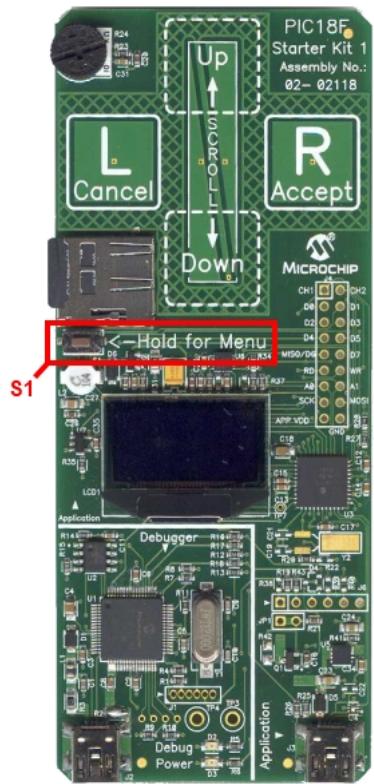
- **JP1** - This is a three-pin header with the labels, "I", "R" and "U". The "R" is an abbreviation referring to microcontroller pin, RB5. "I" is an abbreviation referring to the "ICE" female header pin for the RB5 signal. "U" is an abbreviation for the USB VBUS line. When the jumper is in the "R" to "I" position, the RB5 pin connects only to the ICE female header pin, just like most of the other general purpose I/O pins. When the jumper is in the "R" to "U" position, RB5 (which is 5.5V tolerant) can be used to sense when the USB cable has been attached to the host, and when the host is actively providing power to the +5V VBUS line. According to the USB 2.0 specifications, no device should ever pull the D+ or D- lines high (such as with the D+ or D- pull-up resistor) until the host actively powers the +5V VBUS line. This is intended to prevent self-powered peripherals from ever sourcing even small amounts of power to the host when the host is not powered. Small amounts of current could potentially prevent the host (and possibly other USB peripherals connected to that host) from fully becoming depowered, which may cause problems during power-up and initialization. Self-powered peripherals should periodically monitor the +5V VBUS line and detect when it is driven high. Only when it is powered should user firmware enable the USB module and turn on the D+ (for full speed) or D- (for low speed) pull-up resistor, signaling device attach to the host. The recommended method of monitoring the +5V VBUS line is to connect it to one of the microcontroller's 5.5V tolerant I/O pins through a large value resistor (such as 100 kOhms). The resistor serves to improve the ESD ruggedness of the circuit as well as to prevent microcontroller damage if user firmware should ever unintentionally configure the I/O pin as an output. Peripherals which are purely bus powered obtain all of their power directly from the +5V VBUS line itself. For these types of devices, it is unnecessary to monitor when the VBUS is powered, as the peripheral will not be able to source current on the D+, D- or VBUS lines when the host is not powered.
- **JP4** - This jumper is located in series with the +5V VBUS power supply line from the USB connector. When the jumper is removed, a current meter may be placed between the header pins to measure the board current which is being drawn from the USB port. Additionally, by removing the jumper cap altogether, JP4 provides a means of preventing the board from consuming USB power.
- **JP5** - This jumper provides a means of removing the LED pin loading on the RE0 and RE1 pins.
- **S4** - Switch for application use. Tied to RB4.
- **D3 - D4** - LED for application use. Tied to RE0.
- **D4** - LED for application use. Tied to RE1.

### More Information

- [Product webpage](#)

## 5.6 PIC18 Starter Kit

### Overview



S1 - Application switch. Connected to RB0.

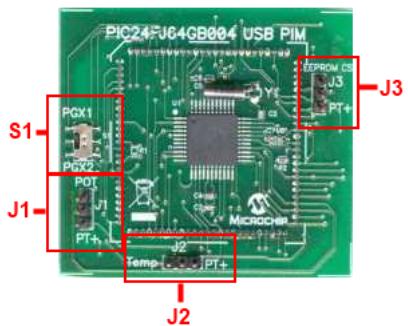
### More Information

[Product Website](#)

[Introduction Video](#)

## 5.7 PIC24FJ64GB004 Plug-In-Module (PIM)

### Overview



S1 - Select which programming pins are going to be used on the microcontroller. The "PGX1" setting must be used for USB operation.

J1 - A/D setting for RC1 (center tap). Setting the jumper to "POT" connects the pin to the potentiometer on the Explorer 16. Setting the jumper to "PT+" connects the pin to the PICTail+ connector on the Explorer 16.

J2 - A/D setting for RC0 (center tap). Setting the jumper to "Temp" connects the pin to the temperature sensor on the Explorer 16. Setting the jumper to "PT+" connects the pin to the PICTail+ connector on the Explorer 16.

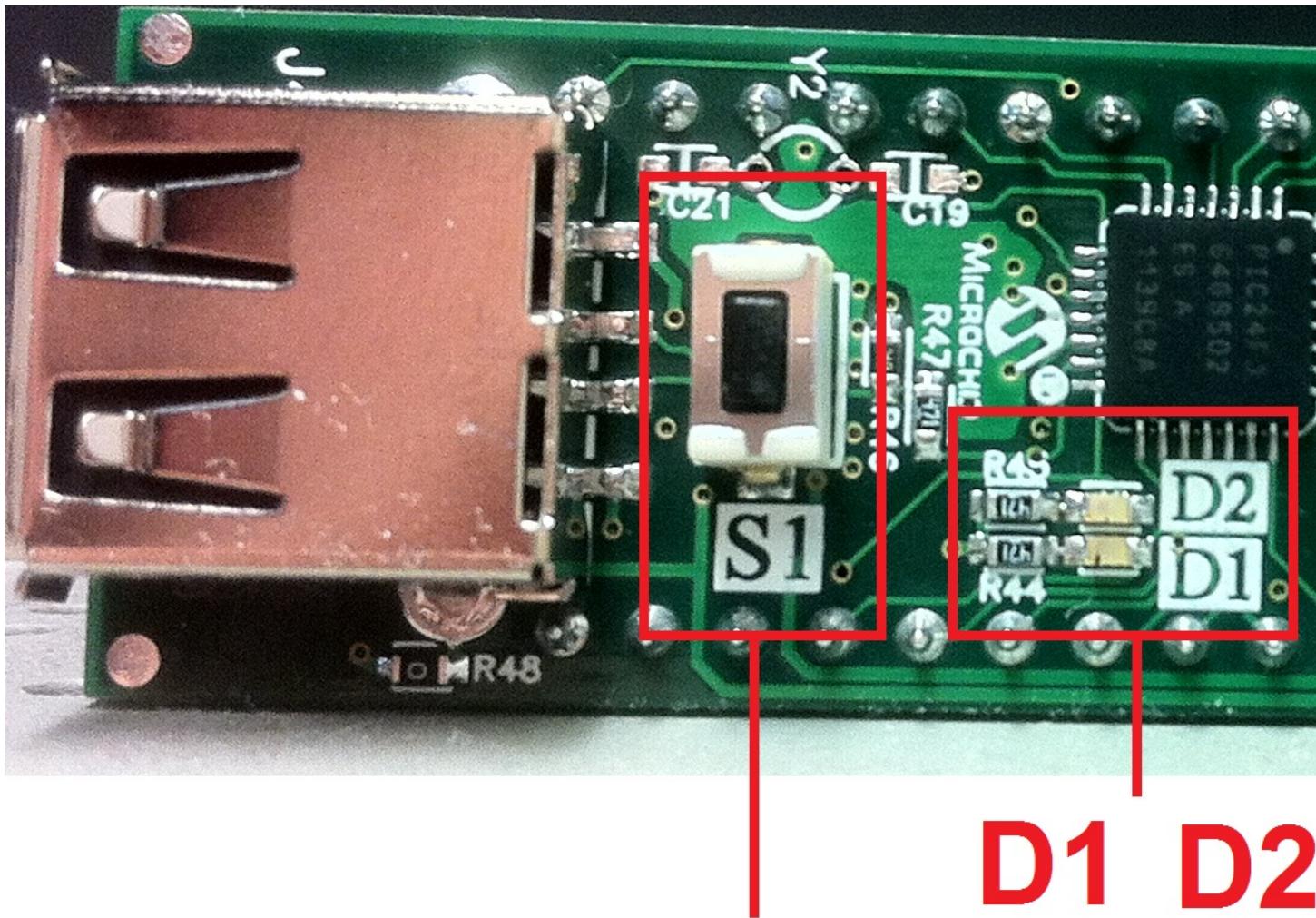
J3 - I/O selection for RA8 (center tap). Setting the jumper to "EEPROM CS" connects the pin to the chip select line of the EEPROM on the Explorer 16. Setting the jumper to "PT+" connects the pin to the PICTail+ connector on the Explorer 16.

### More Information

[Plug-In-Module \(PIM\) Information Sheet](#)

## 5.8 PIC24FJ64GB502 Microstick

### Overview



S1

D1 D2

S1 - Application switch. Tied to RB7.

D1 - Application LED. Tied to RB9.

D2 - Application LED. Tied to RB8.

This board has 3 USB connectors on it.

- The mini-B connector is for the PICkit on-board debugger. It is located on the top of the board.

- The mini-B connector is for USB device operation on the target microcontroller. It is located on the bottom side of the board.
- The A connector is for USB host support on the target microcontroller.

**More Information**

[Product webpage](#)

---

## 5.9 PIC24FJ256GB110 Plug-In-Module (PIM)

**Overview**

The PIC24FJ256GB110 Plug-In-Module (PIM) is not a standalone board. It requires the use of the Explorer 16([page 199](#)) ([DM240001](#)). For USB applications the USB PICTail plus daughter board([page 198](#)) ([AC164131](#)) is also required.

**More Information**

[Information sheet](#)

---

## 5.10 PIC24FJ256GB210 Plug-In-Module (PIM)

**Overview**

The PIC24FJ256GB210 Plug-In-Module (PIM) is not a standalone board. It requires the use of the Explorer 16([page 199](#)) ([DM240001](#)). For USB applications the USB PICTail plus daughter board([page 198](#)) ([AC164131](#)) is also required.

For USB operation, jumpers JP1, JP2, and JP3 should be shorted from pins 1 to 2.

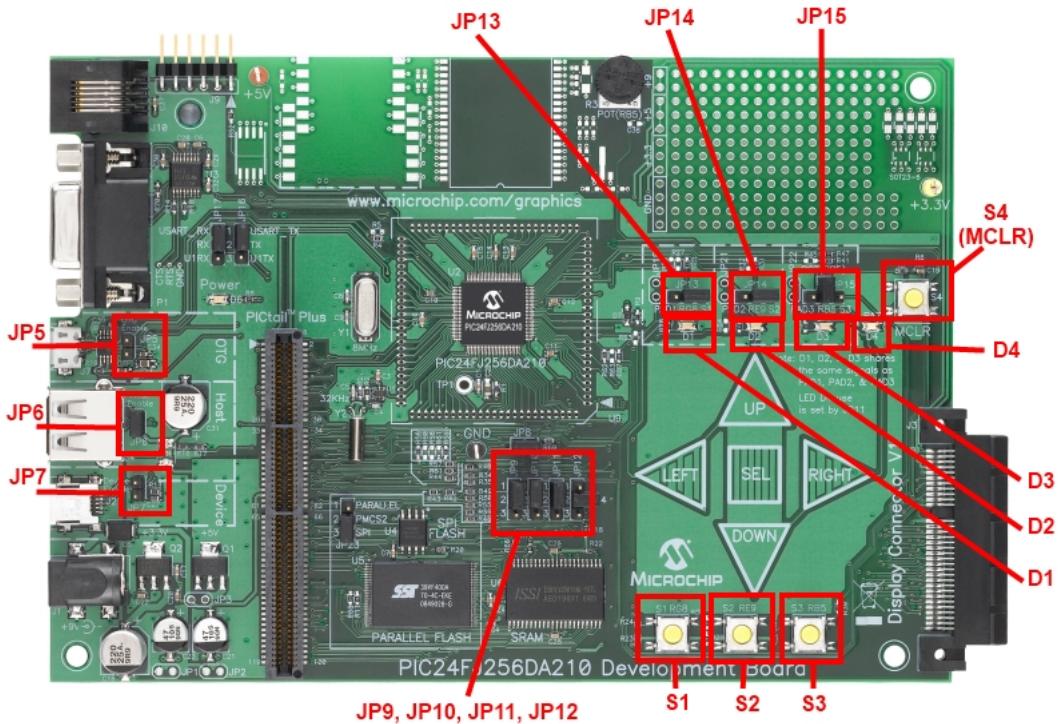
**More Information**

[Information sheet](#)

[Ordering information](#)

# 5.11 PIC24FJ256DA210 Development Board

## Overview



**S1** - Application switch. Tied to RG8 when JP13 is shorted from S1 to RG8 settings.

**S2** - Application switch. Tied to RE9 when JP14 is shorted from S1 to RE9 settings.

**S3** - Application switch. Tied to RB5 when JP15 is shorted from S1 to RB5 settings.

**S4** - MCLR reset button. Resets the microcontroller on the board.

**D1** - Application LED. Connected to RG8 when JP13 is shorted from PAD1 to RG8.

**D2** - Application LED. Connected to RE9 when JP14 is shorted from PAD2 to RE9.

**D3** - Application LED. Connected to RB5 when JP15 is shorted from PAD3 to RB5.

**D4** - Application LED. Connected to RA7 when JP11 is shorted from 1 to 2.

**JP5** - Connect USB OTG port to VBUS.

**JP6** - Connect USB Host port to VBUS.

**JP7** - Connect USB Device port to VBUS.

**JP11** - Functionality selection for RA7.

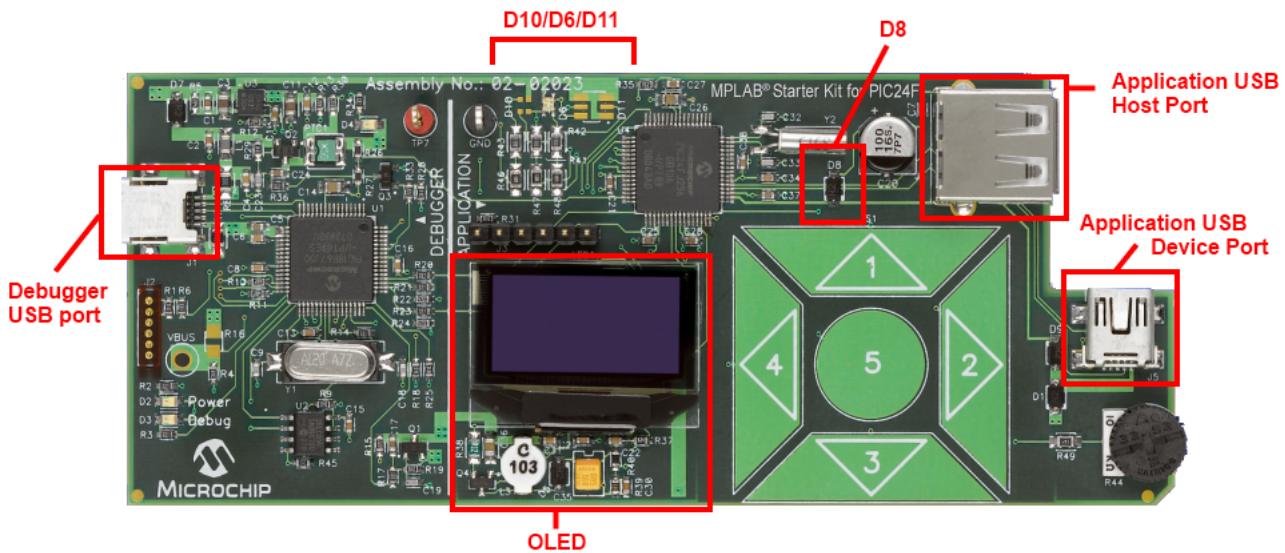
**JP13** - Functionality selection for RG8.

**JP14** - Functionality selection for RE9.

**JP15** - Functionality selection for RB5.

**More Information**[Product Webpage](#)[Ordering Information](#)

## 5.12 PIC24F Starter Kit

**Overview**

D8 - For dual role examples on the PIC24F starter kit, D8 needs to be removed. D8 allows the firmware to verify that the 5v has been delivered to the application USB host port. This, however, is also tied to the application USB device port. With the diode in place the controller can not determine if the 5v it sees is from the USB host port being powered or from the USB device port on an attachment to a USB host.

**More Information**[Product Website](#)[Ordering Information](#)[Introduction Video](#)

## 5.13 PIC24EP512GU810 Plug-In-Module (PIM)

**More Information**[Information Sheet](#)

## 5.14 dsPIC33EP512MU810 Plug-In-Module (PIM)

### More Information

[Information Sheet](#)

---

## 5.15 PIC32MX460F512L Plug-In-Module (PIM)

### More Information

[Schematic](#)

---

## 5.16 PIC32MX795F512L Plug-In-Module (PIM)

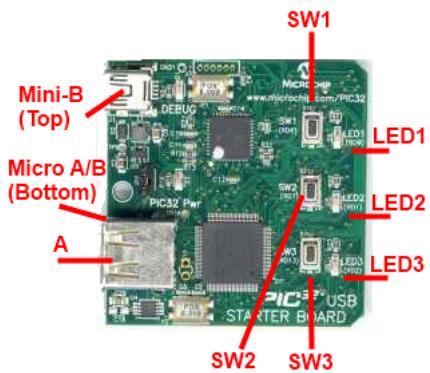
### More Information

[Information Sheet](#)

---

## 5.17 PIC32 USB Starter Kit

### Overview



SW1 - Application switch. Tied to RD6.

SW2 - Application switch. Tied to RD7.

SW3 - Application switch. Tied to RD13.

LED1 - Application LED. Tied to RD0.

LED2 - Application LED. Tied to RD1.

LED3 - Application LED. Tied to RD2.

This board has 3 USB connectors on it.

- The mini-B connector is for on-board debugger. It is located on the top of the board.
- The micro-A/B connector is for USB OTG operation on the target microcontroller. It is located on the bottom side of the board.
- The A connector is for USB host support on the target microcontroller.

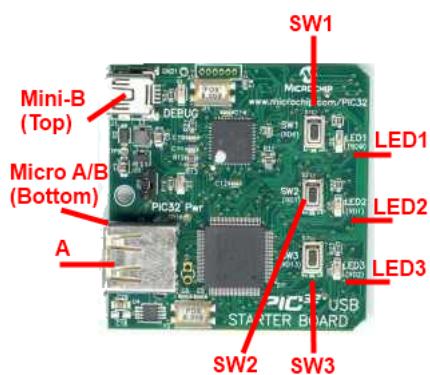
#### More Information

The PIC32 USB Starter Kit is no longer sold. It has been replaced by the PIC32 USB Starter Kit II([page 197](#)).

---

## 5.18 PIC32 USB Starter Kit II

#### Overview



SW1 - Application switch. Tied to RD6.

SW2 - Application switch. Tied to RD7.

SW3 - Application switch. Tied to RD13.

LED1 - Application LED. Tied to RD0.

LED2 - Application LED. Tied to RD1.

LED3 - Application LED. Tied to RD2.

This board has 3 USB connectors on it.

- The mini-B connector is for on-board debugger. It is located on the top of the board.
- The micro-A/B connector is for USB OTG operation on the target microcontroller. It is located on the bottom side of the board.
- The A connector is for USB host support on the target microcontroller.

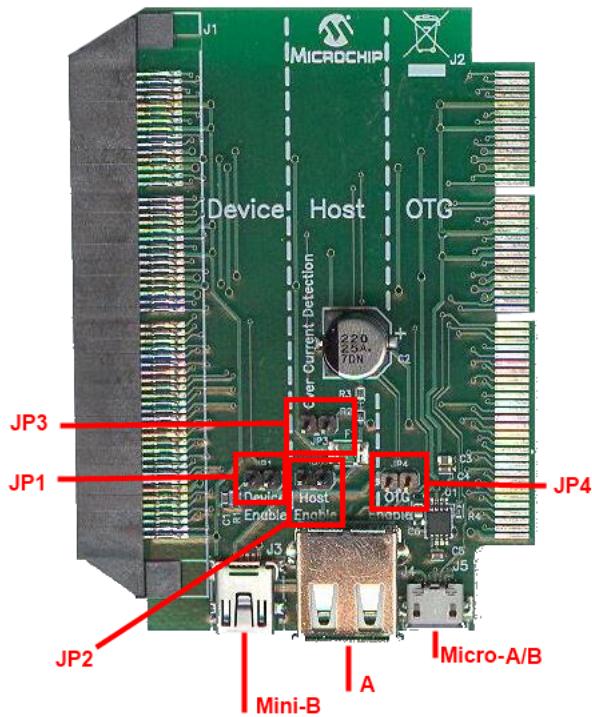
#### More Information

[Product webpage](#)

---

## 5.19 USB PICTail Plus Daughter Board

### Overview



JP1 - Connects the VBUS pin of the mini-B connector to the VBUS pin of the microcontroller.

JP2 - Connects the VBUS pin of the A connector (and associated circuitry) to the VBUS pin of the microcontroller.

JP3 - Connects the VBUS voltage detection resistor divider circuit to the microcontroller (pin varies depending on the processor module).

JP4 - Connects the VBUS pin of the micro-A/B connector (and associated circuitry) to the VBUS pin of the microcontroller.

This board has 3 USB connectors on it.

- The mini-B connector is for USB device operation. For use in this mode JP1 should be shorted and JP2, JP3, and JP4 should be open.
- The A connector is for USB host support. JP2 should be short for this mode. JP3 can be shorted to enable VBUS voltage sensing. Some demos may require this feature. JP1 and JP4 should be open.
- The micro-A/B connector is for USB OTG operation. JP4 should be short and JP1, JP2, and JP3 should be open.

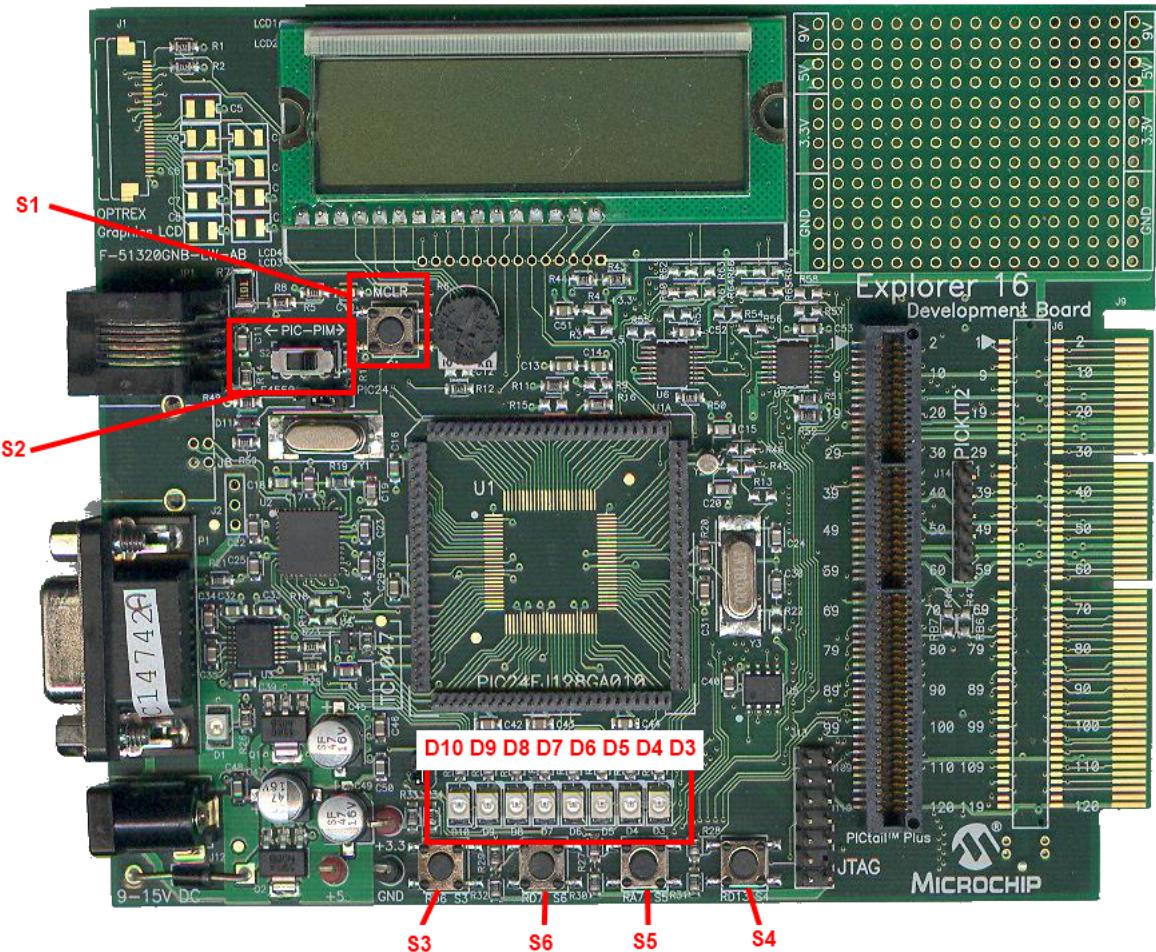
### More Information

[Product website](#)

[Ordering information](#)

# 5.20 Explorer 16

## Overview:



S1 - Reset button (MCLR)

S2 - Processor switch. This switch determines which processor is running, the processor on the board or the processor on the Plug-In-Module (PIM).

S3, S4, S5, S6 - Application switches. For information about what pin is connected to this switch, please refer to the information for the PIM in use.

D3 through D10 - Application LEDs. For information about what pin is connected to this LED, please refer to the information for the PIM in use.

## More Information:

[Product webpage](#)

# 6 PC Tools and Example Code

Find out what PC tools and example code are available for development with the MCHPFSUSB Library.

## Description

### Microchip General Purpose (Custom/Vendor Class) USB Driver

See: <Install Directory>\USB Tools\MCHP Custom Driver\MCHPUSB Driver\Release

Microchip provides a general purpose Windows driver which can be used by Windows applications to interface with a custom class USB device. This driver will not be necessary in many USB applications, such as USB HID class devices, which would normally use built in HID class drivers which distribute with the OS.

For USB applications that do not readily fit within the constraints of these other device class options, Microchip's general purpose driver may be used. Windows applications can access USB devices either by directly interfacing with the driver (mchpusb.sys), or they may indirectly use the driver through a pre-compiled library.

The custom class firmware examples are intended to be used with the general purpose USB driver.

After installation, the release notes for the general purpose USB driver are located at: <Install Directory>\Microchip\USB\Utilities\MCHP Custom Driver\MCHPUSB Driver\MCHPUSB Driver Release Notes.htm

### MPUSB API Library and DLL Source

See: <Install Directory>\USB Tools\MCHPUSB Custom Driver\Mpusbapi

A custom class Windows application using the Microchip General Purpose USB driver may interface directly with the driver (mchpusb.sys). Doing so directly requires more effort and more time to learn than using a pre-compiled library that exposes a simple to use API including basic functions like open(), read(), write(), and close().

The MPUSBAPI.DLL file is a library which provides a number of functions including the basic ones needed for reading and writing to a USB device. A list of the functions available, and the calling conventions for those functions is currently documented in the form of inline comments in the source code for the DLL file. The DLL is compiled using Borland® C++ Builder™ 6 development environment, and the source code is provided in the "<install directory>\Microchip\USB\Utilities\MCHPUSB Custom Driver\Mpusbapi\Dll\Borland\_C\Source" directory.

A load time linking and a run time linking example showing how to use the DLL are included in "<install directory>\Microchip\USB\Utilities\MCHPUSB Custom Driver\Mpusbapi\Example Applications\Borland\_C" directory.

### PICDEM FS USB Demo Tool "Pdfsusb"

See: <Install Directory>\USB Tools\Pdfsusb

This computer program demonstrates basic USB communication using the Microchip Custom class driver with a Windows GUI based application. The USB Device – MCHPUSB – Generic Driver Demo Firmware is intended to be used in conjunction with the "PICDEM FS USB Demo Tool" which can be launched by executing the PDFSUSB.exe file. The features and use of this application are described in the PICDEM FS USB Demonstration Board User's Guide (DS51526).

This application was originally intended to be used with the PICDEM FS USB Demo Board, but it can be used with the other available USB platforms as well. The demo tool makes use of hardware features, such as a temperature sensor and potentiometer which are not found on all of the hardware platforms. In order to use the demo tool with the PIC18F87J50 PIM, the PIM should be used while it is plugged into the HPC Explorer board. The HPC Explorer board has the needed potentiometer, temperature sensor, and additional LEDs.

In order to use the PICDEM FS USB Demo Tool with any of the hardware platforms, the board will need to be programmed with the code generated by the Custom class device example project or from the custom class precompiled examples.

### USBConfig.exe Tool

See: <Install Directory>\USB Tools\USBConfig Tool

Each of the firmware projects requires a `usb_config.h` that defines several macros that the USB stack uses to know how it should perform. In the case of the embedded host applications there is also a `.c` file that needs to be created that describes the Targeted Peripheral List (TPL). The TPL is a list of supported devices. This `.c` file also contains various information that the stack needs to know in order to load and execute the correct client drivers for these devices.

The `USBConfig.exe` tool is a simple to use interface to help generate the files required by the USB stack.

At the moment the `USBConfig.exe` tool is only functional for the embedded host examples.

#### **Driver Management Tool**

See: <Install Directory>\USB PC - Driver Management Tool

This tool provides an example of how to install a USB driver from within a PC application. This is useful for operating systems like Windows Vista or Windows 7 where the operating system doesn't always ask the user for the driver files if they are not pre-installed.

# 7 Application Programming Interface (API)

---

## 7.1 Device/Peripheral

---

### 7.1.1 Device Stack

## 7.1.1.1 Interface Routines

### Functions

	Name	Description
☞	USB_APPLICATION_EVENT_HANDLER( <a href="#">page 206</a> )	This function is called whenever the USB stack wants to notify the user of an event.
☞	USBCancelIO( <a href="#">page 207</a> )	This function cancels the transfers pending on the specified endpoint. This function can only be used after a SETUP packet is received and before that setup packet is handled. This is the time period in which the EVENT_EP0_REQUEST is thrown, before the event handler function returns to the stack.
☞	USBCtrlEPAllowDataStage( <a href="#">page 208</a> )	This function allows the data stage of either a host-to-device or device-to-host control transfer (with data stage) to complete. This function is meant to be used in conjunction with either the USBDeferOUTDataStage( <a href="#">page 212</a> )() or USBDeferINDataStage( <a href="#">page 210</a> )(). If the firmware does not call either USBDeferOUTDataStage( <a href="#">page 212</a> )() or USBDeferINDataStage( <a href="#">page 210</a> )(), then the firmware does not need to manually call USBCtrlEPAllowDataStage(), as the USB stack will call this function instead.
☞	USBCtrlEPAllowStatusStage( <a href="#">page 209</a> )	This function prepares the proper endpoint 0 IN or endpoint 0 OUT (based on the controlTransferState) to allow the status stage packet of a control transfer to complete. This function gets used internally by the USB stack itself, but it may also be called from the application firmware, IF the application firmware called the USBDeferStatusStage( <a href="#">page 214</a> )() function during the initial processing of the control transfer request. In this case, the application must call the USBCtrlEPAllowStatusStage() once, after it has fully completed processing and handling the data stage portion of the request. If the application firmware has no need for delaying... more( <a href="#">page 209</a> )
☞	USBDeferINDataStage( <a href="#">page 210</a> )	This function will cause the USB hardware to continuously NAK the IN token packets sent from the host, during the data stage of a device to host control transfer. This allows the firmware more time to process and prepare the IN data packets that will eventually be sent to the host. This is also useful, if the firmware needs to process/prepare the IN data in a different context than what the USBDeviceTasks( <a href="#">page 219</a> )() function executes at. Calling this function (macro) will assert ownership of the currently pending control transfer. Therefore, the USB stack will not STALL when it reaches the... more( <a href="#">page 210</a> )
☞	USBDeferOUTDataStage( <a href="#">page 212</a> )	This function will cause the USB hardware to continuously NAK the OUT data packets sent from the host, during the data stage of a device to host control transfer. This allows the firmware more time to prepare the RAM buffer that will eventually be used to receive the data from the host. This is also useful, if the firmware wishes to receive the OUT data in a different context than what the USBDeviceTasks( <a href="#">page 219</a> )() function executes at. Calling this function (macro) will assert ownership of the currently pending control transfer. Therefore, the USB stack will not STALL when it reaches... more( <a href="#">page 212</a> )

	USBDeferStatusStage( <a href="#">page 214</a> )	Calling this function will prevent the USB stack from automatically enabling the status stage for the currently pending control transfer from completing immediately after all data bytes have been sent or received. This is useful if a class handler or USB application firmware project uses control transfers for sending/receiving data over EP0, but requires time in order to finish processing and/or to consume the data. For example: Consider an application which receives OUT data from the USB host, through EP0 using control transfers. Now assume that this application wishes to do something time consuming with this data (ex: transmit it... more( <a href="#">page 214</a> )
	USBDeviceAttach( <a href="#">page 215</a> )	Checks if VBUS is present, and that the USB module is not already initialized, and if so, enables the USB module so as to signal device attachment to the USB host.
	USBDeviceDetach( <a href="#">page 216</a> )	This function configures the USB module to "soft detach" itself from the USB host.
	USBDeviceInit( <a href="#">page 218</a> )	This function initializes the device stack it in the default state. The USB module will be completely reset including all of the internal variables, registers, and interrupt flags.
	USBDeviceTasks( <a href="#">page 219</a> )	This function is the main state machine/transaction handler of the USB device side stack. When the USB stack is operated in "USB_POLLING" mode (usb_config.h user option) the USBDeviceTasks() function should be called periodically to receive and transmit packets through the stack. This function also takes care of control transfers associated with the USB enumeration process, and detecting various USB events (such as suspend). This function should be called at least once every 1.8ms during the USB enumeration process. After the enumeration process is complete (which can be determined when USBGetDeviceState( <a href="#">page 227</a> ()) returns CONFIGURED_STATE), the USBDeviceTasks() handler may be called the... more( <a href="#">page 219</a> )
	USBEnableEndpoint( <a href="#">page 221</a> )	This function will enable the specified endpoint with the specified options
	USBEP0Receive( <a href="#">page 223</a> )	Sets the destination, size, and a function to call on the completion of the next control write.
	USBEP0SendRAMPtr( <a href="#">page 224</a> )	Sets the source, size, and options of the data you wish to send from a RAM source
	USBEP0SendROMPtr( <a href="#">page 225</a> )	Sets the source, size, and options of the data you wish to send from a ROM source
	USBEP0Transmit( <a href="#">page 226</a> )	Sets the address of the data to send over the control endpoint
	USBGetDeviceState( <a href="#">page 227</a> )	This function will return the current state of the device on the USB. This function should return CONFIGURED_STATE before an application tries to send information on the bus.
	USBGetNextHandle( <a href="#">page 228</a> )	Retrieves the handle to the next endpoint BDT entry that the USBTransferOnePacket( <a href="#">page 242</a> ()) will use.
	USBGetRemoteWakeUpStatus( <a href="#">page 230</a> )	This function indicates if remote wakeup has been enabled by the host. Devices that support remote wakeup should use this function to determine if it should send a remote wakeup.
	USBGetSuspendState( <a href="#">page 231</a> )	This function indicates if the USB port that this device is attached to is currently suspended. When suspended, it will not be able to transfer data over the bus.
	USBHandleBusy( <a href="#">page 232</a> )	Checks to see if the input handle is busy
	USBHandleGetAddr( <a href="#">page 233</a> )	Retrieves the address of the destination buffer of the input handle
	USBHandleGetLength( <a href="#">page 234</a> )	Retrieves the length of the destination buffer of the input handle

	USBINDataStageDeferred( <a href="#">page 235</a> )	Returns TRUE if a control transfer with IN data stage is pending, and the firmware has called USBDeferINDataStage( <a href="#">page 210</a> )(), but has not yet called USBCtrlIEPAllowDataStage( <a href="#">page 208</a> )(). Returns FALSE if a control transfer with IN data stage is either not pending, or the firmware did not call USBDeferINDataStage( <a href="#">page 210</a> )() at the start of the control transfer.  This function (macro) would typically be used in the case where the USBDeviceTasks( <a href="#">page 219</a> )() function executes in the interrupt context (ex: USB_INTERRUPT option selected in <code>usb_config.h</code> ), but the firmware wishes to take care of handling the data stage of the control transfer in the main... more( <a href="#">page 235</a> )
	USBIsBusSuspended( <a href="#">page 236</a> )	This function indicates if the USB bus is in suspend mode.
	USBIsDeviceSuspended( <a href="#">page 237</a> )	This function indicates if the USB module is in suspend mode.
	USBRxOnePacket( <a href="#">page 238</a> )	Receives the specified data out the specified endpoint
	USBSoftDetach( <a href="#">page 239</a> )	This function performs a detach from the USB bus via software.
	USBOUTDataStageDeferred( <a href="#">page 240</a> )	Returns TRUE if a control transfer with OUT data stage is pending, and the firmware has called USBDeferOUTDataStage( <a href="#">page 212</a> )(), but has not yet called USBCtrlIEPAllowDataStage( <a href="#">page 208</a> )(). Returns FALSE if a control transfer with OUT data stage is either not pending, or the firmware did not call USBDeferOUTDataStage( <a href="#">page 212</a> )() at the start of the control transfer.  This function (macro) would typically be used in the case where the USBDeviceTasks( <a href="#">page 219</a> )() function executes in the interrupt context (ex: USB_INTERRUPT option selected in <code>usb_config.h</code> ), but the firmware wishes to take care of handling the data stage of the control transfer in the main... more( <a href="#">page 240</a> )
	USBStallEndpoint( <a href="#">page 241</a> )	Configures the specified endpoint to send STALL to the host, the next time the host tries to access the endpoint.
	USBTransferOnePacket( <a href="#">page 242</a> )	Transfers a single packet (one transaction) of data on the USB bus.
	USBTxOnePacket( <a href="#">page 244</a> )	Sends the specified data out the specified endpoint

**Description**

## 7.1.1.1.1 USB\_APPLICATION\_EVENT\_HANDLER Function

This function is called whenever the USB stack wants to notify the user of an event.

### File

usb\_device.h

### C

```
BOOL USB_APPLICATION_EVENT_HANDLER(
    BYTE address,
    USB_EVENT event,
    void * pdata,
    WORD size
);
```

### Returns

None

### Description

This function is called whenever the USB stack wants to notify the user of an event. This function should be implemented by the user.

Example Usage:

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	the address of the device when the event happened
BYTE event	The event input specifies which event happened. The possible options are listed in the USB_DEVICE_STACK_EVENTS( <a href="#">page 247</a> ) enumeration.

### Function

```
BOOL USB_APPLICATION_EVENT_HANDLER(BYTE address, USB_EVENT(page 862) event, void *pdata, WORD size);
```

### 7.1.1.1.2 USBCancelIO Function

**File**

usb\_device.h

**C**

```
void USBCancelIO(  
    BYTE endpoint  
) ;
```

**Description**

This function cancels the transfers pending on the specified endpoint. This function can only be used after a SETUP packet is received and before that setup packet is handled. This is the time period in which the EVENT\_EP0\_REQUEST is thrown, before the event handler function returns to the stack.

**Remarks**

None

**Parameters**

Parameters	Description
BYTE endpoint	the endpoint number you wish to cancel the transfers for

**Function**

void USBCancelIO(BYTE endpoint)

### 7.1.1.1.3 USBCtrlIEPAllowDataStage Function

This function allows the data stage of either a host-to-device or device-to-host control transfer (with data stage) to complete. This function is meant to be used in conjunction with either the USBDeferOUTDataStage([page 212](#))() or USBDeferINDataStage([page 210](#))(). If the firmware does not call either USBDeferOUTDataStage([page 212](#))() or USBDeferINDataStage([page 210](#))(), then the firmware does not need to manually call USBCtrlIEPAllowDataStage(), as the USB stack will call this function instead.

#### File

usb\_device.h

#### C

```
void USBCtrlIEPAllowDataStage();
```

#### Preconditions

A control transfer (with data stage) should already be pending, if the firmware calls this function. Additionally, the firmware should have called either USBDeferOUTDataStage([page 212](#))() or USBDeferINDataStage([page 210](#))() at the start of the control transfer, if the firmware will be calling this function manually.

#### Function

```
void USBCtrlIEPAllowDataStage(void);
```

### 7.1.1.1.4 USBCtrlEPAllowStatusStage Function

This function prepares the proper endpoint 0 IN or endpoint 0 OUT (based on the controlTransferState) to allow the status stage packet of a control transfer to complete. This function gets used internally by the USB stack itself, but it may also be called from the application firmware, IF the application firmware called the USBDeferStatusStage([page 214](#)()) function during the initial processing of the control transfer request. In this case, the application must call the USBCtrlEPAllowStatusStage() once, after it has fully completed processing and handling the data stage portion of the request.

If the application firmware has no need for delaying control transfers, and therefore never calls USBDeferStatusStage([page 214](#)()), then the application firmware should not call USBCtrlEPAllowStatusStage().

**File**

usb\_device.h

**C**

```
void USBCtrlEPAllowStatusStage();
```

**Remarks**

None

**Preconditions**

None

**Function**

```
void USBCtrlEPAllowStatusStage(void);
```

### 7.1.1.1.5 USBDeferINDataStage Function

This function will cause the USB hardware to continuously NAK the IN token packets sent from the host, during the data stage of a device to host control transfer. This allows the firmware more time to process and prepare the IN data packets that will eventually be sent to the host. This is also useful, if the firmware needs to process/prepare the IN data in a different context than what the USBDeviceTasks([page 219](#))() function executes at.

Calling this function (macro) will assert ownership of the currently pending control transfer. Therefore, the USB stack will not STALL when it reaches the data stage of the control transfer, even if the firmware has not (yet) called the USBEPOSendRAMPtr([page 224](#))() or USBEPOSendROMPtr([page 225](#))() API function. However, the application firmware must still (eventually, once it is ready) call one of the aforementioned API functions.

Example Usage:

1. Host sends a SETUP packet to the device, requesting a device to host control transfer, with data stage.
2. USBDeviceTasks([page 219](#))() executes, and then calls the USBCBCheckOtherReq() callback event handler. The USBCBCheckOtherReq() calls the application specific/device class specific handler that detects the type of control transfer.
3. If the firmware needs more time to prepare the first IN data packet, or, if the firmware wishes to process the command in a different context (ex: if USBDeviceTasks([page 219](#))() executes as an interrupt handler, but the IN data stage data needs to be prepared in the main loop context), then it may call USBDeferINDataStage(), in the context of the USBCBCheckOtherReq() handler function.
4. If the firmware called USBDeferINDataStage() in step #3 above, then the hardware will NAK the IN token packets sent by the host, for the IN data stage.
5. Once the firmware is ready, and has successfully prepared the data to be sent to the host in fulfillment of the control transfer, it should then call USBEPOSendRAMPtr([page 224](#))() or USBEPOSendROMPtr([page 225](#))(), to prepare the USB stack to know how many bytes to send to the host, and from what source location.
6. The firmware should now call USBCtrlEPAllowDataStage([page 208](#))(). This will allow the data stage to complete. The USB stack will send the data buffer specified by the USBEPOSendRAMPtr([page 224](#))() or USBEPOSendROMPtr([page 225](#))() function, when it was called.
7. Once all data has been sent to the host, or if the host performs early termination, the status stage (a 0-byte OUT packet) will complete automatically (assuming the firmware did not call USBDeferStatusStage([page 214](#))() during step #3).

#### File

usb\_device.h

#### C

```
void USBDeferINDataStage();
```

#### Remarks

Section 9.2.6 of the official USB 2.0 specifications indicates that the USB device must return the first IN data packet within 500ms of the start of the control transfer. In order to meet this specification, the firmware must call USBEPOSendRAMPtr([page 224](#))() or USBEPOSendROMPtr([page 225](#))(), and then call USBCtrlEPAllowDataStage([page 208](#))(), in less than 500ms from the start of the control transfer.

If the firmware calls USBDeferINDataStage(), it must eventually call USBEPOSendRAMPtr([page 224](#))() or USBEPOSendROMPtr([page 225](#))(), and then call USBCtrlEPAllowDataStage([page 208](#))(). If it does not do this, the control transfer will never be able to complete.

The firmware should never call both USBDeferINDataStage() and USBDeferOUTDataStage([page 212](#))() during the same control transfer. These functions are mutually exclusive (a control transfer with data stage can never contain both IN and OUT data packets during the data stage).

#### Preconditions

Before calling USBDeferINDataStage(), the firmware should first verify that the control transfer has a data stage, and that it is of type device-to-host (IN).

**Function**

```
void USBDeferINDataStage(void);
```

### 7.1.1.1.6 USBDeferOUTDataStage Function

This function will cause the USB hardware to continuously NAK the OUT data packets sent from the host, during the data stage of a device to host control transfer. This allows the firmware more time to prepare the RAM buffer that will eventually be used to receive the data from the host. This is also useful, if the firmware wishes to receive the OUT data in a different context than what the `USBDeviceTasks()` function executes at.

Calling this function (macro) will assert ownership of the currently pending control transfer. Therefore, the USB stack will not STALL when it reaches the data stage of the control transfer, even if the firmware has not (yet) called the `USBEPOReceive()` API function. However, the application firmware must still (eventually, once it is ready) call one of the aforementioned API function.

Example Usage:

1. Host sends a SETUP packet to the device, requesting a host to device control transfer, with data stage (OUT data packets).
2. `USBDeviceTasks()` executes, and then calls the `USBCBCheckOtherReq()` callback event handler. The `USBCBCheckOtherReq()` calls the application specific/device class specific handler that detects the type of control transfer.
3. If the firmware needs more time before it wishes to receive the first OUT data packet, or, if the firmware wishes to process the command in a different context, then it may call `USBDeferOUTDataStage()`, in the context of the `USBCBCheckOtherReq()` handler function.
4. If the firmware called `USBDeferOUTDataStage()` in step #3 above, then the hardware will NAK the OUT data packets sent by the host, for the OUT data stage.
5. Once the firmware is ready, it should then call `USBEPOReceive()`, to prepare the USB stack to receive the OUT data from the host, and to write it to the user specified buffer.
6. The firmware should now call `USBCtrIEPAllowDataStage()`. This will allow the data stage to complete. Once all OUT data has been received, the user callback function (provided by the function pointer provided when calling `USBEPOReceive()`) will get called.
7. Once all data has been received from the host, the status stage (a 0-byte IN packet) will complete automatically (assuming the firmware did not call `USBDeferStatusStage()` during step #3).

#### File

`usb_device.h`

#### C

```
void USBDeferOUTDataStage();
```

#### Remarks

Section 9.2.6 of the official USB 2.0 specifications indicates that the USB device must be able to receive all bytes and complete the control transfer within a maximum of 5 seconds.

If the firmware calls `USBDeferOUTDataStage()`, it must eventually call `USBEPOReceive()`, and then call `USBCtrIEPAllowDataStage()`. If it does not do this, the control transfer will never be able to complete. This will break the USB connection, as the host needs to be able to communicate over EP0, in order to perform basic tasks including enumeration.

The firmware should never call both `USBDeferINDataStage()` and `USBDeferOUTDataStage()` during the same control transfer. These functions are mutually exclusive (a control transfer with data stage can never contain both IN and OUT data packets during the data stage).

#### Preconditions

Before calling `USBDeferOUTDataStage()`, the firmware should first verify that the control transfer has a data stage, and that it is of type host-to-device (OUT).

**Function**

```
void USBDeferOUTDataStage(void);
```

### 7.1.1.1.7 USBDeferStatusStage Function

Calling this function will prevent the USB stack from automatically enabling the status stage for the currently pending control transfer from completing immediately after all data bytes have been sent or received. This is useful if a class handler or USB application firmware project uses control transfers for sending/receiving data over EP0, but requires time in order to finish processing and/or to consume the data.

For example: Consider an application which receives OUT data from the USB host, through EP0 using control transfers. Now assume that this application wishes to do something time consuming with this data (ex: transmit it to and save it to an external EEPROM device, connected via SPI/I2C/etc.). In this case, it would typically be desireable to defer allowing the USB status stage of the control transfer to complete, until after the data has been fully sent to the EEPROM device and saved.

If the USB class handler firmware that processes the control transfer SETUP packet determines that it will need extra time to complete the control transfer, it may optionally call `USBDeferStatusStage()`. If it does so, it is then the responsibility of the application firmware to eventually call `USBCtrlIEPAllowStatusStage()`, once the firmware has finished processing the data associated with the control transfer.

If the firmware call `USBDeferStatusStage()`, but never calls `USBCtrlIEPAllowStatusStage()`, then one of two possibilities will occur.

1. If the "USB\_ENABLE\_STATUS\_STAGE\_TIMEOUTS" option is commented in `usb_config.h`, then the status stage of the control transfer will never be able to complete. This is an error case and should be avoided.
2. If the "USB\_ENABLE\_STATUS\_STAGE\_TIMEOUTS" option is enabled in `usb_config.h`, then the `USBDeviceTasks()` function will automatically call `USBCtrlIEPAllowStatusStage()`, after the "USB\_STATUS\_STAGE\_TIMEOUT" has elapsed, since the last quanta of "progress" has occurred in the control transfer. Progress is defined as the last successful transaction completing on EP0 IN or EP0 OUT. Although the timeouts feature allows the status stage to [eventually] complete, it is still preferable to manually call `USBCtrlIEPAllowStatusStage()` after the application firmware has finished processing/consuming the control transfer data, as this will allow for much faster processing of control transfers, and therefore much higher data rates and better user responsiveness.

#### File

`usb_device.h`

#### C

```
void USBDeferStatusStage();
```

#### Remarks

If this function is called, it should get called after the SETUP packet has arrived (the control transfer has started), but before the `USBCtrlEPServiceComplete()` function has been called by the USB stack. Therefore, the normal place to call `USBDeferStatusStage()` would be from within the `USBCBCheckOtherReq()` handler context. For example, in a HID application using control transfers, the `USBDeferStatusStage()` function would be called from within the `USER_GET_REPORT_HANDLER` or `USER_SET_REPORT_HANDLER` functions.

#### Preconditions

None

#### Function

```
void USBDeferStatusStage(void);
```

### 7.1.1.1.8 USBDeviceAttach Function

Checks if VBUS is present, and that the USB module is not already initialized, and if so, enables the USB module so as to signal device attachment to the USB host.

#### File

usb\_device.h

#### C

```
void USBDeviceAttach();
```

#### Description

This function indicates to the USB host that the USB device has been attached to the bus. This function needs to be called in order for the device to start to enumerate on the bus.

#### Remarks

See also the [USBDeviceDetach\(\)](#) API function documentation.

#### Preconditions

Should only be called when `USB_INTERRUPT` is defined. Also, should only be called from the `main()` loop context. Do not call `USBDeviceAttach()` from within an interrupt handler, as the `USBDeviceAttach()` function may modify global interrupt enable bits and settings.

For normal USB devices: Make sure that if the module was previously on, that it has been turned off for a long time (ex: 100ms+) before calling this function to re-enable the module. If the device turns off the D+ (for full speed) or D- (for low speed) ~1.5k ohm pull up resistor, and then turns it back on very quickly, common hosts will sometimes reject this event, since no human could ever unplug and reattach a USB device in a microseconds (or nanoseconds) timescale. The host could simply treat this as some kind of glitch and ignore the event altogether.

#### Function

```
void USBDeviceAttach(void)
```

### 7.1.1.1.9 USBDeviceDetach Function

This function configures the USB module to "soft detach" itself from the USB host.

#### File

usb\_device.h

#### C

```
void USBDeviceDetach();
```

#### Description

This function configures the USB module to perform a "soft detach" operation, by disabling the D+ (or D-) ~1.5k pull up resistor, which lets the host know the device is present and attached. This will make the host think that the device has been unplugged. This is potentially useful, as it allows the USB device to force the host to re-enumerate the device (on the firmware has re-enabled the USB module/pull up, by calling [USBDeviceAttach](#)([page 215](#)()), to "soft re-attach" to the host).

#### Remarks

If the application firmware calls [USBDeviceDetach](#)(), it is strongly recommended that the firmware wait at least >= 80ms before calling [USBDeviceAttach](#)([page 215](#)()). If the firmware performs a soft detach, and then re-attaches too soon (ex: after a few micro seconds for instance), some hosts may interpret this as an unexpected "glitch" rather than as a physical removal/re-attachment of the USB device. In this case the host may simply ignore the event without re-enumerating the device. To ensure that the host properly detects and processes the device soft detach/re-attach, it is recommended to make sure the device remains detached long enough to mimic a real human controlled USB unplug/re-attach event (ex: after calling [USBDeviceDetach](#)(), do not call [USBDeviceAttach](#)([page 215](#)()) for at least 80+ms, preferably longer).

Neither the [USBDeviceDetach](#)() or [USBDeviceAttach](#)([page 215](#)()) functions are blocking or take long to execute. It is the application firmware's responsibility for adding the 80+ms delay, when using these API functions.

The Windows plug and play event handler processing is fairly slow, especially in certain versions of Windows, and for certain USB device classes. It has been observed that some device classes need to provide even more USB detach dwell interval (before calling [USBDeviceAttach](#)([page 215](#)()), in order to work correctly after re-enumeration. If the USB device is a CDC class device, it is recommended to wait at least 1.5 seconds or longer, before soft re-attaching to the host, to provide the plug and play event handler enough time to finish processing the removal event, before the re-attach occurs.

If the application is using the [USB\\_POLLING](#) mode option, then the [USBDeviceDetach](#)() and [USBDeviceAttach](#)([page 215](#)()) functions are not available. In this mode, the USB stack relies on the "#define USE\_USB\_BUS\_SENSE\_IO" and "#define USB\_BUS\_SENSE" options in the HardwareProfile – [platform name].h file.

When using the [USB\\_POLLING](#) mode option, and the "#define USE\_USB\_BUS\_SENSE\_IO" definition has been commented out, then the USB stack assumes that it should always enable the USB module at pretty much all times. Basically, anytime the application firmware calls [USBDeviceTasks](#)([page 219](#)()), the firmware will automatically enable the USB module. This mode would typically be selected if the application was designed to be a purely bus powered device. In this case, the application is powered from the +5V VBUS supply from the USB port, so it is correct and sensible in this type of application to power up and turn on the USB module, at anytime that the microcontroller is powered (which implies the USB cable is attached and the host is also powered).

In a self powered application, the USB stack is designed with the intention that the user will enable the "#define USE\_USB\_BUS\_SENSE\_IO" option in the HardwareProfile – [platform name].h file. When this option is defined, then the [USBDeviceTasks](#)([page 219](#)()) function will automatically check the I/O pin port value of the designated pin (based on the #define USB\_BUS\_SENSE option in the HardwareProfile – [platform name].h file), every time the application calls [USBDeviceTasks](#)([page 219](#)()). If the [USBDeviceTasks](#)([page 219](#)()) function is executed and finds that the pin defined by the #define USB\_BUS\_SENSE is in a logic low state, then it will automatically disable the USB module and tri-state the D+ and D- pins. If however the [USBDeviceTasks](#)([page 219](#)()) function is executed and finds the pin defined by the #define USB\_BUS\_SENSE is in a logic high state, then it will automatically enable the USB module, if it has not already been enabled.

#### Preconditions

Should only be called when [USB\\_INTERRUPT](#) is defined. See remarks section if [USB\\_POLLING](#) mode option is being used

(usb\_config.h option).

Additionally, this function should only be called from the main() loop context. Do not call this function from within an interrupt handler, as this function may modify global interrupt enable bits and settings.

#### Function

```
void USBDeviceDetach(void)
```

## 7.1.1.10 USBDeviceInit Function

### File

usb\_device.h

### C

```
void USBDeviceInit();
```

### Description

This function initializes the device stack it in the default state. The USB module will be completely reset including all of the internal variables, registers, and interrupt flags.

### Remarks

None

### Preconditions

This function must be called before any of the other USB Device functions can be called, including USBDeviceTasks([page 219](#))().

### Function

```
void USBDeviceInit(void)
```

### 7.1.1.11 USBDeviceTasks Function

This function is the main state machine/transaction handler of the USB device side stack. When the USB stack is operated in "USB\_POLLING" mode (usb\_config.h user option) the USBDeviceTasks() function should be called periodically to receive and transmit packets through the stack. This function also takes care of control transfers associated with the USB enumeration process, and detecting various USB events (such as suspend). This function should be called at least once every 1.8ms during the USB enumeration process. After the enumeration process is complete (which can be determined when USBGetDeviceState([page 227](#)()) returns CONFIGURED\_STATE), the USBDeviceTasks() handler may be called the faster of: either once every 9.8ms, or as often as needed to make sure that the hardware USTAT FIFO never gets full. A good rule of thumb is to call USBDeviceTasks() at a minimum rate of either the frequency that USBTransferOnePacket([page 242](#)()) gets called, or, once/1.8ms, whichever is faster. See the inline code comments near the top of usb\_device.c for more details about minimum timing requirements when calling USBDeviceTasks().

When the USB stack is operated in "USB\_INTERRUPT" mode, it is not necessary to call USBDeviceTasks() from the main loop context. In the USB\_INTERRUPT mode, the USBDeviceTasks() handler only needs to execute when a USB interrupt occurs, and therefore only needs to be called from the interrupt context.

#### File

usb\_device.h

#### C

```
void USBDeviceTasks();
```

#### Description

This function is the main state machine/transaction handler of the USB device side stack. When the USB stack is operated in "USB\_POLLING" mode (usb\_config.h user option) the USBDeviceTasks() function should be called periodically to receive and transmit packets through the stack. This function also takes care of control transfers associated with the USB enumeration process, and detecting various USB events (such as suspend). This function should be called at least once every 1.8ms during the USB enumeration process. After the enumeration process is complete (which can be determined when USBGetDeviceState([page 227](#)()) returns CONFIGURED\_STATE), the USBDeviceTasks() handler may be called the faster of: either once every 9.8ms, or as often as needed to make sure that the hardware USTAT FIFO never gets full. A good rule of thumb is to call USBDeviceTasks() at a minimum rate of either the frequency that USBTransferOnePacket([page 242](#)()) gets called, or, once/1.8ms, whichever is faster. See the inline code comments near the top of usb\_device.c for more details about minimum timing requirements when calling USBDeviceTasks().

When the USB stack is operated in "USB\_INTERRUPT" mode, it is not necessary to call USBDeviceTasks() from the main loop context. In the USB\_INTERRUPT mode, the USBDeviceTasks() handler only needs to execute when a USB interrupt occurs, and therefore only needs to be called from the interrupt context.

Typical usage:

```
void main(void)
{
    USBDeviceInit();
    while(1)
    {
        USBDeviceTasks(); //Takes care of enumeration and other USB events
        if((USBGetDeviceState() < CONFIGURED_STATE) ||  

            (USBIIsDeviceSuspended() == TRUE))
        {
            //Either the device is not configured or we are suspended,  

             // so we don't want to execute any USB related application code
            continue; //go back to the top of the while loop
        }
        else
        {
            //Otherwise we are free to run USB and non-USB related user  

             //application code.
            UserApplication();
        }
    }
}
```

## Remarks

USBDeviceTasks() does not need to be called while in the USB suspend mode, if the user application firmware in the USBCBSuspend() callback function enables the ACTVIF USB interrupt source and put the microcontroller into sleep mode. If the application firmware decides not to sleep the microcontroller core during USB suspend (ex: continues running at full frequency, or clock switches to a lower frequency), then the USBDeviceTasks() function must still be called periodically, at a rate frequent enough to ensure the 10ms resume recovery interval USB specification is met. Assuming a worst case primary oscillator and PLL start up time of <5ms, then USBDeviceTasks() should be called once every 5ms in this scenario.

When the USB cable is detached, or the USB host is not actively powering the VBUS line to +5V nominal, the application firmware does not always have to call USBDeviceTasks() frequently, as no USB activity will be taking place. However, if USBDeviceTasks() is not called regularly, some alternative means of promptly detecting when VBUS is powered (indicating host attachment), or not powered (host powered down or USB cable unplugged) is still needed. For self or dual self/bus powered USB applications, see the [USBDeviceAttach\(](#) page 215)) and [USBDeviceDetach\(](#) page 216)) API documentation for additional considerations.

## Preconditions

Make sure the [USBDeviceInit\(](#) page 218)) function has been called prior to calling USBDeviceTasks() for the first time.

## Function

```
void USBDeviceTasks(void)
```

## 7.1.1.1.12 USBEnableEndpoint Function

This function will enable the specified endpoint with the specified options

### File

usb\_device.h

### C

```
void USBEnableEndpoint(
    BYTE ep,
    BYTE options
);
```

### Returns

None

### Description

This function will enable the specified endpoint with the specified options.

Typical Usage:

```
void USBCBInitEP(void)
{
    USBEnableEndpoint(MSD_DATA_IN_EP,USB_IN_ENABLED|USB_OUT_ENABLED|USB_HANDSHAKE_ENABLED|USB_DISALLOW_SETUP);
    USBMSDInit();
}
```

In the above example endpoint number MSD\_DATA\_IN\_EP is being configured for both IN and OUT traffic with handshaking enabled. Also since MSD\_DATA\_IN\_EP is not endpoint 0 (MSD does not allow this), then we can explicitly disable SETUP packets on this endpoint.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE ep	the endpoint to be configured
BYTE options	<p>optional settings for the endpoint. The options should be ORed together to form a single options string. The available optional settings for the endpoint. The options should be ORed together to form a single options string. The available options are the following:</p> <ul style="list-style-type: none"> <li>• <a href="#">USB_HANDSHAKE_ENABLED</a>(page 929) enables USB handshaking (ACK, NAK)</li> <li>• <a href="#">USB_HANDSHAKE_DISABLED</a>(page 928) disables USB handshaking (ACK, NAK)</li> <li>• <a href="#">USB_OUT_ENABLED</a>(page 934) enables the out direction</li> <li>• <a href="#">USB_OUT_DISABLED</a>(page 934) disables the out direction</li> <li>• <a href="#">USB_IN_ENABLED</a>(page 931) enables the in direction</li> <li>• <a href="#">USB_IN_DISABLED</a>(page 931) disables the in direction</li> <li>• <a href="#">USB_ALLOW_SETUP</a>(page 907) enables control transfers</li> <li>• <a href="#">USB_DISALLOW_SETUP</a>(page 912) disables control transfers</li> <li>• <a href="#">USB_STALL_ENDPOINT</a>(page 948) STALLs this endpoint</li> </ul>

**Function**

```
void USBEnableEndpoint(BYTE ep, BYTE options)
```

### 7.1.1.13 USBEP0Receive Function

Sets the destination, size, and a function to call on the completion of the next control write.

#### File

usb\_device.h

#### C

```
void USBEP0Receive(  
    BYTE* dest,  
    WORD size,  
    void (*function)  
) ;
```

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
dest	address of where the incoming data will go (make sure that this address is directly accessable by the USB module for parts with dedicated USB RAM this address must be in that space)
size	the size of the data being received (is almost always going to be presented by the preceding setup packet SetupPkt.wLength)
(*function)	a function that you want called once the data is received. If this is specified as NULL then no function is called.

#### Function

```
void USBEP0Receive(BYTE* dest, WORD size, void (*function))
```

### 7.1.1.14 USBEP0SendRAMPtr Function

Sets the source, size, and options of the data you wish to send from a RAM source

#### File

usb\_device.h

#### C

```
void USBEP0SendRAMPtr(
    BYTE* src,
    WORD size,
    BYTE Options
);
```

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
src	address of the data to send
size	the size of the data needing to be transmitted
options	the various options that you want when sending the control data. Options are: <ul style="list-style-type: none"><li>• USB_EP0_ROM(<a href="#">page 253</a>)</li><li>• USB_EP0_RAM(<a href="#">page 252</a>)</li><li>• USB_EP0_BUSY(<a href="#">page 248</a>)</li><li>• USB_EP0_INCLUDE_ZERO(<a href="#">page 249</a>)</li><li>• USB_EP0_NO_DATA(<a href="#">page 250</a>)</li><li>• USB_EP0_NO_OPTIONS(<a href="#">page 251</a>)</li></ul>

#### Function

```
void USBEP0SendRAMPtr(BYTE* src, WORD size, BYTE Options)
```

### 7.1.1.15 USBEP0SendROMPtr Function

Sets the source, size, and options of the data you wish to send from a ROM source

#### File

usb\_device.h

#### C

```
void USBEP0SendROMPtr(
    BYTE* src,
    WORD size,
    BYTE Options
);
```

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
src	address of the data to send
size	the size of the data needing to be transmitted
options	the various options that you want when sending the control data. Options are: <ul style="list-style-type: none"><li>• USB_EP0_ROM(<a href="#">page 253</a>)</li><li>• USB_EP0_RAM(<a href="#">page 252</a>)</li><li>• USB_EP0_BUSY(<a href="#">page 248</a>)</li><li>• USB_EP0_INCLUDE_ZERO(<a href="#">page 249</a>)</li><li>• USB_EP0_NO_DATA(<a href="#">page 250</a>)</li><li>• USB_EP0_NO_OPTIONS(<a href="#">page 251</a>)</li></ul>

#### Function

```
void USBEP0SendROMPtr(BYTE* src, WORD size, BYTE Options)
```

### 7.1.1.16 USBEP0Transmit Function

Sets the address of the data to send over the control endpoint

#### File

usb\_device.h

#### C

```
void USBEP0Transmit(  
    BYTE options  
) ;
```

#### Remarks

None

#### Preconditions

None

Paramters: options - the various options that you want when sending the control data. Options are: USB\_EP0\_ROM([page 253](#)) USB\_EP0\_RAM([page 252](#)) USB\_EP0\_BUSY([page 248](#)) USB\_EP0\_INCLUDE\_ZERO([page 249](#)) USB\_EP0\_NO\_DATA([page 250](#)) USB\_EP0\_NO\_OPTIONS([page 251](#))

#### Function

```
void USBEP0Transmit(BYTE options)
```

## 7.1.1.1.17 USBGetDeviceState Function

This function will return the current state of the device on the USB. This function should return CONFIGURED\_STATE before an application tries to send information on the bus.

### File

usb\_device.h

### C

```
USB_DEVICE_STATE USBGetDeviceState();
```

### Description

This function returns the current state of the device on the USB. This function is used to determine when the device is ready to communicate on the bus. Applications should not try to send or receive data until this function returns CONFIGURED\_STATE.

It is also important that applications yield as much time as possible to the USBDeviceTasks([page 219](#)()) function as possible while this function returns any value between ATTACHED\_STATE through CONFIGURED\_STATE.

For more information about the various device states, please refer to the USB specification section 9.1 available from [www.usb.org](http://www.usb.org).

Typical usage:

```
void main(void)
{
    USBDeviceInit();
    while(1)
    {
        USBDeviceTasks();
        if((USBGetDeviceState() < CONFIGURED_STATE) ||
           (USBIsDeviceSuspended() == TRUE))
        {
            //Either the device is not configured or we are suspended
            // so we don't want to do execute any application code
            continue; //go back to the top of the while loop
        }
        else
        {
            //Otherwise we are free to run user application code.
            UserApplication();
        }
    }
}
```

### Remarks

None

### Preconditions

None

### Return Values

Return Values	Description
USB_DEVICE_STATE( <a href="#">page 246</a> )	the current state of the device on the bus

### Function

USB\_DEVICE\_STATE([page 246](#)) USBGetDeviceState(void)

### 7.1.1.18 USBGetNextHandle Function

Retrieves the handle to the next endpoint BDT entry that the USBTransferOnePacket([page 242](#))() will use.

#### File

usb\_device.h

#### C

```
USB_HANDLE USBGetNextHandle(
    BYTE ep_num,
    BYTE ep_dir
);
```

#### Description

Retrieves the handle to the next endpoint BDT that the USBTransferOnePacket([page 242](#))() will use. Useful for initialization and when ping pong buffering will be used on application endpoints.

#### Remarks

This API is useful for initializing USB\_HANDLES during initialization of the application firmware. It is also useful when ping-pong buffering is enabled, and the application firmware wishes to arm both the even and odd BDTs for an endpoint simultaneously. In this case, the application firmware for sending data to the host would typically be something like follows:

```
USB_HANDLE Handle1;
USB_HANDLE Handle2;
USB_HANDLE* pHandle = &Handle1;
BYTE UserDataBuffer1[64];
BYTE UserDataBuffer2[64];
BYTE* pDataBuffer = &UserDataBuffer1[0];

//Add some code that loads UserDataBuffer1[] with useful data to send,
//using the pDataBuffer pointer, for example:
//for(i = 0; i < 64; i++)
//{
//    *pDataBuffer++ = [useful data value];
//}

//Check if the next USB endpoint BDT is available
if(!USBHandleBusy(USBGetNextHandle(ep_num, IN_TO_HOST)))
{
    //The endpoint is available. Send the data.
    *pHandle = USBTransferOnePacket(ep_num, ep_dir, pDataBuffer, bytecount);
    //Toggle the handle and buffer pointer for the next transaction
    if(pHandle == &Handle1)
    {
        pHandle = &Handle2;
        pDataBuffer = &UserDataBuffer2[0];
    }
    else
    {
        pHandle = &Handle1;
        pDataBuffer = &UserDataBuffer1[0];
    }
}

//The firmware can then load the next data buffer (in this case
//UserDataBuffer2) with useful data, and send it using the same
//process. For example:

//Add some code that loads UserDataBuffer2[] with useful data to send,
//using the pDataBuffer pointer, for example:
//for(i = 0; i < 64; i++)
//{
//    *pDataBuffer++ = [useful data value];
//}

//Check if the next USB endpoint BDT is available
if(!USBHandleBusy(USBGetNextHandle(ep_num, IN_TO_HOST))
```

```

{
    //The endpoint is available. Send the data.
    *pHandle = USBTransferOnePacket(ep_num, ep_dir, pDataBuffer, bytecount);
    //Toggle the handle and buffer pointer for the next transaction
    if(pHandle == &Handle1)
    {
        pHANDLE = &Handle2;
        pDataBuffer = &UserDataBuffer2[0];
    }
    else
    {
        pHANDLE = &Handle1;
        pDataBuffer = &UserDataBuffer1[0];
    }
}

```

### Preconditions

Will return NULL if the USB device has not yet been configured/the endpoint specified has not yet been initialized by USBEnableEndpoint([page 221](#))().

### Parameters

Parameters	Description
BYTE ep_num	The endpoint number to get the handle for (valid values are 1-15, 0 is not a valid input value for this API)
BYTE ep_dir	The endpoint direction associated with the endpoint number to get the handle for (valid values are OUT_FROM_HOST( <a href="#">page 903</a> ) and IN_TO_HOST( <a href="#">page 901</a> )).

### Return Values

Return Values	Description
USB_HANDLE( <a href="#">page 254</a> )	Returns the USB_HANDLE( <a href="#">page 254</a> ) (a pointer) to the BDT that will be used next time the USBTransferOnePacket( <a href="#">page 242</a> ()) function is called, for the given ep_num and ep_dir

### Function

USB\_HANDLE([page 254](#)) USBGetNextHandle(BYTE ep\_num, BYTE ep\_dir)

## 7.1.1.1.19 USBGetRemoteWakeupStatus Function

This function indicates if remote wakeup has been enabled by the host. Devices that support remote wakeup should use this function to determine if it should send a remote wakeup.

### File

usb\_device.h

### C

```
BOOL USBGetRemoteWakeupStatus( );
```

### Description

This function indicates if remote wakeup has been enabled by the host. Devices that support remote wakeup should use this function to determine if it should send a remote wakeup.

If a device does not support remote wakeup (the Remote wakeup bit, bit 5, of the bmAttributes field of the Configuration descriptor is set to 1), then it should not send a remote wakeup command to the PC and this function is not of any use to the device. If a device does support remote wakeup then it should use this function as described below.

If this function returns FALSE and the device is suspended, it should not issue a remote wakeup (resume).

If this function returns TRUE and the device is suspended, it should issue a remote wakeup (resume).

A device can add remote wakeup support by having the \_RWU([page 891](#)) symbol added in the configuration descriptor (located in the usb\_descriptors.c file in the project). This done in the 8th byte of the configuration descriptor. For example:

```
ROM BYTE configDescriptor1[] = {
    0x09,                                // Size
    USB_DESCRIPTOR_CONFIGURATION,           // descriptor type
    DESC_CONFIG_WORD(0x0022),              // Total length
    1,                                     // Number of interfaces
    1,                                     // Index value of this cfg
    0,                                     // Configuration string index
    _DEFAULT | _SELF | _RWU,                // Attributes, see usb_device.h
    50,                                    // Max power consumption in 2X mA(100mA)

    //The rest of the configuration descriptor should follow
```

For more information about remote wakeup, see the following section of the USB v2.0 specification available at [www.usb.org](http://www.usb.org):

- Section 9.2.5.2
- Table 9-10
- Section 7.1.7.7
- Section 9.4.5

### Remarks

None

### Preconditions

None

### Return Values

Return Values	Description
TRUE	Remote Wakeup has been enabled by the host
FALSE	Remote Wakeup is not currently enabled

### Function

```
BOOL USBGetRemoteWakeupStatus(void)
```

## 7.1.1.1.20 USBGetSuspendState Function

This function indicates if the USB port that this device is attached to is currently suspended. When suspended, it will not be able to transfer data over the bus.

### File

usb\_device.h

### C

```
BOOL USBGetSuspendState();
```

### Description

This function indicates if the USB port that this device is attached to is currently suspended. When suspended, it will not be able to transfer data over the bus. This function can be used by the application to skip over section of code that do not need to execute if the device is unable to send data over the bus. This function can also be used to help determine when it is legal to perform USB remote wakeup signalling, for devices supporting this feature.

Typical usage:

```
void main(void)
{
    USBDeviceInit()
    while(1)
    {
        USBDeviceTasks();
        if((USBGetDeviceState() < CONFIGURED_STATE) ||
           (USBGetSuspendState() == TRUE))
        {
            //Either the device is not configured or we are suspended
            // so we don't want to do execute any application code
            continue; //go back to the top of the while loop
        }
        else
        {
            //Otherwise we are free to run user application code.
            UserApplication();
        }
    }
}
```

### Remarks

This function is the same as `USBIsBusSuspended()`(page 236).

### Preconditions

None

### Return Values

Return Values	Description
TRUE	the USB port this device is attached to is suspended.
FALSE	the USB port this device is attached to is not suspended.

### Function

```
BOOL USBGetSuspendState(void)
```

## 7.1.1.1.21 USBHandleBusy Function

Checks to see if the input handle is busy

### File

usb\_device.h

### C

```
BOOL USBHandleBusy(
    USB_HANDLE handle
);
```

### Description

Checks to see if the input handle is busy

#### Typical Usage

```
//make sure that the last transfer isn't busy by checking the handle
if( !USBHandleBusy(USBGenericInHandle) )
{
    //Send the data contained in the INPacket[] array out on
    // endpoint USBDEN_EP_NUM
    USBGenericInHandle = USBGenWrite(USBDEN_EP_NUM, (BYTE*)&INPacket[0], sizeof(INPacket));
}
```

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
USB_HANDLE handle	handle of the transfer that you want to check the status of

### Return Values

Return Values	Description
TRUE	The specified handle is busy
FALSE	The specified handle is free and available for a transfer

### Function

BOOL USBHandleBusy( USB\_HANDLE([page 254](#)) handle)

### 7.1.1.1.22 USBHandleGetAddr Function

Retrieves the address of the destination buffer of the input handle

#### File

usb\_device.h

#### C

```
WORD USBHandleGetAddr(  
    USB_HANDLE  
) ;
```

#### Description

Retrieves the address of the destination buffer of the input handle

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
USB_HANDLE handle	the handle to the transfer you want the address for.

#### Return Values

Return Values	Description
WORD	address of the current buffer that the input handle points to.

#### Function

WORD USBHandleGetAddr( USB\_HANDLE([page 254](#)))

### 7.1.1.1.23 USBHandleGetLength Function

Retrieves the length of the destination buffer of the input handle

#### File

usb\_device.h

#### C

```
WORD USBHandleGetLength(  
    USB_HANDLE handle  
) ;
```

#### Description

Retrieves the length of the destination buffer of the input handle

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
USB_HANDLE handle	the handle to the transfer you want the address for.

#### Return Values

Return Values	Description
WORD	length of the current buffer that the input handle points to. If the transfer is complete then this is the length of the data transmitted or the length of data actually received.

#### Function

WORD USBHandleGetLength( USB\_HANDLE([page 254](#)) handle)

### 7.1.1.1.24 USBINDataStageDeferred Function

Returns TRUE if a control transfer with IN data stage is pending, and the firmware has called USBDeferINDataStage([page 210](#)())[\(\)](#), but has not yet called USBCtrlEPAllowDataStage([page 208](#)())[\(\)](#). Returns FALSE if a control transfer with IN data stage is either not pending, or the firmware did not call USBDeferINDataStage([page 210](#)())[\(\)](#) at the start of the control transfer.

This function (macro) would typically be used in the case where the USBDeviceTasks([page 219](#)())[\(\)](#) function executes in the interrupt context (ex: USB\_INTERRUPT option selected in `usb_config.h`), but the firmware wishes to take care of handling the data stage of the control transfer in the main loop context.

In this scenario, typical usage would be:

1. Host starts a control transfer with IN data stage.
2. USBDeviceTasks([page 219](#)())[\(\)](#) (in this scenario, interrupt context) executes.
3. USBDeviceTasks([page 219](#)())[\(\)](#) calls USBCBCheckOtherReq(), which in turn determines that the control transfer is class specific, with IN data stage.
4. The user code in USBCBCheckOtherReq() (also in interrupt context, since it is called from USBDeviceTasks([page 219](#)())[\(\)](#), and therefore executes at the same priority/context) calls USBDeferINDataStage([page 210](#)())[\(\)](#).
5. Meanwhile, in the main loop context, a polling handler may be periodically checking if(USBINDataStageDeferred() == TRUE). Ordinarily, it would evaluate false, but when a control transfer becomes pending, and after the USBDeferINDataStage([page 210](#)())[\(\)](#) macro has been called (ex: in the interrupt context), the if() statement will evaluate true. In this case, the main loop context can then take care of sending the data (when ready), by calling USBEP0SendRAMPtr([page 224](#)())[\(\)](#) or USBEP0SendROMPtr([page 225](#)())[\(\)](#) and USBCtrlEPAllowDataStage([page 208](#)())[\(\)](#).

#### File

`usb_device.h`

#### C

```
BOOL USBINDataStageDeferred();
```

#### Function

```
BOOL USBINDataStageDeferred(void);
```

## 7.1.1.1.25 USBIsBusSuspended Function

This function indicates if the USB bus is in suspend mode.

### File

usb\_device.h

### C

```
BOOL USBIsBusSuspended();
```

### Returns

None

### Description

This function indicates if the USB bus is in suspend mode. This function is typically used for checking if the conditions are consistent with performing a USB remote wakeup sequence.

Typical Usage:

```
if( (USBIsBusSuspended() == TRUE) && (USBGetRemoteWakeupStatus() == TRUE) )
{
    //Check if some stimulus occurred, which will be used as the wakeup source
    if(sw3 == 0)
    {
        USBCBSendResume(); //Send the remote wakeup signalling to the host
    }
}
// otherwise do some other application specific tasks
```

### Remarks

The USBIsBusSuspended() function relies on the USBBusIsSuspended boolean variable, which gets updated by the USBDeviceTasks([page 219](#)()) function. Therefore, in order to be sure the return value is not "stale", it is suggested to make sure USBDeviceTasks([page 219](#)()) has executed recently (if using USB polling mode).

### Preconditions

None

### Function

```
BOOL USBIsBusSuspended(void);
```

### 7.1.1.1.26 USBIsDeviceSuspended Function

This function indicates if the USB module is in suspend mode.

#### File

usb\_device.h

#### C

```
BOOL USBIsDeviceSuspended();
```

#### Returns

None

#### Description

This function indicates if the USB module is in suspend mode. This function does NOT indicate that a suspend request has been received. It only reflects the state of the USB module.

Typical Usage:

```
if(USBIsDeviceSuspended() == TRUE)
{
    return;
}
// otherwise do some application specific tasks
```

#### Remarks

None

#### Preconditions

None

#### Function

```
BOOL USBIsDeviceSuspended(void)
```

## 7.1.1.1.27 USBRxOnePacket Function

Receives the specified data out the specified endpoint

### File

usb\_device.h

### C

```
USB_HANDLE USBRxOnePacket(
    BYTE ep,
    BYTE* data,
    WORD len
);
```

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
ep	The endpoint number you want to receive the data on.
data	Pointer to a user buffer where the data will go when it arrives from the host. Note
it arrives from the host. Note	This RAM must be USB module accessible.
len	The len parameter should always be set to the maximum endpoint packet size, specified in the USB descriptor for this endpoint. The host may send <= the number of bytes as the endpoint size in the endpoint descriptor. After the transaction is complete, the application firmware can call USBHandleGetLength( <a href="#">page 234</a> ()) to determine how many bytes the host actually sent in the last transaction on this endpoint.

### Return Values

Return Values	Description
USB_HANDLE( <a href="#">page 254</a> )	Returns a pointer to the BDT entry associated with the transaction. The firmware can check for completion of the transaction by using the USBHandleBusy( <a href="#">page 232</a> ()) function, using the returned USB_HANDLE( <a href="#">page 254</a> ) value.

### Function

USB\_HANDLE([page 254](#)) USBRxOnePacket(BYTE ep, BYTE\* data, WORD len)

### 7.1.1.1.28 USBSoftDetach Function

This function performs a detach from the USB bus via software.

#### File

usb\_device.h

#### C

```
void USBSoftDetach();
```

#### Returns

None

#### Description

This function performs a detach from the USB bus via software.

#### Remarks

Caution should be used when detaching from the bus. Some PC drivers and programs may require additional time after a detach before a device can be reattached to the bus.

#### Preconditions

None

#### Function

```
void USBSoftDetach(void);
```

### 7.1.1.1.29 USBOUTDataStageDeferred Function

Returns TRUE if a control transfer with OUT data stage is pending, and the firmware has called USBDeferOUTDataStage([page 212](#))(), but has not yet called USBCtrlEPAllowDataStage([page 208](#))(). Returns FALSE if a control transfer with OUT data stage is either not pending, or the firmware did not call USBDeferOUTDataStage([page 212](#))() at the start of the control transfer.

This function (macro) would typically be used in the case where the USBDeviceTasks([page 219](#))() function executes in the interrupt context (ex: USB\_INTERRUPT option selected in `usb_config.h`), but the firmware wishes to take care of handling the data stage of the control transfer in the main loop context.

In this scenario, typical usage would be:

1. Host starts a control transfer with OUT data stage.
2. USBDeviceTasks([page 219](#))() (in this scenario, interrupt context) executes.
3. USBDeviceTasks([page 219](#))() calls USBCBCheckOtherReq(), which in turn determines that the control transfer is class specific, with OUT data stage.
4. The user code in USBCBCheckOtherReq() (also in interrupt context, since it is called from USBDeviceTasks([page 219](#))(), and therefore executes at the same priority/context) calls USBDeferOUTDataStage([page 212](#))().
5. Meanwhile, in the main loop context, a polling handler may be periodically checking `if(USBOUTDataStageDeferred() == TRUE)`. Ordinarily, it would evaluate false, but when a control transfer becomes pending, and after the `USBDeferOUTDataStage(page 212)()` macro has been called (ex: in the interrupt context), the `if()` statement will evaluate true. In this case, the main loop context can then take care of receiving the data, by calling `USBEP0Receive(page 223)()` and `USBCtrlEPAllowDataStage(page 208)()`.

#### File

`usb_device.h`

#### C

```
BOOL USBOUTDataStageDeferred();
```

#### Function

```
BOOL USBOUTDataStageDeferred(void);
```

### 7.1.1.1.30 USBStallEndpoint Function

Configures the specified endpoint to send STALL to the host, the next time the host tries to access the endpoint.

#### File

usb\_device.h

#### C

```
void USBStallEndpoint(  
    BYTE ep,  
    BYTE dir  
) ;
```

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE ep	The endpoint number that should be configured to send STALL.
BYTE dir	The direction of the endpoint to STALL, either IN_TO_HOST( <a href="#">page 901</a> ) or OUT_FROM_HOST( <a href="#">page 903</a> ).

#### Function

```
void USBStallEndpoint(BYTE ep, BYTE dir)
```

### 7.1.1.1.31 USBTransferOnePacket Function

Transfers a single packet (one transaction) of data on the USB bus.

#### File

usb\_device.h

#### C

```
USB_HANDLE USBTransferOnePacket(
    BYTE ep,
    BYTE dir,
    BYTE* data,
    BYTE len
);
```

#### Description

The USBTransferOnePacket() function prepares a USB endpoint so that it may send data to the host (an IN transaction), or receive data from the host (an OUT transaction). The USBTransferOnePacket() function can be used both to receive and send data to the host. This function is the primary API function provided by the USB stack firmware for sending or receiving application data over the USB port.

The USBTransferOnePacket() is intended for use with all application endpoints. It is not used for sending or receiving application data through endpoint 0 by using control transfers. Separate API functions, such as USBEP0Receive([page 223](#))(), USBEP0SendRAMPtr([page 224](#))(), and USBEP0SendROMPtr([page 225](#))() are provided for this purpose.

The USBTransferOnePacket() writes to the Buffer Descriptor Table (BDT) entry associated with an endpoint buffer, and sets the UOWN bit, which prepares the USB hardware to allow the transaction to complete. The application firmware can use the USBHandleBusy([page 232](#))() macro to check the status of the transaction, to see if the data has been successfully transmitted yet.

#### Typical Usage

```
//make sure that we are in the configured state
if(USBGetDeviceState() == CONFIGURED_STATE)
{
    //make sure that the last transaction isn't busy by checking the handle
    if(!USBHandleBusy(USBInHandle))
    {
        //Write the new data that we wish to send to the host to the INPacket[] array
        INPacket[0] = USEFUL_APPLICATION_VALUE1;
        INPacket[1] = USEFUL_APPLICATION_VALUE2;
        //INPacket[2] = ... (fill in the rest of the packet data)

        //Send the data contained in the INPacket[] array through endpoint "EP_NUM"
        USBInHandle =
        USBTransferOnePacket(EP_NUM, IN_TO_HOST, (BYTE*)&INPacket[0], sizeof(INPacket));
    }
}
```

#### Remarks

If calling the USBTransferOnePacket() function from within the USBCBInitEP() callback function, the set configuration is still being processed and the USBDeviceState may not be == CONFIGURED\_STATE yet. In this special case, the USBTransferOnePacket() may still be called, but make sure that the endpoint has been enabled and initialized by the USBEnableEndpoint([page 221](#))() function first.

#### Preconditions

Before calling USBTransferOnePacket(), the following should be true.

1. The USB stack has already been initialized (USBDeviceInit([page 218](#))() was called).
2. A transaction is not already pending on the specified endpoint. This is done by checking the previous request using the USBHandleBusy([page 232](#))() macro (see the typical usage example).
3. The host has already sent a set configuration request and the enumeration process is complete. This can be checked by

verifying that the `USBGetDeviceState()` macro returns "CONFIGURED\_STATE", prior to calling `USBTransferOnePacket()`.

### Parameters

Parameters	Description
BYTE ep	The endpoint number that the data will be transmitted or received on
BYTE dir	The direction of the transfer This value is either OUT_FROM_HOST() or IN_TO_HOST()
BYTE* data	For IN transactions: pointer to the RAM buffer containing the data to be sent to the host. For OUT transactions
BYTE len	Length of the data needing to be sent (for IN transactions). For OUT transactions, the len parameter should normally be set to the endpoint size specified in the endpoint descriptor.

### Return Values

Return Values	Description
USB_HANDLE()	handle to the transfer. The handle is a pointer to the BDT entry associated with this transaction. The
status of the transaction (ex	if it is complete or still pending) can be checked using the <code>USBHandleBusy()</code> macro and supplying the <code>USB_HANDLE()</code> provided by <code>USBTransferOnePacket()</code> .

### Function

`USB_HANDLE()` `USBTransferOnePacket(BYTE ep, BYTE dir, BYTE* data, BYTE len)`

## 7.1.1.1.32 USBTxOnePacket Function

Sends the specified data out the specified endpoint

### File

usb\_device.h

### C

```
USB_HANDLE USBTxOnePacket(
    BYTE ep,
    BYTE* data,
    WORD len
);
```

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
ep	the endpoint number you want to send the data out of
data	pointer to a user buffer that contains the data that you wish to
send to the host. Note	This RAM buffer must be accessible by the USB module.
len	the number of bytes of data that you wish to send to the host,
in the next transaction on this endpoint. Note	this value should always be less than or equal to the endpoint size, as specified in the USB endpoint descriptor.

### Return Values

Return Values	Description
USB_HANDLE( <a href="#">page 254</a> )	Returns a pointer to the BDT entry associated with the transaction. The firmware can check for completion of the transaction by using the USBHandleBusy( <a href="#">page 232</a> ()) function, using the returned USB_HANDLE( <a href="#">page 254</a> ) value.

### Function

USB\_HANDLE([page 254](#)) USBTxOnePacket(BYTE ep, BYTE\* data, WORD len)

## 7.1.1.2 Data Types and Constants

### Enumerations

	<b>Name</b>	<b>Description</b>
❖	USB_DEVICE_STATE( <a href="#">page 246</a> )	USB Device States as returned by USBGetDeviceState( <a href="#">page 227</a> ()). Only the definitions for these states should be used. The actual value for each state should not be relied upon as constant and may change based on the implementation.
❖	USB_DEVICE_STACK_EVENTS( <a href="#">page 247</a> )	USB device stack events description here - DWF

### Macros

	<b>Name</b>	<b>Description</b>
↳	USB_EP0_BUSY( <a href="#">page 248</a> )	The PIPE is busy
↳	USB_EP0_INCLUDE_ZERO( <a href="#">page 249</a> )	include a trailing zero packet
↳	USB_EP0_NO_DATA( <a href="#">page 250</a> )	no data to send
↳	USB_EP0_NO_OPTIONS( <a href="#">page 251</a> )	no options set
↳	USB_EP0_RAM( <a href="#">page 252</a> )	Data comes from ROM
↳	USB_EP0_ROM( <a href="#">page 253</a> )	Data comes from RAM
↳	USB_HANDLE( <a href="#">page 254</a> )	USB_HANDLE is a pointer to an entry in the BDT. This pointer can be used to read the length of the last transfer, the status of the last transfer, and various other information. Insure to initialize USB_HANDLE objects to NULL so that they are in a known state during their first usage.

### Description

## 7.1.1.2.1 USB\_DEVICE\_STATE Enumeration

### File

usb\_device.h

### C

```
typedef enum {
    DETACHED_STATE,
    ATTACHED_STATE,
    POWERED_STATE,
    DEFAULT_STATE,
    ADR_PENDING_STATE,
    ADDRESS_STATE,
    CONFIGURED_STATE
} USB_DEVICE_STATE;
```

### Members

Members	Description
DETACHED_STATE	Detached is the state in which the device is not attached to the bus. When in the detached state a device should not have any pull-ups attached to either the D+ or D- line.
ATTACHED_STATE	Attached is the state in which the device is attached to the bus but the hub/port that it is attached to is not yet configured.
POWERED_STATE	Powered is the state in which the device is attached to the bus and the hub/port that it is attached to is configured.
DEFAULT_STATE	Default state is the state after the device receives a RESET command from the host.
ADR_PENDING_STATE	Address pending state is not an official state of the USB defined states. This state is internally used to indicate that the device has received a SET_ADDRESS command but has not received the STATUS stage of the transfer yet. The device should not switch addresses until after the STATUS stage is complete.
ADDRESS_STATE	Address is the state in which the device has its own specific address on the bus.
CONFIGURED_STATE	Configured is the state where the device has been fully enumerated and is operating on the bus. The device is now allowed to execute its application specific tasks. It is also allowed to increase its current consumption to the value specified in the configuration descriptor of the current configuration.

### Description

USB Device States as returned by `USBGetDeviceState()` page 227(). Only the definitions for these states should be used. The actual value for each state should not be relied upon as constant and may change based on the implementation.

## 7.1.1.2.2 USB\_DEVICE\_STACK\_EVENTS Enumeration

### File

usb\_device.h

### C

```
typedef enum {
    EVENT_CONFIGURED,
    EVENT_SET_DESCRIPTOR,
    EVENT_EP0_REQUEST,
    EVENT_ATTACH,
    EVENT_TRANSFER_TERMINATED
} USB_DEVICE_STACK_EVENTS;
```

### Members

Members	Description
EVENT_CONFIGURED	Notification that a SET_CONFIGURATION() command was received (device)
EVENT_SET_DESCRIPTOR	A SET_DESCRIPTOR request was received (device)
EVENT_EP0_REQUEST	An endpoint 0 request was received that the stack did not know how to handle. This is most often a request for one of the class drivers. Please refer to the class driver documentation for information related to what to do if this request is received. (device)
EVENT_ATTACH	Device-mode USB cable has been attached. This event is not used by the Host stack. The client driver may provide an application event when a device attaches.
EVENT_TRANSFER_TERMINATED	A user transfer was terminated by the stack. This event will pass back the value of the handle that was terminated. Compare this value against the current valid handles to determine which transfer was terminated.

### Description

USB device stack events description here - DWF

### 7.1.1.2.3 USB\_EP0\_BUSY Macro

**File**

usb\_device.h

**C**

```
#define USB_EP0_BUSY 0x80      //The PIPE is busy
```

**Description**

The PIPE is busy

### 7.1.1.2.4 USB\_EP0\_INCLUDE\_ZERO Macro

**File**

usb\_device.h

**C**

```
#define USB_EP0_INCLUDE_ZERO 0x40      //include a trailing zero packet
```

**Description**

include a trailing zero packet

### 7.1.1.2.5 USB\_EP0\_NO\_DATA Macro

**File**

usb\_device.h

**C**

```
#define USB_EP0_NO_DATA 0x00      //no data to send
```

**Description**

no data to send

### 7.1.1.2.6 USB\_EP0\_NO\_OPTIONS Macro

**File**

usb\_device.h

**C**

```
#define USB_EP0_NO_OPTIONS 0x00      //no options set
```

**Description**

no options set

### 7.1.1.2.7 USB\_EP0\_RAM Macro

**File**

usb\_device.h

**C**

```
#define USB_EP0_RAM 0x01      //Data comes from ROM
```

**Description**

Data comes from ROM

### 7.1.1.2.8 USB\_EP0\_ROM Macro

**File**

usb\_device.h

**C**

```
#define USB_EP0_ROM 0x00      //Data comes from RAM
```

**Description**

Data comes from RAM

### 7.1.1.2.9 USB\_HANDLE Macro

#### File

usb\_device.h

#### C

```
#define USB_HANDLE void*
```

#### Description

USB\_HANDLE is a pointer to an entry in the BDT. This pointer can be used to read the length of the last transfer, the status of the last transfer, and various other information. Insure to initialize USB\_HANDLE objects to NULL so that they are in a known state during their first usage.

### 7.1.1.3 Macros

#### Macros

	Name	Description
↳	DESC_CONFIG_BYTE( <a href="#">page 256</a> )	The DESC_CONFIG_BYTE() macro is implemented for convinence. The DESC_CONFIG_BYTE() macro provides a consistant macro for use with a byte when generating a configuratin descriptor when using either the DESC_CONFIG_WORD( <a href="#">page 258</a> )() or DESC_CONFIG_DWORD( <a href="#">page 257</a> )() macros.
↳	DESC_CONFIG_DWORD( <a href="#">page 257</a> )	The DESC_CONFIG_DWORD() macro is implemented for convinence. Since the configuration descriptor array is a BYTE array, each entry needs to be a BYTE in LSB format. The DESC_CONFIG_DWORD() macro breaks up a DWORD into the appropriate BYTE entries in LSB.
↳	DESC_CONFIG_WORD( <a href="#">page 258</a> )	The DESC_CONFIG_WORD() macro is implemented for convinence. Since the configuration descriptor array is a BYTE array, each entry needs to be a BYTE in LSB format. The DESC_CONFIG_WORD() macro breaks up a WORD into the appropriate BYTE entries in LSB. Typical Usage:

#### Description

### 7.1.1.3.1 DESC\_CONFIG\_BYTE Macro

#### File

usb\_device.h

#### C

```
#define DESC_CONFIG_BYTE(a) (a)
```

#### Description

The DESC\_CONFIG\_BYTE() macro is implemented for convinence. The DESC\_CONFIG\_BYTE() macro provides a consistant macro for use with a byte when generating a configuratin descriptor when using either the DESC\_CONFIG\_WORD([page 258](#)()) or DESC\_CONFIG\_DWORD([page 257](#)()) macros.

### 7.1.1.3.2 DESC\_CONFIG\_DWORD Macro

**File**

usb\_device.h

**C**

```
#define DESC_CONFIG_DWORD(a) (a&0xFF), ((a>>8)&0xFF), ((a>>16)&0xFF), ((a>>24)&0xFF)
```

**Description**

The DESC\_CONFIG\_DWORD() macro is implemented for convinence. Since the configuration descriptor array is a BYTE array, each entry needs to be a BYTE in LSB format. The DESC\_CONFIG\_DWORD() macro breaks up a DWORD into the appropriate BYTE entries in LSB.

### 7.1.1.3.3 DESC\_CONFIG\_WORD Macro

#### File

usb\_device.h

#### C

```
#define DESC_CONFIG_WORD(a) (a&0xFF), ((a>>8)&0xFF)
```

#### Description

The DESC\_CONFIG\_WORD() macro is implemented for convinence. Since the configuration descriptor array is a BYTE array, each entry needs to be a BYTE in LSB format. The DESC\_CONFIG\_WORD() macro breaks up a WORD into the appropriate BYTE entries in LSB. Typical Usage:

```
ROM BYTE configDescriptor1[]={  
    0x09, // Size of this descriptor in bytes  
    USB_DESCRIPTOR_CONFIGURATION, // CONFIGURATION descriptor type  
    DESC_CONFIG_WORD(0x0022), // Total length of data for this cfg
```

---

## 7.1.2 Audio Function Driver

## 7.1.2.1 Interface Routines

### Functions

	Name	Description
	USBCheckAudioRequest( <a href="#">page 260</a> )	This routine checks the setup data packet to see if it knows how to handle it

### Description

### 7.1.2.1.1 **USBCheckAudioRequest** Function

This routine checks the setup data packet to see if it knows how to handle it

**File**

usb\_function\_audio.h

**C**

```
void USBCheckAudioRequest();
```

**Description**

This routine checks the setup data packet to see if it knows how to handle it

**Remarks**

None

**Preconditions**

None

**Function**

```
void USBCheckAudioRequest(void)
```

### 7.1.2.2 Data Types and Constants

---

### 7.1.3 CCID (Smart/Sim Card) Function Driver

### 7.1.3.1 Interface Routines

#### Functions

	Name	Description
☞	USBCCIDBulkInService( <a href="#">page 263</a> )	USBCCIDBulkInService handles device-to-host transaction(s). This function should be called once per Main Program loop after the device reaches the configured state.
☞	USBCCIDInitEP( <a href="#">page 264</a> )	This function initializes the CCID function driver. This function should be called after the SET_CONFIGURATION command.
☞	USBCCIDSendDataToHost( <a href="#">page 265</a> )	USBCCIDSendDataToHost writes an array of data to the USB. Use this version, is capable of transferring 0x00 (what is typically a NULL character in any of the string transfer functions).
☞	USBCheckCCIDRequest( <a href="#">page 266</a> )	This routine checks the setup data packet to see if it knows how to handle it

#### Description

### 7.1.3.1.1 USBCCIDBulkInService Function

USBCCIDBulkInService handles device-to-host transaction(s). This function should be called once per Main Program loop after the device reaches the configured state.

#### File

usb\_function\_ccid.h

#### C

```
void USBCCIDBulkInService();
```

#### Description

USBCCIDBulkInService handles device-to-host transaction(s). This function should be called once per Main Program loop after the device reaches the configured state.

Typical Usage:

```
void main(void)
{
    USBDeviceInit();
    while(1)
    {
        USBDeviceTasks();
        if((USBGetDeviceState() < CONFIGURED_STATE) ||
           (USBIsDeviceSuspended() == TRUE))
        {
            //Either the device is not configured or we are suspended
            // so we don't want to do execute any application code
            continue; //go back to the top of the while loop
        }
        else
        {
            //Run application code.
            UserApplication();

            //Keep trying to send data to the PC as required
            USBCCIDBulkInService();
        }
    }
}
```

#### Remarks

None

#### Preconditions

None

#### Function

```
void USBCCIDBulkInService(void)
```

### 7.1.3.1.2 USBCCIDInitEP Function

This function initializes the CCID function driver. This function should be called after the SET\_CONFIGURATION command.

#### File

usb\_function\_ccid.h

#### C

```
void USBCCIDInitEP();
```

#### Description

This function initializes the CCID function driver. This function sets the default line coding (baud rate, bit parity, number of data bits, and format). This function also enables the endpoints and prepares for the first transfer from the host.

This function should be called after the SET\_CONFIGURATION command. This is most simply done by calling this function from the USBCBInitEP() function.

Typical Usage:

```
void USBCBInitEP(void)
{
    USBCCIDInitEP();
}
```

#### Remarks

None

#### Preconditions

None

#### Function

```
void USBCCIDInitEP(void)
```

### 7.1.3.1.3 USBCCIDSendDataToHost Function

USBCCIDSendDataToHost writes an array of data to the USB. Use this version, is capable of transferring 0x00 (what is typically a NULL character in any of the string transfer functions).

#### File

usb\_function\_ccid.h

#### C

```
void USBCCIDSendDataToHost(  
    BYTE * pData,  
    WORD len  
) ;
```

#### Description

USBCCIDSendDataToHost writes an array of data to the USB. Use this version, is capable of transferring 0x00 (what is typically a NULL character in any of the string transfer functions).

The transfer mechanism for device-to-host(put) is more flexible than host-to-device(get). It can handle a string of data larger than the maximum size of bulk IN endpoint. A state machine is used to transfer a long string of data over multiple USB transactions. USBCCIDBulkInService([page 263](#)()) must be called periodically to keep sending blocks of data to the host.

#### Parameters

Parameters	Description
BYTE *data	pointer to a RAM array of data to be transferred to the host
WORD length	the number of bytes to be transferred

#### Function

```
void USBCCIDSendDataToHost(BYTE *data, WORD length)
```

### 7.1.3.1.4 USBCheckCCIDRequest Function

**File**

usb\_function\_ccid.h

**C**

```
void USBCheckCCIDRequest();
```

**Description**

This routine checks the setup data packet to see if it knows how to handle it

**Remarks**

None

**Preconditions**

None

**Function**

```
void USBCheckCCIDRequest(void)
```

---

## 7.1.4 CDC Function Driver

## 7.1.4.1 Interface Routines

### Functions

	Name	Description
☞	CDCInitEP( <a href="#">page 268</a> )	This function initializes the CDC function driver. This function should be called after the SET_CONFIGURATION command (ex: within the context of the USBCBInitEP() function).
☞	CDCTxService( <a href="#">page 269</a> )	CDCTxService handles device-to-host transaction(s). This function should be called once per Main Program loop after the device reaches the configured state.
☞	getsUSBUSART( <a href="#">page 270</a> )	getsUSBUSART copies a string of BYTES received through USB CDC Bulk OUT endpoint to a user's specified location. It is a non-blocking function. It does not wait for data if there is no data available. Instead it returns '0' to notify the caller that there is no data available.
☞	putrsUSBUSART( <a href="#">page 271</a> )	putrsUSBUSART writes a string of data to the USB including the null character. Use this version, 'putrs', to transfer data literals and data located in program memory.
☞	putsUSBUSART( <a href="#">page 272</a> )	putsUSBUSART writes a string of data to the USB including the null character. Use this version, 'puts', to transfer data from a RAM buffer.
☞	putUSBUSART( <a href="#">page 273</a> )	putUSBUSART writes an array of data to the USB. Use this version, is capable of transferring 0x00 (what is typically a NULL character in any of the string transfer functions).
☞	USBCheckCDCRequest( <a href="#">page 274</a> )	This routine checks the most recently received SETUP data packet to see if the request is specific to the CDC class. If the request was a CDC specific request, this function will take care of handling the request and responding appropriately.

### Macros

	Name	Description
☞	CDCSetBaudRate( <a href="#">page 275</a> )	This macro is used set the baud rate reported back to the host during a get line coding request. (optional)
☞	CDCSetCharacterFormat( <a href="#">page 276</a> )	This macro is used manually set the character format reported back to the host during a get line coding request. (optional)
☞	CDCSetDataSize( <a href="#">page 277</a> )	This function is used manually set the number of data bits reported back to the host during a get line coding request. (optional)
☞	CDCSetLineCoding( <a href="#">page 278</a> )	This function is used to manually set the data reported back to the host during a get line coding request. (optional)
☞	CDCSetParity( <a href="#">page 279</a> )	This function is used manually set the parity format reported back to the host during a get line coding request. (optional)
☞	USBUSARTIsTxTrfReady( <a href="#">page 280</a> )	This macro is used to check if the CDC class is ready to send more data.

### Description

### 7.1.4.1.1 CDCInitEP Function

This function initializes the CDC function driver. This function should be called after the SET\_CONFIGURATION command (ex: within the context of the USBCBInitEP() function).

#### File

usb\_function\_cdc.h

#### C

```
void CDCInitEP();
```

#### Description

This function initializes the CDC function driver. This function sets the default line coding (baud rate, bit parity, number of data bits, and format). This function also enables the endpoints and prepares for the first transfer from the host.

This function should be called after the SET\_CONFIGURATION command. This is most simply done by calling this function from the USBCBInitEP() function.

Typical Usage:

```
void USBCBInitEP(void)
{
    CDCInitEP();
}
```

#### Remarks

None

#### Preconditions

None

#### Function

```
void CDCInitEP(void)
```

### 7.1.4.1.2 CDCTxService Function

CDCTxService handles device-to-host transaction(s). This function should be called once per Main Program loop after the device reaches the configured state.

#### File

usb\_function\_cdc.h

#### C

```
void CDCTxService();
```

#### Description

CDCTxService handles device-to-host transaction(s). This function should be called once per Main Program loop after the device reaches the configured state (after the CDCIniEP() function has already executed). This function is needed, in order to advance the internal software state machine that takes care of sending multiple transactions worth of IN USB data to the host, associated with CDC serial data. Failure to call CDCTxService() periodically will prevent data from being sent to the USB host, over the CDC serial data interface.

Typical Usage:

```
void main(void)
{
    USBDeviceInit();
    while(1)
    {
        USBDeviceTasks();
        if((USBGetDeviceState() < CONFIGURED_STATE) ||
           (USBIsDeviceSuspended() == TRUE))
        {
            //Either the device is not configured or we are suspended
            // so we don't want to do execute any application code
            continue; //go back to the top of the while loop
        }
        else
        {
            //Keep trying to send data to the PC as required
            CDCTxService();

            //Run application code.
            UserApplication();
        }
    }
}
```

#### Remarks

None

#### Preconditions

CDCIniEP() function should have already executed/the device should be in the CONFIGURED\_STATE.

#### Function

```
void CDCTxService(void)
```

### 7.1.4.1.3 getsUSBUSART Function

getsUSBUSART copies a string of BYTEs received through USB CDC Bulk OUT endpoint to a user's specified location. It is a non-blocking function. It does not wait for data if there is no data available. Instead it returns '0' to notify the caller that there is no data available.

#### File

usb\_function\_cdc.h

#### C

```
BYTE getsUSBUSART(
    char * buffer,
    BYTE len
);
```

#### Returns

BYTE - Returns a byte indicating the total number of bytes that were actually received and copied into the specified buffer. The returned value can be anything from 0 up to the len input value. A return value of 0 indicates that no new CDC bulk OUT endpoint data was available.

#### Description

getsUSBUSART copies a string of BYTEs received through USB CDC Bulk OUT endpoint to a user's specified location. It is a non-blocking function. It does not wait for data if there is no data available. Instead it returns '0' to notify the caller that there is no data available.

Typical Usage:

```
BYTE numBytes;
BYTE buffer[64]

numBytes = getsUSBUSART(buffer, sizeof(buffer)); //until the buffer is free.
if(numBytes > 0)
{
    //we received numBytes bytes of data and they are copied into
    // the "buffer" variable. We can do something with the data
    // here.
}
```

#### Preconditions

Value of input argument 'len' should be smaller than the maximum endpoint size responsible for receiving bulk data from USB host for CDC class. Input argument 'buffer' should point to a buffer area that is bigger or equal to the size specified by 'len'.

#### Parameters

Parameters	Description
buffer	Pointer to where received BYTEs are to be stored
len	The number of BYTEs expected.

#### Function

BYTE getsUSBUSART(char \*buffer, BYTE len)

### 7.1.4.1.4 putrsUSBUSART Function

putrsUSBUSART writes a string of data to the USB including the null character. Use this version, 'putrs', to transfer data literals and data located in program memory.

#### File

usb\_function\_cdc.h

#### C

```
void putrsUSBUSART(  
    const ROM char * data  
) ;
```

#### Description

putrsUSBUSART writes a string of data to the USB including the null character. Use this version, 'putrs', to transfer data literals and data located in program memory.

Typical Usage:

```
if(USBUSARTIsTxTrfReady( ))  
{  
    putrsUSBUSART("Hello World");  
}
```

The transfer mechanism for device-to-host(put) is more flexible than host-to-device(get). It can handle a string of data larger than the maximum size of bulk IN endpoint. A state machine is used to transfer a long string of data over multiple USB transactions. CDCTxService([page 269](#)()) must be called periodically to keep sending blocks of data to the host.

#### Preconditions

USBUSARTIsTxTrfReady([page 280](#)()) must return TRUE. This indicates that the last transfer is complete and is ready to receive a new block of data. The string of characters pointed to by 'data' must equal to or smaller than 255 BYTES.

#### Parameters

Parameters	Description
const ROM char *data	null-terminated string of constant data. If a null character is not found, 255 BYTES of data will be transferred to the host.

#### Function

void putrsUSBUSART(const ROM char \*data)

### 7.1.4.1.5 putsUSBUSART Function

putsUSBUSART writes a string of data to the USB including the null character. Use this version, 'puts', to transfer data from a RAM buffer.

#### File

usb\_function\_cdc.h

#### C

```
void putsUSBUSART(  
    char * data  
) ;
```

#### Description

putsUSBUSART writes a string of data to the USB including the null character. Use this version, 'puts', to transfer data from a RAM buffer.

Typical Usage:

```
if(USBUSARTIsTxTrfReady( ))  
{  
    char data[] = "Hello World";  
    putsUSBUSART(data);  
}
```

The transfer mechanism for device-to-host(put) is more flexible than host-to-device(get). It can handle a string of data larger than the maximum size of bulk IN endpoint. A state machine is used to transfer a long string of data over multiple USB transactions. CDCTxService([page 269](#)()) must be called periodically to keep sending blocks of data to the host.

#### Preconditions

USBUSARTIsTxTrfReady([page 280](#)()) must return TRUE. This indicates that the last transfer is complete and is ready to receive a new block of data. The string of characters pointed to by 'data' must equal to or smaller than 255 BYTES.

#### Parameters

Parameters	Description
char *data	null-terminated string of constant data. If a null character is not found, 255 BYTES of data will be transferred to the host.

#### Function

void putsUSBUSART(char \*data)

### 7.1.4.1.6 putUSBUSART Function

putUSBUSART writes an array of data to the USB. Use this version, is capable of transferring 0x00 (what is typically a NULL character in any of the string transfer functions).

#### File

usb\_function\_cdc.h

#### C

```
void putUSBUSART(
    char * data,
    BYTE Length
);
```

#### Description

putUSBUSART writes an array of data to the USB. Use this version, is capable of transferring 0x00 (what is typically a NULL character in any of the string transfer functions).

Typical Usage:

```
if(USBUSARTIsTxTrfReady( ))
{
    char data[] = {0x00, 0x01, 0x02, 0x03, 0x04};
    putUSBUSART(data,5);
}
```

The transfer mechanism for device-to-host(put) is more flexible than host-to-device(get). It can handle a string of data larger than the maximum size of bulk IN endpoint. A state machine is used to transfer a long string of data over multiple USB transactions. CDCTxService([page 269](#)()) must be called periodically to keep sending blocks of data to the host.

#### Preconditions

USBUSARTIsTxTrfReady([page 280](#)()) must return TRUE. This indicates that the last transfer is complete and is ready to receive a new block of data. The string of characters pointed to by 'data' must equal to or smaller than 255 BYTES.

#### Parameters

Parameters	Description
char *data	pointer to a RAM array of data to be transferred to the host
BYTE length	the number of bytes to be transferred (must be less than 255).

#### Function

void putUSBUSART(char \*data, BYTE length)

### 7.1.4.1.7 USBCheckCDCRequest Function

**File**

usb\_function\_cdc.h

**C**

```
void USBCheckCDCRequest();
```

**Description**

This routine checks the most recently received SETUP data packet to see if the request is specific to the CDC class. If the request was a CDC specific request, this function will take care of handling the request and responding appropriately.

**Remarks**

This function does not change status or do anything if the SETUP packet did not contain a CDC class specific request.

**Preconditions**

This function should only be called after a control transfer SETUP packet has arrived from the host.

**Function**

```
void USBCheckCDCRequest(void)
```

### 7.1.4.1.8 CDCSetBaudRate Macro

This macro is used set the baud rate reported back to the host during a get line coding request. (optional)

#### File

usb\_function\_cdc.h

#### C

```
#define CDCSetBaudRate(baudRate) {lineCoding.dwDTERate.Val=baudRate;}
```

#### Description

This macro is used set the baud rate reported back to the host during a get line coding request.

Typical Usage:

```
CDCSetBaudRate(19200);
```

This function is optional for CDC devices that do not actually convert the USB traffic to a hardware UART.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
DWORD baudRate	The desired baudrate

#### Function

```
void CDCSetBaudRate(DWORD baudRate)
```

### 7.1.4.1.9 CDCSetCharacterFormat Macro

This macro is used manually set the character format reported back to the host during a get line coding request. (optional)

#### File

usb\_function\_cdc.h

#### C

```
#define CDCSetCharacterFormat(charFormat) {lineCoding.bCharFormat=charFormat;}
```

#### Description

This macro is used manually set the character format reported back to the host during a get line coding request.

Typical Usage:

```
CDCSetCharacterFormat(NUM_STOP_BITS_1);
```

This function is optional for CDC devices that do not actually convert the USB traffic to a hardware UART.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE charFormat	number of stop bits. Available options are: <ul style="list-style-type: none"><li>• NUM_STOP_BITS_1(<a href="#">page 282</a>) - 1 Stop bit</li><li>• NUM_STOP_BITS_1_5(<a href="#">page 283</a>) - 1.5 Stop bits</li><li>• NUM_STOP_BITS_2(<a href="#">page 284</a>) - 2 Stop bits</li></ul>

#### Function

```
void CDCSetCharacterFormat(BYTE charFormat)
```

### 7.1.4.1.10 CDCSetDataSize Macro

This function is used manually set the number of data bits reported back to the host during a get line coding request. (optional)

#### File

usb\_function\_cdc.h

#### C

```
#define CDCSetDataSize(dataBits) {line_coding.bDataBits=dataBits;}
```

#### Description

This function is used manually set the number of data bits reported back to the host during a get line coding request.

Typical Usage:

```
CDCSetDataSize(8);
```

This function is optional for CDC devices that do not actually convert the USB traffic to a hardware UART.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE dataBits	number of data bits. The options are 5, 6, 7, 8, or 16.

#### Function

```
void CDCSetDataSize(BYTE dataBits)
```

### 7.1.4.1.11 CDCSetLineCoding Macro

This function is used to manually set the data reported back to the host during a get line coding request. (optional)

#### File

usb\_function\_cdc.h

#### C

```
#define CDCSetLineCoding(baud,format,parity,dataSize) {\  
    CDCSetBaudRate(baud);\  
    CDCSetCharacterFormat(format);\  
    CDCSetParity(parity);\  
    CDCSetDataSize(dataSize);\  
}
```

#### Description

This function is used to manually set the data reported back to the host during a get line coding request.

Typical Usage:

```
CDCSetLineCoding(19200, NUM_STOP_BITS_1, PARITY_NONE, 8);
```

This function is optional for CDC devices that do not actually convert the USB traffic to a hardware UART.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
DWORD baud	The desired baudrate
BYTE format	number of stop bits. Available options are: <ul style="list-style-type: none"><li>• NUM_STOP_BITS_1(<a href="#">page 282</a>) - 1 Stop bit</li><li>• NUM_STOP_BITS_1_5(<a href="#">page 283</a>) - 1.5 Stop bits</li><li>• NUM_STOP_BITS_2(<a href="#">page 284</a>) - 2 Stop bits</li></ul>
BYTE parity	Type of parity. The options are the following: <ul style="list-style-type: none"><li>• PARITY_NONE(<a href="#">page 287</a>)</li><li>• PARITY_ODD(<a href="#">page 288</a>)</li><li>• PARITY_EVEN(<a href="#">page 285</a>)</li><li>• PARITY_MARK(<a href="#">page 286</a>)</li><li>• PARITY_SPACE(<a href="#">page 289</a>)</li></ul>
BYTE dataSize	number of data bits. The options are 5, 6, 7, 8, or 16.

#### Function

```
void CDCSetLineCoding(DWORD baud, BYTE format, BYTE parity, BYTE dataSize)
```

### 7.1.4.1.12 CDCSetParity Macro

This function is used manually set the parity format reported back to the host during a get line coding request. (optional)

#### File

usb\_function\_cdc.h

#### C

```
#define CDCSetParity(parityType) {line_coding.bParityType=parityType;}
```

#### Description

This macro is used manually set the parity format reported back to the host during a get line coding request.

Typical Usage:

```
CDCSetParity(PARITY_NONE);
```

This function is optional for CDC devices that do not actually convert the USB traffic to a hardware UART.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE parityType	Type of parity. The options are the following: <ul style="list-style-type: none"><li>• PARITY_NONE(<a href="#">page 287</a>)</li><li>• PARITY_ODD(<a href="#">page 288</a>)</li><li>• PARITY_EVEN(<a href="#">page 285</a>)</li><li>• PARITY_MARK(<a href="#">page 286</a>)</li><li>• PARITY_SPACE(<a href="#">page 289</a>)</li></ul>

#### Function

```
void CDCSetParity(BYTE parityType)
```

### 7.1.4.1.13 USBUSARTIsTxTrfReady Macro

This macro is used to check if the CDC class is ready to send more data.

#### File

usb\_function\_cdc.h

#### C

```
#define USBUSARTIsTxTrfReady (cdc_trf_state == CDC_TX_READY)
```

#### Description

This macro is used to check if the CDC class handler firmware is ready to send more data to the host over the CDC bulk IN endpoint.

Typical Usage:

```
if(USBUSARTIsTxTrfReady())
{
    putrsUSART("Hello World");
}
```

#### Remarks

Make sure the application periodically calls the CDCTxService([page 269](#)()) handler, or pending USB IN transfers will not be able to advance and complete.

#### Preconditions

The return value of this function is only valid if the device is in a configured state (i.e. - USBDeviceGetState() returns CONFIGURED\_STATE)

#### Function

BOOL USBUSARTIsTxTrfReady(void)

## 7.1.4.2 Data Types and Constants

### Macros

	Name	Description
↪	NUM_STOP_BITS_1( <a href="#">page 282</a> )	1 stop bit - used by CDCSetLineCoding( <a href="#">page 278</a> ()) and CDCSetCharacterFormat( <a href="#">page 276</a> ())
↪	NUM_STOP_BITS_1_5( <a href="#">page 283</a> )	1.5 stop bit - used by CDCSetLineCoding( <a href="#">page 278</a> ()) and CDCSetCharacterFormat( <a href="#">page 276</a> ())
↪	NUM_STOP_BITS_2( <a href="#">page 284</a> )	2 stop bit - used by CDCSetLineCoding( <a href="#">page 278</a> ()) and CDCSetCharacterFormat( <a href="#">page 276</a> ())
↪	PARITY EVEN( <a href="#">page 285</a> )	even parity - used by CDCSetLineCoding( <a href="#">page 278</a> ()) and CDCSetParity( <a href="#">page 279</a> ())
↪	PARITY_MARK( <a href="#">page 286</a> )	mark parity - used by CDCSetLineCoding( <a href="#">page 278</a> ()) and CDCSetParity( <a href="#">page 279</a> ())
↪	PARITY_NONE( <a href="#">page 287</a> )	no parity - used by CDCSetLineCoding( <a href="#">page 278</a> ()) and CDCSetParity( <a href="#">page 279</a> ())
↪	PARITY_ODD( <a href="#">page 288</a> )	odd parity - used by CDCSetLineCoding( <a href="#">page 278</a> ()) and CDCSetParity( <a href="#">page 279</a> ())
↪	PARITY_SPACE( <a href="#">page 289</a> )	space parity - used by CDCSetLineCoding( <a href="#">page 278</a> ()) and CDCSetParity( <a href="#">page 279</a> ())

### Description

### 7.1.4.2.1 NUM\_STOP\_BITS\_1 Macro

**File**

usb\_function\_cdc.h

**C**

```
#define NUM_STOP_BITS_1 0      //1 stop bit - used by CDCSetLineCoding() and  
CDCSetCharacterFormat()
```

**Description**

1 stop bit - used by CDCSetLineCoding([page 278](#)()) and CDCSetCharacterFormat([page 276](#)())

### 7.1.4.2.2 NUM\_STOP\_BITS\_1\_5 Macro

**File**

usb\_function\_cdc.h

**C**

```
#define NUM_STOP_BITS_1_5 1 //1.5 stop bit - used by CDCSetLineCoding() and  
CDCSetCharacterFormat()
```

**Description**

1.5 stop bit - used by CDCSetLineCoding([page 278](#)()) and CDCSetCharacterFormat([page 276](#)())

### 7.1.4.2.3 NUM\_STOP\_BITS\_2 Macro

**File**

usb\_function\_cdc.h

**C**

```
#define NUM_STOP_BITS_2 2 //2 stop bit - used by CDCSetLineCoding() and  
CDCSetCharacterFormat()
```

**Description**

2 stop bit - used by CDCSetLineCoding([page 278](#)()) and CDCSetCharacterFormat([page 276](#)())

### 7.1.4.2.4 PARITY\_EVEN Macro

**File**

usb\_function\_cdc.h

**C**

```
#define PARITY_EVEN 2 //even parity - used by CDCSetLineCoding() and CDCSetParity()
```

**Description**

even parity - used by CDCSetLineCoding([page 278](#))() and CDCSetParity([page 279](#))()

### 7.1.4.2.5 PARITY\_MARK Macro

**File**

usb\_function\_cdc.h

**C**

```
#define PARITY_MARK 3 //mark parity - used by CDCSetLineCoding() and CDCSetParity()
```

**Description**

mark parity - used by CDCSetLineCoding([page 278](#)()) and CDCSetParity([page 279](#)())

### 7.1.4.2.6 PARITY\_NONE Macro

**File**

usb\_function\_cdc.h

**C**

```
#define PARITY_NONE 0 //no parity - used by CDCSetLineCoding() and CDCSetParity()
```

**Description**

no parity - used by CDCSetLineCoding([page 278](#)()) and CDCSetParity([page 279](#)())

### 7.1.4.2.7 PARITY\_ODD Macro

**File**

usb\_function\_cdc.h

**C**

```
#define PARITY_ODD 1 //odd parity - used by CDCSetLineCoding() and CDCSetParity()
```

**Description**

odd parity - used by CDCSetLineCoding([page 278](#)()) and CDCSetParity([page 279](#)())

### 7.1.4.2.8 PARITY\_SPACE Macro

**File**

usb\_function\_cdc.h

**C**

```
#define PARITY_SPACE 4 //space parity - used by CDCSetLineCoding() and CDCSetParity()
```

**Description**

space parity - used by CDCSetLineCoding([page 278](#)()) and CDCSetParity([page 279](#)())

---

## 7.1.5 HID Function Driver

## 7.1.5.1 Interface Routines

### Macros

	<b>Name</b>	<b>Description</b>
	HIDRxHandleBusy( <a href="#">page 291</a> )	Retrieves the status of the buffer ownership
	HIDRxPacket( <a href="#">page 292</a> )	Receives the specified data out the specified endpoint
	HIDTxHandleBusy( <a href="#">page 293</a> )	Retrieves the status of the buffer ownership
	HIDTxPacket( <a href="#">page 294</a> )	Sends the specified data out the specified endpoint

### Description

## 7.1.5.1.1 HIDRxHandleBusy Macro

Retrieves the status of the buffer ownership

### File

usb\_function\_hid.h

### C

```
#define HIDRxHandleBusy(handle) USBHandleBusy(handle)
```

### Description

Retrieves the status of the buffer ownership. This function will indicate if the previous transfer is complete or not.

This function will take the input handle (pointer to a BDT entry) and will check the UOWN bit. If the UOWN bit is set then that indicates that the transfer is not complete and the USB module still owns the data memory. If the UOWN bit is clear that means that the transfer is complete and that the CPU now owns the data memory.

For more information about the BDT, please refer to the appropriate datasheet for the device in use.

Typical Usage:

```
if( !HIDRxHandleBusy(USBOutHandle) )
{
    //The data is available in the buffer that was specified when the
    // HIDRxPacket() was called.
}
```

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
USB_HANDLE handle	the handle for the transfer in question. The handle is returned by the HIDTxPacket( <a href="#">page 294</a> )() and HIDRxPacket( <a href="#">page 292</a> )() functions. Please insure that USB_HANDLE( <a href="#">page 254</a> ) objects are initialized to NULL.

### Return Values

Return Values	Description
TRUE	the HID handle is still busy
FALSE	the HID handle is not busy and is ready to receive additional data.

### Function

BOOL HIDRxHandleBusy( USB\_HANDLE([page 254](#)) handle)

### 7.1.5.1.2 HIDRxPacket Macro

Receives the specified data out the specified endpoint

#### File

usb\_function\_hid.h

#### C

```
#define HIDRxPacket USBRxOnePacket
```

#### Description

Receives the specified data out the specified endpoint.

Typical Usage:

```
//Read 64-bytes from endpoint HID_EP, into the ReceivedDataBuffer array.  
// Make sure to save the return handle so that we can check it later  
// to determine when the transfer is complete.  
USBOutHandle = HIDRxPacket(HID_EP,(BYTE*)&ReceivedDataBuffer,64);
```

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE ep	the endpoint you want to receive the data into
BYTE* data	pointer to where the data will go when it arrives
WORD len	the length of the data that you wish to receive

#### Return Values

Return Values	Description
USB_HANDLE( <a href="#">page 254</a> )	a handle for the transfer. This information should be kept to track the status of the transfer

#### Function

USB\_HANDLE([page 254](#)) HIDRxPacket(BYTE ep, BYTE\* data, WORD len)

### 7.1.5.1.3 HIDTxHandleBusy Macro

Retrieves the status of the buffer ownership

#### File

usb\_function\_hid.h

#### C

```
#define HIDTxHandleBusy(handle) USBHandleBusy(handle)
```

#### Description

Retrieves the status of the buffer ownership. This function will indicate if the previous transfer is complete or not.

This function will take the input handle (pointer to a BDT entry) and will check the UOWN bit. If the UOWN bit is set then that indicates that the transfer is not complete and the USB module still owns the data memory. If the UOWN bit is clear that means that the transfer is complete and that the CPU now owns the data memory.

For more information about the BDT, please refer to the appropriate datasheet for the device in use.

Typical Usage:

```
//make sure that the last transfer isn't busy by checking the handle
if(!HIDTxHandleBusy(USBInHandle))
{
    //Send the data contained in the ToSendDataBuffer[] array out on
    // endpoint HID_EP
    USBInHandle = HIDTxPacket(HID_EP,(BYTE*)&ToSendDataBuffer[0],sizeof(ToSendDataBuffer));
}
```

#### Remarks

None

#### Preconditions

None.

#### Parameters

Parameters	Description
USB_HANDLE handle	the handle for the transfer in question. The handle is returned by the HIDTxPacket( <a href="#">page 294</a> ()) and HIDRxPacket( <a href="#">page 292</a> ()) functions. Please insure that USB_HANDLE( <a href="#">page 254</a> ) objects are initialized to NULL.

#### Return Values

Return Values	Description
TRUE	the HID handle is still busy
FALSE	the HID handle is not busy and is ready to send additional data.

#### Function

BOOL HIDTxHandleBusy( USB\_HANDLE([page 254](#)) handle)

### 7.1.5.1.4 HIDTxPacket Macro

Sends the specified data out the specified endpoint

#### File

usb\_function\_hid.h

#### C

```
#define HIDTxPacket USBTxOnePacket
```

#### Description

This function sends the specified data out the specified endpoint and returns a handle to the transfer information.

Typical Usage:

```
//make sure that the last transfer isn't busy by checking the handle
if( !HIDTxHandleBusy(USBInHandle) )
{
    //Send the data contained in the ToSendDataBuffer[] array out on
    // endpoint HID_EP
    USBInHandle = HIDTxPacket(HID_EP, (BYTE*)&ToSendDataBuffer[0], sizeof(ToSendDataBuffer));
}
```

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE ep	the endpoint you want to send the data out of
BYTE* data	pointer to the data that you wish to send
WORD len	the length of the data that you wish to send

#### Return Values

Return Values	Description
USB_HANDLE( <a href="#">page 254</a> )	a handle for the transfer. This information should be kept to track the status of the transfer

#### Function

USB\_HANDLE([page 254](#)) HIDTxPacket(BYTE ep, BYTE\* data, WORD len)

## 7.1.5.2 Data Types and Constants

### Macros

	Name	Description
↳	BOOT_INTF_SUBCLASS( <a href="#">page 296</a> )	HID Interface Class SubClass Codes
↳	BOOT_PROTOCOL( <a href="#">page 297</a> )	Protocol Selection
↳	HID_PROTOCOL_KEYBOARD( <a href="#">page 298</a> )	This is macro HID_PROTOCOL_KEYBOARD.
↳	HID_PROTOCOL_MOUSE( <a href="#">page 299</a> )	This is macro HID_PROTOCOL_MOUSE.
↳	HID_PROTOCOL_NONE( <a href="#">page 300</a> )	HID Interface Class Protocol Codes

### Description

### 7.1.5.2.1 BOOT\_INTF\_SUBCLASS Macro

**File**

usb\_function\_hid.h

**C**

```
#define BOOT_INTF_SUBCLASS 0x01
```

**Description**

HID Interface Class SubClass Codes

### 7.1.5.2.2 BOOT\_PROTOCOL Macro

**File**

usb\_function\_hid.h

**C**

```
#define BOOT_PROTOCOL 0x00
```

**Description**

Protocol Selection

### 7.1.5.2.3 HID\_PROTOCOL\_KEYBOARD Macro

**File**

usb\_function\_hid.h

**C**

```
#define HID_PROTOCOL_KEYBOARD 0x01
```

**Description**

This is macro HID\_PROTOCOL\_KEYBOARD.

### 7.1.5.2.4 HID\_PROTOCOL\_MOUSE Macro

**File**

usb\_function\_hid.h

**C**

```
#define HID_PROTOCOL_MOUSE 0x02
```

**Description**

This is macro HID\_PROTOCOL\_MOUSE.

### 7.1.5.2.5 HID\_PROTOCOL\_NONE Macro

**File**

usb\_function\_hid.h

**C**

```
#define HID_PROTOCOL_NONE 0x00
```

**Description**

HID Interface Class Protocol Codes

---

## 7.1.6 MSD Function Driver

## 7.1.6.1 Interface Routines

### Functions

	Name	Description
☞	MSDTask(☞ page 302)	This is function MSDTasks.
☞	USBCheckMSDRequest(☞ page 303)	
☞	USBMSDInit(☞ page 304)	This is function USBMSDInit.

### Description

### 7.1.6.1.1 MSDTasks Function

**File**

usb\_function\_msdu.h

**C**

```
BYTE MSDTasks( );
```

**Description**

This is function MSDTasks.

## 7.1.6.1.2 **USBCheckMSDRequest** Function

**File**

usb\_function\_msd.h

**C**

```
void USBCheckMSDRequest();
```

**Section**

Public Prototypes

### 7.1.6.1.3 USBMSDInit Function

**File**

usb\_function\_msdu.h

**C**

```
void USBMSDInit();
```

**Description**

This is function USBMSDInit.

## 7.1.6.2 Data Types and Constants

### Types

	Name	Description
	LUN_FUNCTIONS( <a href="#">page 306</a> )	LUN_FUNCTIONS is a structure of function pointers that tells the stack where to find each of the physical layer functions it is looking for. This structure needs to be defined for any project for PIC24F or PIC32.

### Description

### 7.1.6.2.1 LUN\_FUNCTIONS Type

LUN\_FUNCTIONS is a structure of function pointers that tells the stack where to find each of the physical layer functions it is looking for. This structure needs to be defined for any project for PIC24F or PIC32.

#### File

usb\_function\_msd.h

#### C

```
typedef struct LUN_FUNCTIONS@1 LUN_FUNCTIONS;
```

#### Description

LUN\_FUNCTIONS is a structure of function pointers that tells the stack where to find each of the physical layer functions it is looking for. This structure needs to be defined for any project for PIC24F or PIC32.

Typical Usage:

```
LUN_FUNCTIONS LUN[MAX_LUN + 1] =  
{  
    {  
        &MDD_SDSPI_MediaInitialize,  
        &MDD_SDSPI_ReadCapacity,  
        &MDD_SDSPI_ReadSectorSize,  
        &MDD_SDSPI_MediaDetect,  
        &MDD_SDSPI_SectorRead,  
        &MDD_SDSPI_WriteProtectState,  
        &MDD_SDSPI_SectorWrite  
    },  
};
```

In the above code we are passing the address of the SDSPI functions to the corresponding member of the LUN\_FUNCTIONS structure. In the above case we have created an array of LUN\_FUNCTIONS structures so that it is possible to have multiple physical layers by merely increasing the MAX\_LUN variable and by adding one more set of entries in the array. Please take caution to insure that each function is in the the correct location in the structure. Incorrect alignment will cause the USB stack to call the incorrect function for a given command.

See the MDD File System Library for additional information about the available physical media, their requirements, and how to use their associated functions.

---

## 7.1.7 Personal Healthcare Device Class (PHDC) Function Driver

## 7.1.7.1 Interface Routines

### Functions

	Name	Description
☞	PHDAppInit( <a href="#">page 308</a> )	This function is used to initialize the PHD stack.
☞	PHDSendAppBufferPointer( <a href="#">page 309</a> )	This function is used to send measurement data to the PHD Manager.
☞	PHDConnect( <a href="#">page 310</a> )	This function is used to connect to the PHD Manager.
☞	PHDDisConnect( <a href="#">page 311</a> )	This function is used to disconnect from the PHD Manager.
☞	PHDSendMeasuredData( <a href="#">page 312</a> )	This function is used to send measurement data to the PHD Manager.
☞	PHDTimeoutHandler( <a href="#">page 313</a> )	This function is used to handle all timeout.
☞	USBDevicePHDCInit( <a href="#">page 314</a> )	This function initializes the PHDC function driver. This function should be called after the SET_CONFIGURATION command.
☞	USBDevicePHDCReceiveData( <a href="#">page 315</a> )	USBDevicePHDCReceiveData copies a string of BYTES received through USB PHDC Bulk OUT endpoint to a user's specified location. It is a non-blocking function. It does not wait for data if there is no data available. Instead it returns '0' to notify the caller that there is no data available.
☞	USBDevicePHDCSendData( <a href="#">page 316</a> )	USBDevicePHDCSendData writes an array of data to the USB.
☞	USBDevicePHDCTxRXService( <a href="#">page 317</a> )	USBDevicePHDCTxRXService handles device-to-host transaction(s) and host-to-device transaction(s). This function should be called once per Main Program loop after the device reaches the configured state.
☞	USBDevicePHDCCheckRequest( <a href="#">page 318</a> )	This routine checks the setup data packet to see if it is class specific request or vendor specific request and handles it
☞	USBDevicePHDCUpdateStatus( <a href="#">page 319</a> )	USBDevicePHDCUpdateStatus Function Gets the current status of an Endpoint and holds the status in variable phdcEpDataBitmap. The Status is sent to the host upon the "Get Data Status" request from the host.

### Description

## 7.1.7.1.1 PHDAppInit Function

This function is used to initialize the PHD stack.

### File

usb\_function\_phdc\_com\_model.h

### C

```
void PHDAppInit(  
    PHDC_APP_CB  
) ;
```

### Side Effects

None

### Returns

None

### Description

This function initializes all the application related items. The input to the function is address of the callback function. This callback function which will be called by PHD stack when there is a change in Agent's connection status.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
PHDC_APP_CB callback	Pointer to application Call Back Function.

### Function

```
void PHDAppInit(PHDC_APP_CB callback)
```

## 7.1.7.1.2 PHDSendAppBufferPointer Function

This function is used to send measurement data to the PHD Manager.

### File

usb\_function\_phdc\_com\_model.h

### C

```
void PHDSendAppBufferPointer(  
    UINT8 * pAppBuffer  
) ;
```

### Side Effects

None

### Returns

None

### Description

This function passes the application buffer pointer to the PHD stack. The PHD stack uses this pointer send and receive data through the transport layer.

### Remarks

None

### Parameters

Parameters	Description
UINT8 *pAppBuffer	Pointer to Application Buffer.

### Function

```
void PHDSendAppBufferPointer(UINT8 * pAppBuffer)
```

### 7.1.7.1.3 PHDConnect Function

This function is used to connect to the PHD Manager.

#### File

usb\_function\_phdc\_com\_model.h

#### C

```
void PHDConnect();
```

#### Side Effects

None

#### Returns

None

#### Description

This function initiates connection to the PHD Manager by sending an Association request to manager. The Agent doesn't get connected to the Manager immediately after calling this function. Upon receiving the association request from an Agent, the PHD Manager responds with an association response. The association response tells whether Manager accepting the request or rejecting it. The Association response from the Manager is handled by the PHD stack. The PHD stack calls a callback function (`void(* PHDC_APP_CB)(UINT8)`) to the application with status of the connection. The Manager should respond to the Agent within the specified timeout of `ASSOCIATION_REQUEST_TIMEOUT`. The Agent should send the Association request once more if the `ASSOCIATION_REQUEST_TIMEOUT` is expired. This function starts a Timer for the Association Timeout request. The timeout is handled by the `PHDTimeoutHandler`([page 313](#)()) function.

#### Remarks

None

#### Preconditions

The agent should be in `PHD_INITIALIZED` state.

#### Function

```
void PHDConnect(void)
```

### 7.1.7.1.4 PHDDisConnect Function

This function is used to disconnect from the PHD Manager.

#### File

usb\_function\_phdc\_com\_model.h

#### C

```
void PHDDisConnect();
```

#### Side Effects

None

#### Returns

None

#### Description

This function initiates disconnection of the Agent from the PHD Manager by sending an Release request to manager. The Agent doesn't get disconnected from the Manager immediately after calling this function. The PHD Manager sends back a release response to the Agent. The Agent responds back with an Abort Message and the Agent moves to DISCONNECTED state. The PHD stack calls a callback function (void(\* PHDC\_APP\_CB)(UINT8)) to the application with status of the connection. This function disables all timeout.

#### Remarks

None

#### Preconditions

The agent should be in PHD\_CONNECTED state.

#### Function

```
void PHDDisConnect(void)
```

## 7.1.7.1.5 PHDSendMeasuredData Function

This function is used to send measurement data to the PHD Manager.

### File

usb\_function\_phdc\_com\_model.h

### C

```
void PHDSendMeasuredData();
```

### Side Effects

None

### Returns

None

### Description

This function sends measurement data to manager. Before calling this function the caller should fill the Application buffer with the data to send. The Agent expects a Confirmation from the Manager for the data sent. This confirmation should arrive at the Agent within a specified time of CONFIRM\_TIMEOUT. The function starts a Timer to see if the Confirmation from the Manager arrives within specified time. The timeout is handled by the PHDTimeoutHandler([page 313](#))() function.

### Remarks

None

### Preconditions

Before calling this function the caller should fill the Application buffer with the data to send.

### Function

```
void PHDSendMeasuredData(void)
```

## 7.1.7.1.6 PHDTimeoutHandler Function

This function is used to handle all timeout.

### File

usb\_function\_phdc\_com\_model.h

### C

```
void PHDTimeoutHandler();
```

### Side Effects

None

### Returns

None

### Description

This function handles all timers. This function should be called once in every milli Second.

### Remarks

If USB is used at the Transport layer then the USB SOF handler can call this function.

### Preconditions

None

### Function

```
void PHDTimeoutHandler(void)
```

### 7.1.7.1.7 USBDevicePHDCInit Function

This function initializes the PHDC function driver. This function should be called after the SET\_CONFIGURATION command.

#### File

usb\_function\_phdc.h

#### C

```
void USBDevicePHDCInit(
    USB_PHRD_CB
);
```

#### Description

This function initializes the PHDC function driver. This function sets the default line coding (baud rate, bit parity, number of data bits, and format). This function also enables the endpoints and prepares for the first transfer from the host.

This function should be called after the SET\_CONFIGURATION command. This is most simply done by calling this function from the USBCBInitEP() function.

Typical Usage:

```
void USBCBInitEP(void)
{
    PHDCInitEP();
}
```

#### Remarks

None

#### Preconditions

None

#### Function

void PHDCInitEP(void)

### 7.1.7.1.8 USBDevicePHDCReceiveData Function

USBDevicePHDCReceiveData copies a string of BYTES received through USB PHDC Bulk OUT endpoint to a user's specified location. It is a non-blocking function. It does not wait for data if there is no data available. Instead it returns '0' to notify the caller that there is no data available.

#### File

usb\_function\_phdc.h

#### C

```
UINT8 USBDevicePHDCReceiveData(
    UINT8 qos,
    UINT8 * buffer,
    UINT16 len
);
```

#### Description

USBDevicePHDCReceiveData copies a string of BYTES received through USB PHDC Bulk OUT endpoint to a user's specified location. It is a non-blocking function. It does not wait for data if there is no data available. Instead it returns '0' to notify the caller that there is no data available.

#### Typical Usage:

```
BYTE numBytes;
BYTE buffer[64]

numBytes = USBDevicePHDCReceiveData(buffer, sizeof(buffer)); //until the buffer is free.
if(numBytes > 0)
{
    //we received numBytes bytes of data and they are copied into
    // the "buffer" variable. We can do something with the data
    // here.
}
```

#### Preconditions

Value of input argument 'len' should be smaller than the maximum endpoint size responsible for receiving bulk data from USB host for PHDC class. Input argument 'buffer' should point to a buffer area that is bigger or equal to the size specified by 'len'.

#### Parameters

Parameters	Description
qos	quality of service
buffer	Pointer to where received BYTES are to be stored
len	The number of BYTES expected.

#### Function

UINT8 USBDevicePHDCReceiveData(UINT8 qos, UINT8 \*buffer, UINT16 len)

## 7.1.7.1.9 USBDevicePHDCSendData Function

USBDevicePHDCSendData writes an array of data to the USB.

### File

usb\_function\_phdc.h

### C

```
void USBDevicePHDCSendData(
    UINT8 qos,
    UINT8 * data,
    UINT16 length,
    BOOL memtype
);
```

### Description

USBDevicePHDCSendData writes an array of data to the USB.

Typical Usage:

```
if(USBUSARTIsTxTrfReady( ))
{
    char data[] = {0x00, 0x01, 0x02, 0x03, 0x04};
    USBDevicePHDCSendData(1,data,5);
}
```

The transfer mechanism for device-to-host(put) is more flexible than host-to-device(get). It can handle a string of data larger than the maximum size of bulk IN endpoint. A state machine is used to transfer a long string of data over multiple USB transactions. USBDevicePHDCTxRXService([page 317](#)()) must be called periodically to keep sending blocks of data to the host.

### Preconditions

USBUSARTIsTxTrfReady([page 280](#)()) must return TRUE. This indicates that the last transfer is complete and is ready to receive a new block of data.

### Parameters

Parameters	Description
qos	Quality of service information
*data	pointer to a RAM array of data to be transferred to the host
length	the number of bytes to be transferred.

### Function

void USBDevicePHDCSendData(**UINT8** qos, **UINT8** \*data, **UINT8** Length)

### 7.1.7.1.10 USBDevicePHDCTxRXService Function

USBDevicePHDCTxRXService handles device-to-host transaction(s) and host-to-device transaction(s). This function should be called once per Main Program loop after the device reaches the configured state.

#### File

usb\_function\_phdc.h

#### C

```
void USBDevicePHDCTxRXService(
    USTAT_FIELDS* event
);
```

#### Description

USBDevicePHDCTxRXService handles device-to-host transaction(s) and host-to-device transaction(s). This function should be called once per Main Program loop after the device reaches the configured state.

Typical Usage:

```
void main(void)
{
    USBDeviceInit();
    while(1)
    {
        USBDeviceTasks();
        if((USBGetDeviceState() < CONFIGURED_STATE) ||
           (USBIIsDeviceSuspended() == TRUE))
        {
            //Either the device is not configured or we are suspended
            // so we don't want to do execute any application code
            continue; //go back to the top of the while loop
        }
        else
        {
            //Keep trying to send data to the PC as required
            USBDevicePHDCTxRXService();

            //Run application code.
            UserApplication();
        }
    }
}
```

#### Remarks

None

#### Preconditions

None

#### Function

```
void USBDevicePHDCTxRXService(void)
```

## 7.1.7.1.11 USBDevicePHDCCheckRequest Function

### File

usb\_function\_phdc.h

### C

```
void USBDevicePHDCCheckRequest();
```

### Description

This routine checks the setup data packet to see if it is class specific request or vendor specific request and handles it

### Remarks

None

### Preconditions

None

### Function

```
void USBDevicePHDCCheckRequest(void)
```

### 7.1.7.1.12 USBDevicePHDCUpdateStatus Function

USBDevicePHDCUpdateStatus Function Gets the current status of an Endpoint and holds the status in variable phdcEpDataBitmap. The Status is sent to the host upon the "Get Data Status" request from the host.

#### File

usb\_function\_phdc.h

#### C

```
void USBDevicePHDCUpdateStatus(
    WORD EndpointNo,
    BIT Status
);
```

#### Description

USBDevicePHDCUpdateStatus Function helps to handle the "Get Data Status" PHDC specific request received from the Host as mentioned in the section 7.1.2 of the Personal Healthcare Devices Specification. This function Gets the current status of an Endpoint and holds the status in variable phdcEpDataBitmap.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
WORD EndpointNo	The number of the endpoint, for which the status is requested.
BIT Status	Current status of the Endpoint.

#### Function

void USBDevicePHDCUpdateStatus (WORD EndpointNo, BIT Status)

---

## 7.1.8 Vendor Class (Generic) Function Driver

---

## 7.1.8.1 Interface Routines

### Macros

	Name	Description
↪	USBGenRead( <a href="#">page 321</a> )	Receives the specified data out the specified endpoint
↪	USBGenWrite( <a href="#">page 322</a> )	Sends the specified data out the specified endpoint

### Description

## 7.1.8.1.1 USBGenRead Macro

Receives the specified data out the specified endpoint

### File

usb\_function\_generic.h

### C

```
#define USBGenRead(ep,data,len) USBRxOnePacket(ep,data,len)
```

### Description

Receives the specified data out the specified endpoint.

Typical Usage:

```
//Read 64-bytes from endpoint USBGEN_EP_NUM, into the OUTPacket array.
// Make sure to save the return handle so that we can check it later
// to determine when the transfer is complete.
if(!USBHandleBusy(USBOutHandle))
{
    USBOutHandle = USBGenRead(USBGEN_EP_NUM, (BYTE*)&OUTPacket, 64);
}
```

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE ep	the endpoint you want to receive the data into
BYTE* data	pointer to where the data will go when it arrives
WORD len	the length of the data that you wish to receive

### Return Values

Return Values	Description
USB_HANDLE( <a href="#">page 254</a> )	a handle for the transfer. This information should be kept to track the status of the transfer

### Function

USB\_HANDLE([page 254](#)) USBGenRead(BYTE ep, BYTE\* data, WORD len)

### 7.1.8.1.2 USBGenWrite Macro

Sends the specified data out the specified endpoint

#### File

usb\_function\_generic.h

#### C

```
#define USBGenWrite(ep,data,len) USBTxOnePacket(ep,data,len)
```

#### Description

This function sends the specified data out the specified endpoint and returns a handle to the transfer information.

Typical Usage:

```
//make sure that the last transfer isn't busy by checking the handle
if( !USBHandleBusy(USBGenericInHandle) )
{
    //Send the data contained in the INPacket[] array out on
    // endpoint USBGEN_EP_NUM
    USBGenericInHandle = USBGenWrite(USBGEN_EP_NUM, (BYTE*)&INPacket[0],sizeof(INPacket));
}
```

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE ep	the endpoint you want to send the data out of
BYTE* data	pointer to the data that you wish to send
WORD len	the length of the data that you wish to send

#### Return Values

Return Values	Description
USB_HANDLE( <a href="#">page 254</a> )	a handle for the transfer. This information should be kept to track the status of the transfer

#### Function

USB\_HANDLE([page 254](#)) USBGenWrite(BYTE ep, BYTE\* data, WORD len)

---

## 7.2 Embedded Host API

These are the various client drivers that are available for use with the USB Embedded Host driver.

#### Description

## 7.2.1 Embedded Host Stack

The USB Embedded Host driver provides low-level USB functionality for all host client drivers.

### Description

The USB Embedded Host driver provides low-level USB functionality for all host client drivers. This layer is responsible for enumerating devices, managing data transfers, and detecting device detach.

Typically, only host client drivers will interact with this layer. Applications can be configured to receive some events from this layer, such as EVENT\_REQUEST\_POWER and EVENT\_RELEASE\_POWER.

See [\*AN1140 USB Embedded Host Stack\*](#) for more information about this layer. See [\*AN1141 USB Embedded Host Stack Programmer's Guide\*](#) for more information about creating a client driver that uses this layer.

## 7.2.1.1 Interface Routines

### Functions

	<b>Name</b>	<b>Description</b>
☞	USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> )	This is a typedef to use when defining the application level events handler.
☞	USBHostClearEndpointErrors( <a href="#">page 326</a> )	This function clears an endpoint's internal error condition.
☞	USBHostDeviceSpecificClientDriver( <a href="#">page 327</a> )	This function indicates if the specified device has explicit client driver support specified in the TPL.
☞	USBHostDeviceStatus( <a href="#">page 328</a> )	This function returns the current status of a device.
☞	USBHostInit( <a href="#">page 333</a> )	This function initializes the variables of the USB host stack.
☞	USBHostRead( <a href="#">page 334</a> )	This function initiates a read from the attached device.
☞	USBHostResetDevice( <a href="#">page 336</a> )	This function resets an attached device.
☞	USBHostResumeDevice( <a href="#">page 337</a> )	This function issues a RESUME to the attached device.
☞	USBHostSetDeviceConfiguration( <a href="#">page 338</a> )	This function changes the device's configuration.
☞	USBHostSetNAKTimeout( <a href="#">page 340</a> )	This function specifies NAK timeout capability.
☞	USBHostSuspendDevice( <a href="#">page 341</a> )	This function suspends a device.
☞	USBHostTerminateTransfer( <a href="#">page 342</a> )	This function terminates the current transfer for the given endpoint.
☞	USBHostTransferIsComplete( <a href="#">page 343</a> )	This function initiates whether or not the last endpoint transaction is complete.
☞	USBHostVbusEvent( <a href="#">page 345</a> )	This function handles Vbus events that are detected by the application.
☞	USBHostWrite( <a href="#">page 346</a> )	This function initiates a write to the attached device.

### Macros

	<b>Name</b>	<b>Description</b>
☞	USBHostGetCurrentConfigurationDescriptor( <a href="#">page 329</a> )	This function returns a pointer to the current configuration descriptor of the requested device.
☞	USBHostGetDeviceDescriptor( <a href="#">page 330</a> )	This function returns a pointer to the device descriptor of the requested device.
☞	USBHostGetStringDescriptor( <a href="#">page 331</a> )	This routine initiates a request to obtain the requested string descriptor.

### Description

## 7.2.1.1.1 USB\_HOST\_APP\_EVENT\_HANDLER Function

This is a typedef to use when defining the application level events handler.

### File

usb\_host.h

### C

```
BOOL USB_HOST_APP_EVENT_HANDLER(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This function is implemented by the application. The function name can be anything - the macro USB\_HOST\_APP\_EVENT\_HANDLER must be set in usb\_config.h to the name of the application function.

In the application layer, this function is responsible for handling all application-level events that are generated by the stack. See the enumeration USB\_EVENT([page 862](#)) for a complete list of all events that can occur. Note that some of these events are intended for client drivers (e.g. EVENT\_TRANSFER), while some are intended for the application layer (e.g. EVENT\_UNSUPPORTED\_DEVICE).

If the application can handle the event successfully, the function should return TRUE. For example, if the function receives the event EVENT\_VBUS\_REQUEST\_POWER and the system can allocate that much power to an attached device, the function should return TRUE. If, however, the system cannot allocate that much power to an attached device, the function should return FALSE.

### Remarks

If this function is not provided by the application, then all application events are assumed to function without error.

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Address of the USB device generating the event
USB_EVENT event	Event that occurred
void *data	Optional pointer to data for the event
DWORD size	Size of the data pointed to by *data

### Return Values

Return Values	Description
TRUE	Event was processed successfully
FALSE	Event was not processed successfully

### Function

```
BOOL USB_HOST_APP_EVENT_HANDLER ( BYTE address, USB_EVENT event,
                                 void *data, DWORD size )
```

## 7.2.1.1.2 USBHostClearEndpointErrors Function

This function clears an endpoint's internal error condition.

### File

usb\_host.h

### C

```
BYTE USBHostClearEndpointErrors(  
    BYTE deviceAddress,  
    BYTE endpoint  
) ;
```

### Description

This function is called to clear the internal error condition of a device's endpoint. It should be called after the application has dealt with the error condition on the device. This routine clears internal status only; it does not interact with the device.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Address of device
BYTE endpoint	Endpoint to clear error condition

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Errors cleared
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device not found
USB_ENDPOINT_NOT_FOUND( <a href="#">page 917</a> )	Specified endpoint not found

### Function

BYTE USBHostClearEndpointErrors( BYTE deviceAddress, BYTE endpoint )

### 7.2.1.1.3 USBHostDeviceSpecificClientDriver Function

This function indicates if the specified device has explicit client driver support specified in the TPL.

#### File

usb\_host.h

#### C

```
BOOL USBHostDeviceSpecificClientDriver(
    BYTE deviceAddress
);
```

#### Description

This function indicates if the specified device has explicit client driver support specified in the TPL. It is used in client drivers' USB\_CLIENT\_INIT([page 354](#)) routines to indicate that the client driver should be used even though the class, subclass, and protocol values may not match those normally required by the class. For example, some printing devices do not fulfill all of the requirements of the printer class, so their class, subclass, and protocol fields indicate a custom driver rather than the printer class. But the printer class driver can still be used, with minor limitations.

#### Remarks

This function is used so client drivers can allow certain devices to enumerate. For example, some printer devices indicate a custom class rather than the printer class, even though the device has only minor limitations from the full printer class. The printer client driver will fail to initialize the device if it does not indicate printer class support in its interface descriptor. The printer client driver could allow any device with an interface that matches the printer class endpoint configuration, but both printer and mass storage devices utilize one bulk IN and one bulk OUT endpoint. So a mass storage device would be erroneously initialized as a printer device. This function allows a client driver to know that the client driver support was specified explicitly in the TPL, so for this particular device only, the class, subclass, and protocol fields can be safely ignored.

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE deviceAddress	Address of device

#### Return Values

Return Values	Description
TRUE	This device is listed in the TPL by VID andPID, and has explicit client driver support.
FALSE	This device is not listed in the TPL by VID and PID.

#### Function

```
BOOL USBHostDeviceSpecificClientDriver( BYTE deviceAddress )
```

## 7.2.1.1.4 USBHostDeviceStatus Function

This function returns the current status of a device.

### File

usb\_host.h

### C

```
BYTE USBHostDeviceStatus(
    BYTE deviceAddress
);
```

### Description

This function returns the current status of a device. If the device is in a holding state due to an error, the error is returned.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Return Values

Return Values	Description
USB_DEVICE_ATTACHED( <a href="#">page 911</a> )	Device is attached and running
USB_DEVICE_DETACHED( <a href="#">page 911</a> )	No device is attached
USB_DEVICE_ENUMERATING( <a href="#">page 912</a> )	Device is enumerating
USB_HOLDING_OUT_OF_MEMORY( <a href="#">page 929</a> )	Not enough heap space available
USB_HOLDING_UNSUPPORTED_DEVICE( <a href="#">page 930</a> )	Invalid configuration or unsupported class
USB_HOLDING_UNSUPPORTED_HUB( <a href="#">page 930</a> )	Hubs are not supported
USB_HOLDING_INVALID_CONFIGURATION( <a href="#">page 929</a> )	Invalid configuration requested
USB_HOLDING_PROCESSING_CAPACITY( <a href="#">page 930</a> )	Processing requirement excessive
USB_HOLDING_POWER_REQUIREMENT( <a href="#">page 930</a> )	Power requirement excessive
USB_HOLDING_CLIENT_INIT_ERROR( <a href="#">page 929</a> )	Client driver failed to initialize
USB_DEVICE_SUSPENDED( <a href="#">page 912</a> )	Device is suspended
Other	Device is holding in an error state. The return value indicates the error.

### Function

BYTE USBHostDeviceStatus( BYTE deviceAddress )

## 7.2.1.1.5 USBHostGetCurrentConfigurationDescriptor Macro

### File

usb\_host.h

### C

```
#define USBHostGetCurrentConfigurationDescriptor( deviceAddress ) ( pCurrentConfigurationDescriptor )
```

### Returns

BYTE \* - Pointer to the Configuration Descriptor.

### Description

This function returns a pointer to the current configuration descriptor of the requested device.

### Remarks

This will need to be expanded to a full function when multiple device support is added.

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Address of device

### Function

```
BYTE * USBHostGetCurrentConfigurationDescriptor( BYTE deviceAddress )
```

## 7.2.1.1.6 USBHostGetDeviceDescriptor Macro

### File

usb\_host.h

### C

```
#define USBHostGetDeviceDescriptor( deviceAddress ) ( pDeviceDescriptor )
```

### Returns

BYTE \* - Pointer to the Device Descriptor.

### Description

This function returns a pointer to the device descriptor of the requested device.

### Remarks

This will need to be expanded to a full function when multiple device support is added.

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Address of device

### Function

```
BYTE * USBHostGetDeviceDescriptor( BYTE deviceAddress )
```

## 7.2.1.1.7 USBHostGetStringDescriptor Macro

This routine initiates a request to obtains the requested string descriptor.

### File

usb\_host.h

### C

```
#define USBHostGetStringDescriptor( deviceAddress, stringNumber, LangID, stringDescriptor,
stringLength, clientDriverID ) \
    USBHostIssueDeviceRequest( deviceAddress, USB_SETUP_DEVICE_TO_HOST | \
USB_SETUP_TYPE_STANDARD | USB_SETUP_RECIPIENT_DEVICE, \
                            \ \
                            USB_REQUEST_GET_DESCRIPTOR, (USB_DESCRIPTOR_STRING << 8) | \
stringNumber, \
                            \ \
                            LangID, stringLength, stringDescriptor, USB_DEVICE_REQUEST_GET, \
clientDriverID )
```

### Description

This routine initiates a request to obtains the requested string descriptor. If the request cannot be started, the routine returns an error. Otherwise, the request is started, and the requested string descriptor is stored in the designated location.

### Example Usage:

```
USBHostGetStringDescriptor(
    deviceAddress,
    stringDescriptorNum,
    LangID,
    stringDescriptorBuffer,
    sizeof(stringDescriptorBuffer),
    0xFF
);

while(1)
{
    if(USBHostTransferIsComplete( deviceAddress , 0, &errorCode, &byteCount ))
    {
        if(errorCode)
        {
            //There was an error reading the string, bail out of loop
        }
        else
        {
            //String is located in specified buffer, do something with it.

            //The length of the string is both in the byteCount variable
            // as well as the first byte of the string itself
        }
        break;
    }
    USBTasks();
}
```

### Remarks

The returned string descriptor will be in the exact format as obtained from the device. The length of the entire descriptor will be in the first byte, and the descriptor type will be in the second. The string itself is represented in UNICODE. Refer to the USB 2.0 Specification for more information about the format of string descriptors.

### Preconditions

None

### Parameters

Parameters	Description
deviceAddress	Address of the device
stringNumber	Index of the desired string descriptor

LangID	The Language ID of the string to read (should be 0 if trying to read the language ID list)
*stringDescriptor	Pointer to where to store the string.
stringLength	Maximum length of the returned string.
clientDriverID	Client driver to return the completion event to.

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	The request was started successfully.
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device not found
USB_INVALID_STATE( <a href="#">page 932</a> )	We must be in a normal running state.
USB_ENDPOINT_BUSY( <a href="#">page 913</a> )	The endpoint is currently processing a request.

### Function

```
BYTE USBHostGetStringDescriptor ( BYTE deviceAddress, BYTE stringNumber,
BYTE LangID, BYTE *stringDescriptor, BYTE stringLength,
BYTE clientDriverID )
```

## 7.2.1.1.8 USBHostInit Function

This function initializes the variables of the USB host stack.

### File

usb\_host.h

### C

```
BOOL USBHostInit(  
    unsigned long flags  
) ;
```

### Description

This function initializes the variables of the USB host stack. It does not initialize the hardware. The peripheral itself is initialized in one of the state machine states. Therefore, USBHostTasks() should be called soon after this function.

### Remarks

If the endpoint list is empty, an entry is created in the endpoint list for EP0. If the list is not empty, free all allocated memory other than the EP0 node. This allows the routine to be called multiple times by the application.

### Preconditions

None

### Parameters

Parameters	Description
flags	reserved

### Return Values

Return Values	Description
TRUE	Initialization successful
FALSE	Could not allocate memory.

### Function

```
BOOL USBHostInit( unsigned long flags )
```

## 7.2.1.1.9 USBHostRead Function

This function initiates a read from the attached device.

### File

usb\_host.h

### C

```
BYTE USBHostRead(
    BYTE deviceAddress,
    BYTE endpoint,
    BYTE * pData,
    DWORD size
);
```

### Description

This function initiates a read from the attached device.

If the endpoint is isochronous, special conditions apply. The pData and size parameters have slightly different meanings, since multiple buffers are required. Once started, an isochronous transfer will continue with no upper layer intervention until USBHostTerminateTransfer([page 342](#)()) is called. The ISOCHRONOUS\_DATA\_BUFFERS structure should not be manipulated until the transfer is terminated.

To clarify parameter usage and to simplify casting, use the macro USBHostReadIsochronous() when reading from an isochronous endpoint.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE endpoint	Endpoint number
BYTE *pData	Pointer to where to store the data. If the endpoint is isochronous, this points to an ISOCHRONOUS_DATA_BUFFERS structure, with multiple data buffer pointers.
DWORD size	Number of data bytes to read. If the endpoint is isochronous, this is the number of data buffer pointers pointed to by pData.

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Read started successfully.
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device with the specified address not found.
USB_INVALID_STATE( <a href="#">page 932</a> )	We are not in a normal running state.
USB_ENDPOINT_ILLEGAL_TYPE( <a href="#">page 916</a> )	Must use USBHostControlRead to read from a control endpoint.
USB_ENDPOINT_ILLEGAL_DIRECTION( <a href="#">page 916</a> )	Must read from an IN endpoint.
USB_ENDPOINT_STALLED( <a href="#">page 917</a> )	Endpoint is stalled. Must be cleared by the application.
USB_ENDPOINT_ERROR( <a href="#">page 913</a> )	Endpoint has too many errors. Must be cleared by the application.
USB_ENDPOINT_BUSY( <a href="#">page 913</a> )	A Read is already in progress.
USB_ENDPOINT_NOT_FOUND( <a href="#">page 917</a> )	Invalid endpoint.

**Function**

```
BYTE USBHostRead( BYTE deviceAddress, BYTE endpoint, BYTE *pData,  
DWORD size )
```

## 7.2.1.1.10 USBHostResetDevice Function

This function resets an attached device.

### File

usb\_host.h

### C

```
BYTE USBHostResetDevice(  
    BYTE deviceAddress  
) ;
```

### Description

This function places the device back in the RESET state, to issue RESET signaling. It can be called only if the state machine is not in the DETACHED state.

### Remarks

In order to do a full clean-up, the state is set back to STATE\_DETACHED rather than a reset state. The ATTACH interrupt will automatically be triggered when the module is re-enabled, and the proper reset will be performed.

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Success
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device not found
USB_ILLEGAL_REQUEST( <a href="#">page 931</a> )	Device cannot RESUME unless it is suspended

### Function

BYTE USBHostResetDevice( BYTE deviceAddress )

## 7.2.1.1.11 USBHostResumeDevice Function

This function issues a RESUME to the attached device.

### File

usb\_host.h

### C

```
BYTE USBHostResumeDevice(  
    BYTE deviceAddress  
) ;
```

### Description

This function issues a RESUME to the attached device. It can be called only if the state machine is in the suspend state.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Success
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device not found
USB_ILLEGAL_REQUEST( <a href="#">page 931</a> )	Device cannot RESUME unless it is suspended

### Function

BYTE USBHostResumeDevice( BYTE deviceAddress )

## 7.2.1.1.12 USBHostSetDeviceConfiguration Function

This function changes the device's configuration.

### File

usb\_host.h

### C

```
BYTE USBHostSetDeviceConfiguration(
    BYTE deviceAddress,
    BYTE configuration
);
```

### Description

This function is used by the application to change the device's Configuration. This function must be used instead of `USBHostIssueDeviceRequest()`, because the endpoint definitions may change.

To see when the reconfiguration is complete, use the `USBHostDeviceStatus()` function. If configuration is still in progress, this function will return `USB_DEVICE_ENUMERATING`.

### Remarks

If an invalid configuration is specified, this function cannot return an error. Instead, the event `USB_UNSUPPORTED_DEVICE` will be sent to the application layer and the device will be placed in a holding state with a `USB_HOLDING_UNSUPPORTED_DEVICE` error returned by `USBHostDeviceStatus()`.

### Preconditions

The host state machine should be in the running state, and no reads or writes should be in progress.

### Example

```
rc = USBHostSetDeviceConfiguration( attachedDevice, configuration );
if (rc)
{
    // Error - cannot set configuration.
}
else
{
    while (USBHostDeviceStatus( attachedDevice ) == USB_DEVICE_ENUMERATING)
    {
        USBHostTasks();
    }
}
if (USBHostDeviceStatus( attachedDevice ) != USB_DEVICE_ATTACHED)
{
    // Error - cannot set configuration.
}
```

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE configuration	Index of the new configuration

### Return Values

Return Values	Description
<code>USB_SUCCESS</code>	Process of changing the configuration was started successfully.
<code>USB_UNKNOWN_DEVICE</code>	Device not found
<code>USB_INVALID_STATE</code>	This function cannot be called during enumeration or while performing a device request.
<code>USB_BUSY</code>	No IN or OUT transfers may be in progress.

**Function**

BYTE USBHostSetDeviceConfiguration( BYTE deviceAddress, BYTE configuration )

## 7.2.1.1.13 USBHostSetNAKTimeout Function

This function specifies NAK timeout capability.

### File

usb\_host.h

### C

```
BYTE USBHostSetNAKTimeout(
    BYTE deviceAddress,
    BYTE endpoint,
    WORD flags,
    WORD timeoutCount
);
```

### Description

This function is used to set whether or not an endpoint on a device should time out a transaction based on the number of NAKs received, and if so, how many NAKs are allowed before the timeout.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE endpoint	Endpoint number to configure
WORD flags	Bit 0: <ul style="list-style-type: none"> <li>• 0 = disable NAK timeout</li> <li>• 1 = enable NAK timeout</li> </ul>
WORD timeoutCount	Number of NAKs allowed before a timeout

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	NAK timeout was configured successfully.
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device not found.
USB_ENDPOINT_NOT_FOUND( <a href="#">page 917</a> )	The specified endpoint was not found.

### Function

```
BYTE USBHostSetNAKTimeout( BYTE deviceAddress, BYTE endpoint, WORD flags,
                           WORD timeoutCount )
```

## 7.2.1.1.14 USBHostSuspendDevice Function

This function suspends a device.

### File

usb\_host.h

### C

```
BYTE USBHostSuspendDevice(  
    BYTE deviceAddress  
) ;
```

### Description

This function put a device into an IDLE state. It can only be called while the state machine is in normal running mode. After 3ms, the attached device should go into SUSPEND mode.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device to suspend

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Success
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device not found
USB_ILLEGAL_REQUEST( <a href="#">page 931</a> )	Cannot suspend unless device is in normal run mode

### Function

BYTE USBHostSuspendDevice( BYTE deviceAddress )

## 7.2.1.1.15 USBHostTerminateTransfer Function

This function terminates the current transfer for the given endpoint.

### File

usb\_host.h

### C

```
void USBHostTerminateTransfer(
    BYTE deviceAddress,
    BYTE endpoint
);
```

### Returns

None

### Description

This function terminates the current transfer for the given endpoint. It can be used to terminate reads or writes that the device is not responding to. It is also the only way to terminate an isochronous transfer.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE endpoint	Endpoint number

### Function

```
void USBHostTerminateTransfer( BYTE deviceAddress, BYTE endpoint )
```

## 7.2.1.1.16 USBHostTransferIsComplete Function

This function initiates whether or not the last endpoint transaction is complete.

### File

usb\_host.h

### C

```
BOOL USBHostTransferIsComplete(
    BYTE deviceAddress,
    BYTE endpoint,
    BYTE * errorCode,
    DWORD * byteCount
);
```

### Description

This function initiates whether or not the last endpoint transaction is complete. If it is complete, an error code and the number of bytes transferred are returned.

For isochronous transfers, byteCount is not valid. Instead, use the returned byte counts for each EVENT\_TRANSFER event that was generated during the transfer.

### Remarks

Possible values for errorCode are:

- USB\_SUCCESS([page 948](#)) - Transfer successful
- USB\_UNKNOWN\_DEVICE([page 950](#)) - Device not attached
- USB\_ENDPOINT\_STALLED([page 917](#)) - Endpoint STALL'd
- USB\_ENDPOINT\_ERROR\_ILLEGAL\_PID([page 915](#)) - Illegal PID returned
- USB\_ENDPOINT\_ERROR\_BIT\_STUFF([page 914](#))
- USB\_ENDPOINT\_ERROR\_DMA([page 915](#))
- USB\_ENDPOINT\_ERROR\_TIMEOUT([page 916](#))
- USB\_ENDPOINT\_ERROR\_DATA\_FIELD([page 914](#))
- USB\_ENDPOINT\_ERROR\_CRC16([page 914](#))
- USB\_ENDPOINT\_ERROR\_END\_OF\_FRAME([page 915](#))
- USB\_ENDPOINT\_ERROR\_PID\_CHECK([page 915](#))
- USB\_ENDPOINT\_ERROR([page 913](#)) - Other error

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE endpoint	Endpoint number
BYTE *errorCode	Error code indicating the status of the transfer. Only valid if the transfer is complete.
DWORD *byteCount	The number of bytes sent or received. Invalid for isochronous transfers.

### Return Values

Return Values	Description
TRUE	Transfer is complete.
FALSE	Transfer is not complete.

**Function**

```
BOOL USBHostTransferIsComplete( BYTE deviceAddress, BYTE endpoint,  
BYTE *errorCode, DWORD *byteCount )
```

## 7.2.1.1.17 USBHostVbusEvent Function

This function handles Vbus events that are detected by the application.

### File

usb\_host.h

### C

```
BYTE USBHostVbusEvent(
    USB_EVENT vbusEvent,
    BYTE hubAddress,
    BYTE portNumber
);
```

### Description

This function handles Vbus events that are detected by the application. Since Vbus management is application dependent, the application is responsible for monitoring Vbus and detecting overcurrent conditions and removal of the overcurrent condition. If the application detects an overcurrent condition, it should call this function with the event EVENT\_VBUS\_OVERCURRENT with the address of the hub and port number that has the condition. When a port returns to normal operation, the application should call this function with the event EVENT\_VBUS\_POWER\_AVAILABLE so the stack knows that it can allow devices to attach to that port.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
USB_EVENT vbusEvent	Vbus event that occurred. Valid events: <ul style="list-style-type: none"> <li>• EVENT_VBUS_OVERCURRENT</li> <li>• EVENT_VBUS_POWER_AVAILABLE</li> </ul>
BYTE hubAddress	Address of the hub device (USB_ROOT_HUB for the root hub)
BYTE portNumber	Number of the physical port on the hub (0 - based)

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Event handled
USB_ILLEGAL_REQUEST( <a href="#">page 931</a> )	Invalid event, hub, or port

### Function

```
BYTE USBHostVbusEvent( USB_EVENT(page 862) vbusEvent, BYTE hubAddress,
    BYTE portNumber)
```

## 7.2.1.1.18 USBHostWrite Function

This function initiates a write to the attached device.

### File

usb\_host.h

### C

```
BYTE USBHostWrite(
    BYTE deviceAddress,
    BYTE endpoint,
    BYTE * data,
    DWORD size
);
```

### Description

This function initiates a write to the attached device. The data buffer pointed to by \*data must remain valid during the entire time that the write is taking place; the data is not buffered by the stack.

If the endpoint is isochronous, special conditions apply. The pData and size parameters have slightly different meanings, since multiple buffers are required. Once started, an isochronous transfer will continue with no upper layer intervention until USBHostTerminateTransfer([page 342](#))() is called. The ISOCHRONOUS\_DATA\_BUFFERS structure should not be manipulated until the transfer is terminated.

To clarify parameter usage and to simplify casting, use the macro USBHostWriteIsochronous() when writing to an isochronous endpoint.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE endpoint	Endpoint number
BYTE *data	Pointer to where the data is stored. If the endpoint is isochronous, this points to an ISOCHRONOUS_DATA_BUFFERS structure, with multiple data buffer pointers.
DWORD size	Number of data bytes to send. If the endpoint is isochronous, this is the number of data buffer pointers pointed to by pData.

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Write started successfully.
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device with the specified address not found.
USB_INVALID_STATE( <a href="#">page 932</a> )	We are not in a normal running state.
USB_ENDPOINT_ILLEGAL_TYPE( <a href="#">page 916</a> )	Must use USBHostControlWrite to write to a control endpoint.
USB_ENDPOINT_ILLEGAL_DIRECTION( <a href="#">page 916</a> )	Must write to an OUT endpoint.
USB_ENDPOINT_STALLED( <a href="#">page 917</a> )	Endpoint is stalled. Must be cleared by the application.
USB_ENDPOINT_ERROR( <a href="#">page 913</a> )	Endpoint has too many errors. Must be cleared by the application.
USB_ENDPOINT_BUSY( <a href="#">page 913</a> )	A Write is already in progress.
USB_ENDPOINT_NOT_FOUND( <a href="#">page 917</a> )	Invalid endpoint.

**Function**

```
BYTE USBHostWrite( BYTE deviceAddress, BYTE endpoint, BYTE *data,  
DWORD size )
```

## 7.2.1.2 Data Types and Constants

### Macros

	<b>Name</b>	<b>Description</b>
↳	USB_NUM_BULK_NAKS( <a href="#">page 356</a> )	Define how many NAK's are allowed during a bulk transfer before erroring.
↳	USB_NUM_COMMAND_TRIES( <a href="#">page 357</a> )	During enumeration, define how many times each command will be tried before giving up and resetting the device.
↳	USB_NUM_CONTROL_NAKS( <a href="#">page 358</a> )	Define how many NAK's are allowed during a control transfer before erroring.
↳	USB_NUM_ENUMERATION_TRIES( <a href="#">page 359</a> )	Define how many times the host will try to enumerate the device before giving up and setting the state to DETACHED.
↳	USB_NUM_INTERRUPT_NAKS( <a href="#">page 360</a> )	Define how many NAK's are allowed during an interrupt OUT transfer before erroring. Interrupt IN transfers that are NAK'd are terminated without error.
↳	TPL_SET_CONFIG( <a href="#">page 361</a> )	Bitmask for setting the configuration.
↳	TPL_CLASS_DRV( <a href="#">page 362</a> )	Bitmask for class driver support.
↳	TPL_ALLOW_HNP( <a href="#">page 363</a> )	Bitmask for Host Negotiation Protocol.

### Structures

	<b>Name</b>	<b>Description</b>
❖	_CLIENT_DRIVER_TABLE( <a href="#">page 350</a> )	Client Driver Table Structure This structure is used to define an entry in the client-driver table. Each entry provides the information that the Host layer needs to manage a particular USB client driver, including pointers to the interface routines that the Client Driver must implement.
❖	_HOST_TRANSFER_DATA( <a href="#">page 351</a> )	Host Transfer Information This structure is used when the event handler is used to notify the upper layer of transfer completion.
❖	_USB_TPL( <a href="#">page 353</a> )	Targeted Peripheral List This structure is used to define the devices that this host can support. If the host is a USB Embedded Host or Dual Role Device that does not support OTG, the TPL may contain both specific devices and generic classes. If the host supports OTG, then the TPL may contain ONLY specific devices.
❖	CLIENT_DRIVER_TABLE( <a href="#">page 350</a> )	Client Driver Table Structure This structure is used to define an entry in the client-driver table. Each entry provides the information that the Host layer needs to manage a particular USB client driver, including pointers to the interface routines that the Client Driver must implement.
❖	HOST_TRANSFER_DATA( <a href="#">page 351</a> )	Host Transfer Information This structure is used when the event handler is used to notify the upper layer of transfer completion.
❖	USB_TPL( <a href="#">page 353</a> )	Targeted Peripheral List This structure is used to define the devices that this host can support. If the host is a USB Embedded Host or Dual Role Device that does not support OTG, the TPL may contain both specific devices and generic classes. If the host supports OTG, then the TPL may contain ONLY specific devices.

### Types

	<b>Name</b>	<b>Description</b>
❖	USB_CLIENT_INIT( <a href="#">page 354</a> )	This is a typedef to use when defining a client driver initialization handler.
❖	USB_CLIENT_EVENT_HANDLER( <a href="#">page 355</a> )	This is a typedef to use when defining a client driver event handler.

**Unions**

	<b>Name</b>	<b>Description</b>
	TRANSFER_ATTRIBUTES( <a href="#">page 352</a> )	This is type TRANSFER_ATTRIBUTES.

**Description**

### 7.2.1.2.1 CLIENT\_DRIVER\_TABLE Structure

#### File

usb\_host.h

#### C

```
typedef struct _CLIENT_DRIVER_TABLE {
    USB_CLIENT_INIT Initialize;
    USB_CLIENT_EVENT_HANDLER EventHandler;
    USB_CLIENT_EVENT_HANDLER DataEventHandler;
    DWORD flags;
} CLIENT_DRIVER_TABLE;
```

#### Members

Members	Description
USB_CLIENT_INIT Initialize;	Initialization routine
USB_CLIENT_EVENT_HANDLER EventHandler;	Event routine
USB_CLIENT_EVENT_HANDLER DataEventHandler;	Data Event routine
DWORD flags;	Initialization flags

#### Description

Client Driver Table Structure

This structure is used to define an entry in the client-driver table. Each entry provides the information that the Host layer needs to manage a particular USB client driver, including pointers to the interface routines that the Client Driver must implement.

## 7.2.1.2.2 HOST\_TRANSFER\_DATA Structure

### File

usb\_host.h

### C

```
typedef struct _HOST_TRANSFER_DATA {
    DWORD dataCount;
    BYTE * pUserData;
    BYTE bEndpointAddress;
    BYTE bErrorCode;
    TRANSFER_ATTRIBUTES bmAttributes;
    BYTE clientDriver;
} HOST_TRANSFER_DATA;
```

### Members

Members	Description
DWORD dataCount;	Count of bytes transferred.
BYTE * pUserData;	Pointer to transfer data.
BYTE bEndpointAddress;	Transfer endpoint.
BYTE bErrorCode;	Transfer error code.
TRANSFER_ATTRIBUTES bmAttributes;	INTERNAL USE ONLY - Endpoint transfer attributes.
BYTE clientDriver;	INTERNAL USE ONLY - Client driver index for sending the event.

### Description

Host Transfer Information

This structure is used when the event handler is used to notify the upper layer of transfer completion.

### 7.2.1.2.3 TRANSFER\_ATTRIBUTES Union

#### File

usb\_host.h

#### C

```
typedef union {
    BYTE val;
    struct {
        BYTE bfTransferType : 2;
        BYTE bfSynchronizationType : 2;
        BYTE bfUsageType : 2;
    }
} TRANSFER_ATTRIBUTES;
```

#### Members

Members	Description
BYTE bfTransferType : 2;	See USB_TRANSFER_TYPE_* for values.
BYTE bfSynchronizationType : 2;	For isochronous endpoints only.
BYTE bfUsageType : 2;	For isochronous endpoints only.

#### Description

This is type TRANSFER\_ATTRIBUTES.

## 7.2.1.2.4 USB\_TPL Structure

### File

usb\_host.h

### C

```
typedef struct _USB_TPL {
    union {
        DWORD val;
        struct {
            WORD idVendor;
            WORD idProduct;
        }
        struct {
            BYTE bClass;
            BYTE bSubClass;
            BYTE bProtocol;
        }
    } device;
    BYTE bConfiguration;
    BYTE ClientDriver;
    union {
        BYTE val;
        struct {
            BYTE bfAllowHNP : 1;
            BYTE bfIsClassDriver : 1;
            BYTE bfSetConfiguration : 1;
        }
    } flags;
} USB_TPL;
```

### Members

Members	Description
WORD idVendor;	Vendor ID
WORD idProduct;	Product ID
BYTE bClass;	Class ID
BYTE bSubClass;	SubClass ID
BYTE bProtocol;	Protocol ID
BYTE bConfiguration;	Initial device configuration
BYTE ClientDriver;	Index of client driver in the Client Driver table
BYTE bfAllowHNP : 1;	Is HNP allowed?
BYTE bfIsClassDriver : 1;	Client driver is a class-level driver
BYTE bfSetConfiguration : 1;	bConfiguration is valid

### Description

#### Targeted Peripheral List

This structure is used to define the devices that this host can support. If the host is a USB Embedded Host or Dual Role Device that does not support OTG, the TPL may contain both specific devices and generic classes. If the host supports OTG, then the TPL may contain ONLY specific devices.

## 7.2.1.2.5 USB\_CLIENT\_INIT Type

This is a typedef to use when defining a client driver initialization handler.

### File

usb\_host.h

### C

```
typedef BOOL (* USB_CLIENT_INIT)(BYTE address, DWORD flags, BYTE clientDriverID);
```

### Description

This routine is a call out from the host layer to a USB client driver. It is called when the system has been configured as a USB host and a new device has been attached to the bus. Its purpose is to initialize and activate the client driver.

### Remarks

There may be multiple client drivers. If so, the USB host layer will call the initialize routine for each of the clients that are in the selected configuration.

### Preconditions

The device has been configured.

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
DWORD flags	Initialization flags
BYTE clientDriverID	ID to send when issuing a Device Request via USBHostIssueDeviceRequest() or USBHostSetDeviceConfiguration( page 338)().

### Return Values

Return Values	Description
TRUE	Successful
FALSE	Not successful

### Function

BOOL (\*USB\_CLIENT\_INIT) ( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.1.2.6 USB\_CLIENT\_EVENT\_HANDLER Type

This is a typedef to use when defining a client driver event handler.

### File

usb\_host.h

### C

```
typedef BOOL (* USB_CLIENT_EVENT_HANDLER)(BYTE address, USB_EVENT event, void *data, DWORD size);
```

### Description

This data type defines a pointer to a call-back function that must be implemented by a client driver if it needs to be aware of events on the USB. When an event occurs, the Host layer will call the client driver via this pointer to handle the event. Events are identified by the "event" parameter and may have associated data. If the client driver was able to handle the event, it should return TRUE. If not (or if additional processing is required), it should return FALSE.

### Remarks

The application may also implement an event handling routine if it requires knowledge of events. To do so, it must implement a routine that matches this function signature and define the **USB\_HOST\_APP\_EVENT\_HANDLER**([page 325](#)) macro as the name of that function.

### Preconditions

The client must have been initialized.

### Parameters

Parameters	Description
BYTE address	Address of device where event occurred
USB_EVENT event	Identifies the event that occurred
void *data	Pointer to event-specific data
DWORD size	Size of the event-specific data

### Return Values

Return Values	Description
TRUE	The event was handled
FALSE	The event was not handled

### Function

```
BOOL (*USB_CLIENT_EVENT_HANDLER) ( BYTE address, USB_EVENT(page 862) event,  
void *data, DWORD size )
```

## 7.2.1.2.7 USB\_NUM\_BULK\_NAKS Macro

### File

usb\_host.h

### C

```
#define USB_NUM_BULK_NAKS 10000 // Define how many NAK's are allowed
```

### Description

Define how many NAK's are allowed during a bulk transfer before erroring.

## 7.2.1.2.8 USB\_NUM\_COMMAND\_TRIES Macro

### File

usb\_host.h

### C

```
#define USB_NUM_COMMAND_TRIES 3 // During enumeration, define how many
```

### Description

During enumeration, define how many times each command will be tried before giving up and resetting the device.

## 7.2.1.2.9 USB\_NUM\_CONTROL\_NAKS Macro

### File

usb\_host.h

### C

```
#define USB_NUM_CONTROL_NAKS 20 // Define how many NAK's are allowed
```

### Description

Define how many NAK's are allowed during a control transfer before erroring.

## 7.2.1.2.10 USB\_NUM\_ENUMERATION\_TRIES Macro

### File

usb\_host.h

### C

```
#define USB_NUM_ENUMERATION_TRIES 3 // Define how many times the host will try
```

### Description

Define how many times the host will try to enumerate the device before giving up and setting the state to DETACHED.

## 7.2.1.2.11 USB\_NUM\_INTERRUPT\_NAKS Macro

### File

usb\_host.h

### C

```
#define USB_NUM_INTERRUPT_NAKS 3 // Define how many NAK's are allowed
```

### Description

Define how many NAK's are allowed during an interrupt OUT transfer before erroring. Interrupt IN transfers that are NAK'd are terminated without error.

## 7.2.1.2.12 TPL\_SET\_CONFIG Macro

### File

usb\_host.h

### C

```
#define TPL_SET_CONFIG 0x04 // Bitmask for setting the configuration.
```

### Description

Bitmask for setting the configuration.

### 7.2.1.2.13 TPL\_CLASS\_DRV Macro

**File**

usb\_host.h

**C**

```
#define TPL_CLASS_DRV 0x02           // Bitmask for class driver support.
```

**Description**

Bitmask for class driver support.

### 7.2.1.2.14 TPL\_ALLOW\_HNP Macro

**File**

usb\_host.h

**C**

```
#define TPL_ALLOW_HNP 0x01 // Bitmask for Host Negotiation Protocol.
```

**Description**

Bitmask for Host Negotiation Protocol.

### 7.2.1.3 Macros

#### Macros

	Name	Description
↳	INIT_CL_SC_P( <a href="#">page 365</a> )	Set class support in the TPL (non-OTG only).
↳	INIT_VID_PID( <a href="#">page 366</a> )	Set VID/PID support in the TPL.

#### Description

### 7.2.1.3.1 INIT\_CL\_SC\_P Macro

**File**

usb\_host.h

**C**

```
#define INIT_CL_SC_P(c,s,p) {((c)|((s)<<8)|((p)<<16))} // Set class support in the TPL  
(non-OTG only).
```

**Description**

Set class support in the TPL (non-OTG only).

### 7.2.1.3.2 INIT\_VID\_PID Macro

**File**

usb\_host.h

**C**

```
#define INIT_VID_PID(v,p) {((v)|(((p)<<16)))} // Set VID/PID support in the TPL.
```

**Description**

Set VID/PID support in the TPL.

---

## 7.2.2 Audio Client Driver

## 7.2.2.1 Interface Routines

### Functions

	<b>Name</b>	<b>Description</b>
☞	USBHostAudioV1DataEventHandler( <a href="#">page 368</a> )	This function is the data event handler for this client driver.
☞	USBHostAudioV1EventHandler( <a href="#">page 369</a> )	This function is the event handler for this client driver.
☞	USBHostAudioV1Initialize( <a href="#">page 370</a> )	This function is the initialization routine for this client driver.
☞	USBHostAudioV1ReceiveAudioData( <a href="#">page 371</a> )	This function starts the reception of streaming, isochronous audio data.
☞	USBHostAudioV1SetInterfaceFullBandwidth( <a href="#">page 372</a> )	This function sets the full bandwidth interface.
☞	USBHostAudioV1SetInterfaceZeroBandwidth( <a href="#">page 373</a> )	This function sets the zero bandwidth interface.
☞	USBHostAudioV1SetSamplingFrequency( <a href="#">page 374</a> )	This function sets the sampling frequency for the device.
☞	USBHostAudioV1SupportedFrequencies( <a href="#">page 376</a> )	This function returns a pointer to the list of supported frequencies.
☞	USBHostAudioV1TerminateTransfer( <a href="#">page 378</a> )	This function terminates an audio stream.

### Description

## 7.2.2.1.1 USBHostAudioV1DataEventHandler Function

This function is the data event handler for this client driver.

### File

usb\_host\_audio\_v1.h

### C

```
BOOL USBHostAudioV1DataEventHandler(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This function is the data event handler for this client driver. It is called by the host layer when isochronous data events occur.

### Remarks

The client driver does not need to process the data. Just pass the event up to the application layer.

### Preconditions

The device has been initialized.

### Parameters

Parameters	Description
BYTE address	Address of the device
USB_EVENT event	Event that has occurred
void *data	Pointer to data pertinent to the event
WORD size	Size of the data

### Return Values

Return Values	Description
TRUE	Event was handled
FALSE	Event was not handled

### Function

```
BOOL USBHostAudioV1DataEventHandler( BYTE address, USB_EVENT(page 862) event,  
void *data, DWORD size )
```

## 7.2.2.1.2 USBHostAudioV1EventHandler Function

This function is the event handler for this client driver.

### File

usb\_host\_audio\_v1.h

### C

```
BOOL USBHostAudioV1EventHandler(  
    BYTE address,  
    USB_EVENT event,  
    void * data,  
    DWORD size  
) ;
```

### Description

This function is the event handler for this client driver. It is called by the host layer when various events occur.

### Remarks

None

### Preconditions

The device has been initialized.

### Parameters

Parameters	Description
BYTE address	Address of the device
USB_EVENT event	Event that has occurred
void *data	Pointer to data pertinent to the event
WORD size	Size of the data

### Return Values

Return Values	Description
TRUE	Event was handled
FALSE	Event was not handled

### Function

```
BOOL USBHostAudioV1EventHandler( BYTE address,  USB_EVENT(page 862) event,  
void *data, DWORD size )
```

### 7.2.2.1.3 USBHostAudioV1Initialize Function

This function is the initialization routine for this client driver.

#### File

usb\_host\_audio\_v1.h

#### C

```
BOOL USBHostAudioV1Initialize(
    BYTE address,
    DWORD flags,
    BYTE clientDriverID
);
```

#### Description

This function is the initialization routine for this client driver. It is called by the host layer when the USB device is being enumerated.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE address	Address of the new device
DWORD flags	Initialization flags
BYTE clientDriverID	ID to send when issuing a Device Request via USBHostIssueDeviceRequest() or USBHostSetDeviceConfiguration( <a href="#">page 338</a> ()).

#### Return Values

Return Values	Description
TRUE	We can support the device.
FALSE	We cannot support the device.

#### Function

BOOL USBHostAudioV1Initialize( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.2.1.4 USBHostAudioV1ReceiveAudioData Function

This function starts the reception of streaming, isochronous audio data.

### File

usb\_host\_audio\_v1.h

### C

```
BYTE USBHostAudioV1ReceiveAudioData(
    BYTE deviceAddress,
    ISOCHRONOUS_DATA * pIsochronousData
);
```

### Description

This function starts the reception of streaming, isochronous audio data.

### Remarks

Some devices require other operations between setting the full bandwidth interface and starting the streaming audio data. Therefore, these two functions are broken out separately.

### Preconditions

USBHostAudioV1SetInterfaceFullBandwidth([page 372](#)()) must be called to set the device to its full bandwidth interface.

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
ISOCHRONOUS_DATA *pIsochronousData	Pointer to an ISOCHRONOUS_DATA structure, containing information for the application and the host driver for the isochronous transfer.

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_AUDIO_DEVICE_NOT_FOUND	No device with specified address
USB_AUDIO_DEVICE_BUSY	Device is already receiving audio data or setting an interface.
Others	See USBHostIssueDeviceRequest() errors.

### Function

```
BYTE USBHostAudioV1ReceiveAudioData( BYTE deviceAddress,
    ISOCHRONOUS_DATA *pIsochronousData )
```

## 7.2.2.1.5 USBHostAudioV1SetInterfaceFullBandwidth Function

This function sets the full bandwidth interface.

### File

usb\_host\_audio\_v1.h

### C

```
BYTE USBHostAudioV1SetInterfaceFullBandwidth(
    BYTE deviceAddress
);
```

### Description

This function sets the full bandwidth interface. This function should be called before calling USBHostAudioV1ReceiveAudioData([page 371](#)()) to receive the audio stream. Upon completion, the event EVENT\_AUDIO\_INTERFACE\_SET([page 383](#)) will be generated.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_AUDIO_DEVICE_NOT_FOUND	No device with specified address
USB_AUDIO_DEVICE_BUSY	Device is already receiving audio data or setting an interface.
Others	See USBHostIssueDeviceRequest() errors.

### Function

BYTE USBHostAudioV1SetInterfaceFullBandwidth( BYTE deviceAddress )

## 7.2.2.1.6 USBHostAudioV1SetInterfaceZeroBandwidth Function

This function sets the zero bandwidth interface.

### File

usb\_host\_audio\_v1.h

### C

```
BYTE USBHostAudioV1SetInterfaceZeroBandwidth(
    BYTE deviceAddress
);
```

### Description

This function sets the full bandwidth interface. This function can be called after calling USBHostAudioV1TerminateTransfer([page 378](#)()) to terminate the audio stream. Upon completion, the event EVENT\_AUDIO\_INTERFACE\_SET([page 383](#)) will be generated.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_AUDIO_DEVICE_NOT_FOUND	No device with the specified address.
Others	See USBHostIssueDeviceRequest()

### Function

BYTE USBHostAudioV1SetInterfaceZeroBandwidth( BYTE deviceAddress )

## 7.2.2.1.7 USBHostAudioV1SetSamplingFrequency Function

This function sets the sampling frequency for the device.

### File

usb\_host\_audio\_v1.h

### C

```
BYTE USBHostAudioV1SetSamplingFrequency(
    BYTE deviceAddress,
    BYTE * frequency
);
```

### Description

This function sets the sampling frequency for the device. If the exact frequency is not supported by the device, the device will round it to the closest supported value.

**IMPORTANT:** If the request is initiated successfully, the frequency value must remain valid until the EVENT\_AUDIO\_FREQUENCY\_SET([page 382](#)) event is received. Therefore, this value cannot be a local (stack) variable. The application can either use a global variable for this value, or it can use the function USBHostAudioV1SupportedFrequencies([page 376](#)()) to obtain a pointer to the number and list of supported frequencies, and pass a pointer to the desired frequency in this list.

### Remarks

If a global variable is used to hold the frequency, it can be declared as a DWORD. Since PIC Microcontrollers are little endian machines, a pointer to the DWORD can be used as the frequency parameter:

```
DWORD desiredFrequency = 44100; // Hertz
rc = USBHostAudioV1SetSamplingFrequency( deviceAddress, (BYTE *)(&desiredFrequency) );
```

### Preconditions

None

### Example

```
BYTE numFrequencies;
BYTE *ptr;

ptr = USBHostAudioV1SupportedFrequencies( deviceAddress );
if (ptr)
{
    numFrequencies = *ptr;
    ptr++;
    if (numFrequencies == 0)
    {
        // Continuous sampling, minimum and maximum are specified.
        DWORD minFrequency;
        DWORD maxFrequency;

        minFrequency = *ptr + (*ptr+1) << 8 + (*ptr+2) << 16;
        ptr += 3;
        maxFrequency = *ptr + (*ptr+1) << 8 + (*ptr+2) << 16;
        if ((minFrequency <= desiredFrequency) && (desiredFrequency <= maxFrequency))
        {
            rc = USBHostAudioV1SetSamplingFrequency( deviceAddress, &desiredFrequency );
        }
        else
        {
            // Desired frequency out of range
        }
    }
    else
    {
        // Discrete sampling frequencies are specified.
        DWORD frequency;
```

```

while (numFrequencies)
{
    frequency = *ptr + (*ptr+1) << 8) + (*ptr+2) << 16);
    if (frequency == desiredFrequency)
    {
        rc = USBHostAudioV1SetSamplingFrequency( deviceAddress, ptr );
        continue;
    }
    numFrequencies--;
    ptr += 3;
}
if (numFrequencies == 0)
{
    // Desired frequency not found.
}
}
}

```

**Parameters**

Parameters	Description
BYTE deviceAddress	Device address
BYTE *frequency	Pointer to three bytes that specify the desired
sampling frequency. NOTE	If the request is initiated successfully, this location must remain valid until the EVENT_AUDIO_FREQUENCY_SET( <a href="#">page 382</a> ) event is received.

**Return Values**

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
Others	See USBHostIssueDeviceRequest() errors.

**Function**

BYTE USBHostAudioV1SetSamplingFrequency( BYTE deviceAddress, BYTE \*frequency )

## 7.2.2.1.8 USBHostAudioV1SupportedFrequencies Function

This function returns a pointer to the list of supported frequencies.

### File

usb\_host\_audio\_v1.h

### C

```
BYTE * USBHostAudioV1SupportedFrequencies(
    BYTE deviceAddress
);
```

### Returns

This function returns a BYTE pointer to the list of supported frequencies. The first byte of this list is the number of supported frequencies. Each supported frequency is then listed, with three bytes for each frequency.

### Description

This function returns a pointer to the list of supported frequencies. It is intended to be used with the function [USBHostAudioV1SetSamplingFrequency](#)([page 374](#)()) to set the device's sampling frequency.

### Remarks

None

### Preconditions

None

### Example

```
BYTE numFrequencies;
BYTE *ptr;

ptr = USBHostAudioV1SupportedFrequencies( deviceAddress );
if (ptr)
{
    numFrequencies = *ptr;
    ptr++;
    if (numFrequencies == 0)
    {
        // Continuous sampling, minimum and maximum are specified.
        DWORD minFrequency;
        DWORD maxFrequency;

        minFrequency = *ptr + (*(ptr+1) << 8) + (*(ptr+2) << 16);
        ptr += 3;
        maxFrequency = *ptr + (*(ptr+1) << 8) + (*(ptr+2) << 16);
        if ((minFrequency <= desiredFrequency) && (desiredFrequency <= maxFrequency))
        {
            rc = USBHostAudioV1SetSamplingFrequency( deviceAddress, &desiredFrequency );
        }
        else
        {
            // Desired frequency out of range
        }
    }
    else
    {
        // Discrete sampling frequencies are specified.
        DWORD frequency;

        while (numFrequencies)
        {
            frequency = *ptr + (*(ptr+1) << 8) + (*(ptr+2) << 16);
            if (frequency == desiredFrequency)
            {
                rc = USBHostAudioV1SetSamplingFrequency( deviceAddress, ptr );
                continue;
            }
        }
    }
}
```

```
        }
        numFrequencies--;
        ptr += 3;
    }
    if (numFrequencies == 0)
    {
        // Desired frequency not found.
    }
}
```

#### Parameters

Parameters	Description
BYTE deviceAddress	Device address

#### Function

BYTE \* USBHostAudioV1SupportedFrequencies( BYTE deviceAddress )

## 7.2.2.1.9 USBHostAudioV1TerminateTransfer Function

This function terminates an audio stream.

### File

usb\_host\_audio\_v1.h

### C

```
void USBHostAudioV1TerminateTransfer(
    BYTE deviceAddress
);
```

### Returns

None

### Description

This function terminates an audio stream. It does not change the device's selected interface. The application may wish to call [USBHostAudioV1SetInterfaceZeroBandwidth\(\)](#) after this function to set the device to the zero bandwidth interface.

Between terminating one audio stream and starting another, the application should call [USBHostIsochronousBuffersReset\(\)](#) to reset the data buffers. This is done from the application layer rather than from this function, so the application can process all received audio data.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Function

```
void USBHostAudioV1TerminateTransfer( BYTE deviceAddress )
```

## 7.2.2.2 Data Types and Constants

### Macros

	Name	Description
↳	EVENT_AUDIO_ATTACH( <a href="#">page 380</a> )	An audio device has attached. The returned data pointer points to a USB_AUDIO_V1_DEVICE_ID structure.
↳	EVENT_AUDIO_DETACH( <a href="#">page 381</a> )	An audio device has detached. The returned data pointer points to a byte with the previous address of the detached device.
↳	EVENT_AUDIO_FREQUENCY_SET( <a href="#">page 382</a> )	This event is returned after the sampling frequency is set via USBHostAudioV1SetSamplingFrequency( <a href="#">page 374</a> ()). The returned data pointer points to a HOST_TRANSFER_DATA( <a href="#">page 351</a> ) structure, with the error code for this request.
↳	EVENT_AUDIO_INTERFACE_SET( <a href="#">page 383</a> )	This event is returned after the full or zero bandwidth interface has been set. The returned data pointer is NULL, but the size is the error code from the transfer.
↳	EVENT_AUDIO_NONE( <a href="#">page 384</a> )	No event occurred (NULL event).
↳	EVENT_AUDIO_OFFSET( <a href="#">page 385</a> )	If the application has not defined an offset for audio events, set it to 0.
↳	EVENT_AUDIO_STREAM_RECEIVED( <a href="#">page 386</a> )	An audio stream data packet has been received. The returned data pointer points to a HOST_TRANSFER_DATA( <a href="#">page 351</a> ) structure, with information about the most recent transfer. One event will be returned for each transfer, so the application will know how much data was actually received in each transfer. If there was a bus error, both the returned data pointer and the size will be zero.

### Description

### 7.2.2.2.1 EVENT\_AUDIO\_ATTACH Macro

**File**

usb\_host\_audio\_v1.h

**C**

```
#define EVENT_AUDIO_ATTACH EVENT_AUDIO_BASE + EVENT_AUDIO_OFFSET + 1
```

**Description**

An audio device has attached. The returned data pointer points to a USB\_AUDIO\_V1\_DEVICE\_ID structure.

## 7.2.2.2.2 EVENT\_AUDIO\_DETACH Macro

### File

usb\_host\_audio\_v1.h

### C

```
#define EVENT_AUDIO_DETACH EVENT_AUDIO_BASE + EVENT_AUDIO_OFFSET + 2
```

### Description

An audio device has detached. The returned data pointer points to a byte with the previous address of the detached device.

### 7.2.2.2.3 EVENT\_AUDIO\_FREQUENCY\_SET Macro

**File**

usb\_host\_audio\_v1.h

**C**

```
#define EVENT_AUDIO_FREQUENCY_SET EVENT_AUDIO_BASE + EVENT_AUDIO_OFFSET + 4
```

**Description**

This event is returned after the sampling frequency is set via USBHostAudioV1SetSamplingFrequency([page 374](#))(). The returned data pointer points to a HOST\_TRANSFER\_DATA([page 351](#)) structure, with the error code for this request.

## 7.2.2.2.4 EVENT\_AUDIO\_INTERFACE\_SET Macro

### File

usb\_host\_audio\_v1.h

### C

```
#define EVENT_AUDIO_INTERFACE_SET EVENT_AUDIO_BASE + EVENT_AUDIO_OFFSET + 5
```

### Description

This event is returned after the full or zero bandwidth interface has been set. The returned data pointer is NULL, but the size is the error code from the transfer.

## 7.2.2.2.5 EVENT\_AUDIO\_NONE Macro

### File

usb\_host\_audio\_v1.h

### C

```
#define EVENT_AUDIO_NONE EVENT_AUDIO_BASE + EVENT_AUDIO_OFFSET + 0
```

### Description

No event occurred (NULL event).

## 7.2.2.2.6 EVENT\_AUDIO\_OFFSET Macro

### File

usb\_host\_audio\_v1.h

### C

```
#define EVENT_AUDIO_OFFSET 0
```

### Description

If the application has not defined an offset for audio events, set it to 0.

### 7.2.2.2.7 EVENT\_AUDIO\_STREAM RECEIVED Macro

**File**

usb\_host\_audio\_v1.h

**C**

```
#define EVENT_AUDIO_STREAM_RECEIVED EVENT_AUDIO_BASE + EVENT_AUDIO_OFFSET + 3
```

**Description**

An audio stream data packet has been received. The returned data pointer points to a HOST\_TRANSFER\_DATA([page 351](#)) structure, with information about the most recent transfer. One event will be returned for each transfer, so the application will know how much data was actually received in each transfer. If there was a bus error, both the returned data pointer and the size will be zero.

---

## 7.2.3 Audio MIDI Client Driver

## 7.2.3.1 Interface Functions

### Functions

	<b>Name</b>	<b>Description</b>
♫	USBHostMIDIRead( <a href="#">page 391</a> )	This function will attempt to read length number of bytes from the attached MIDI device located at handle, and will save the contents to ram located at buffer.
♫	USBHostMIDITransferIsComplete( <a href="#">page 394</a> )	This routine indicates whether or not the last transfer over endpointIndex is complete.
♫	USBHostMIDIWrite( <a href="#">page 395</a> )	This function will attempt to write length number of bytes from memory at location buffer to the attached MIDI device located at handle.

### Macros

	<b>Name</b>	<b>Description</b>
↪	USBHostMIDIDeviceDetached( <a href="#">page 388</a> )	This interface is used to check if the device has been detached from the bus.
↪	USBHostMIDIEndpointDirection( <a href="#">page 389</a> )	This function retrieves the endpoint direction of the endpoint at endpointIndex for device that's located at handle.
↪	USBHostMIDINumberOfEndpoints( <a href="#">page 390</a> )	This function retrieves the number of endpoints for the device that's located at handle.
↪	USBHostMIDISizeOfEndpoint( <a href="#">page 392</a> )	This function retrieves the endpoint size of the endpoint at endpointIndex for device that's located at handle.
↪	USBHostMIDITransferIsBusy( <a href="#">page 393</a> )	This interface is used to check if the client driver is currently busy transferring data over endpointIndex for the device at handle.

### Description

### 7.2.3.1.1 USBHostMIDIDeviceDetached Macro

**File**

usb\_host\_midi.h

**C**

```
#define USBHostMIDIDeviceDetached(a) ( (((a)==NULL) ? FALSE : TRUE )
```

**Description**

This interface is used to check if the device has been detached from the bus.

**Remarks**

None

**Preconditions**

None

**Example**

```
if (USBHostMIDIDeviceDetached( deviceAddress ))
{
    // Handle detach
}
```

**Parameters**

Parameters	Description
void* handle	Pointer to a structure containing the Device Info

**Return Values**

Return Values	Description
TRUE	The device has been detached, or an invalid handle is given.
FALSE	The device is attached

**Function**

BOOL USBHostMIDIDeviceDetached( void\* handle )

## 7.2.3.1.2 **USBHostMIDIEndpointDirection** Macro

### File

usb\_host\_midi.h

### C

```
#define USBHostMIDIEndpointDirection(a,b) (((MIDI_DEVICE*)a)->endpoints[b].endpointAddress  
& 0x80) ? IN : OUT
```

### Returns

MIDI\_ENDPOINT\_DIRECTION - Returns the direction of the endpoint (IN or OUT)

### Description

This function retrieves the endpoint direction of the endpoint at endpointIndex for device that's located at handle.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Parameters

Parameters	Description
void* handle	Pointer to a structure containing the Device Info
BYTE endpointIndex	the index of the endpoint whose direction is requested

### Function

MIDI\_ENDPOINT\_DIRECTION USBHostMIDIEndpointDirection( void\* handle, BYTE endpointIndex )

### 7.2.3.1.3 **USBHostMIDINumberOfEndpoints** Macro

**File**

usb\_host\_midi.h

**C**

```
#define USBHostMIDINumberOfEndpoints(a) ((MIDI_DEVICE*)a)->numEndpoints
```

**Returns**

BYTE - Returns the number of endpoints for the device at handle.

**Description**

This function retrieves the number of endpoints for the device that's located at handle.

**Remarks**

None

**Preconditions**

The device must be connected and enumerated.

**Parameters**

Parameters	Description
void* handle	Pointer to a structure containing the Device Info

**Function**

BYTE USBHostMIDINumberOfEndpoints( void\* handle )

### 7.2.3.1.4 USBHostMIDIRead Function

#### File

usb\_host\_midi.h

#### C

```
BYTE USBHostMIDIRead(
    void* handle,
    BYTE endpointIndex,
    void * buffer,
    WORD length
);
```

#### Description

This function will attempt to read length number of bytes from the attached MIDI device located at handle, and will save the contents to ram located at buffer.

#### Remarks

None

#### Preconditions

The device must be connected and enumerated. The array at \*buffer should have at least length number of bytes available.

#### Example

```
if ( !USBHostMIDITransferIsBusy( deviceHandle, currentEndpoint ) )
{
    USBHostMIDIRead( deviceHandle, currentEndpoint, &buffer, sizeof(buffer) );
}
```

#### Parameters

Parameters	Description
void* handle	Pointer to a structure containing the Device Info
BYTE endpointIndex	the index of the endpoint whose direction is requested
void* buffer	Pointer to the data buffer
WORD length	Number of bytes to be read

#### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	The Read was started successfully
(USB error code)	The Read was not started. See <a href="#">USBHostRead(<a href="#">page 334</a>)</a> for a list of errors.

#### Function

BYTE USBHostMIDIRead( void\* handle, BYTE endpointIndex, void \*buffer, WORD length)

## 7.2.3.1.5 USBHostMIDISizeOfEndpoint Macro

### File

usb\_host\_midi.h

### C

```
#define USBHostMIDISizeOfEndpoint(a,b) ((MIDI_DEVICE*)a)->endpoints[b].endpointSize
```

### Returns

DWORD - Returns the number of bytes for the endpoint (4 - 64 bytes per USB spec)

### Description

This function retrieves the endpoint size of the endpoint at endpointIndex for device that's located at handle.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Parameters

Parameters	Description
void* handle	Pointer to a structure containing the Device Info
BYTE endpointIndex	the index of the endpoint whose direction is requested

### Function

```
DWORD USBHostMIDISizeOfEndpoint( void* handle, BYTE endpointIndex )
```

### 7.2.3.1.6 USBHostMIDITransferIsBusy Macro

This interface is used to check if the client driver is currently busy transferring data over endpointIndex for the device at handle.

#### File

usb\_host\_midi.h

#### C

```
#define USBHostMIDITransferIsBusy(a,b) ((MIDI_DEVICE*)a)->endpoints[b].busy
```

#### Description

This interface is used to check if the client driver is currently busy receiving or sending data from the device at the endpoint with number endpointIndex. This function is intended for use with transfer events. With polling, the function USBHostMIDITransferIsComplete([page 394](#)()) should be used.

#### Remarks

None

#### Preconditions

The device must be connected and enumerated.

#### Example

```
if ( !USBHostMIDITransferIsBusy( handle, endpointIndex ) )
{
    USBHostMIDIRead( handle, endpointIndex, &buffer, sizeof( buffer ) );
}
```

#### Parameters

Parameters	Description
void* handle	Pointer to a structure containing the Device Info
BYTE endpointIndex	the index of the endpoint whose direction is requested

#### Return Values

Return Values	Description
TRUE	The device is receiving data or an invalid handle is given.
FALSE	The device is not receiving data

#### Function

BOOL USBHostMIDITransferIsBusy( void\* handle, BYTE endpointIndex )

## 7.2.3.1.7 USBHostMIDITransferIsComplete Function

This routine indicates whether or not the last transfer over endpointIndex is complete.

### File

usb\_host\_midi.h

### C

```
BOOL USBHostMIDITransferIsComplete(
    void* handle,
    BYTE endpointIndex,
    BYTE * errorCode,
    DWORD * byteCount
);
```

### Description

This routine indicates whether or not the last transfer over endpointIndex is complete. If it is, then the returned errorCode and byteCount are valid, and reflect the error code and the number of bytes received.

This function is intended for use with polling. With transfer events, the function USBHostMIDITransferIsBusy([page 393](#)()) should be used.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
void* handle	Pointer to a structure containing the Device Info
BYTE endpointIndex	index of endpoint in endpoints array
BYTE *errorCode	Error code of the last transfer, if complete
DWORD *byteCount	Bytes transferred during the last transfer, if complete

### Return Values

Return Values	Description
TRUE	The IN transfer is complete. errorCode and byteCount are valid.
FALSE	The IN transfer is not complete. errorCode and byteCount are invalid.

### Function

```
BOOL USBHostMIDITransferIsComplete( void* handle, BYTE endpointIndex,
    BYTE *errorCode, DWORD *byteCount );
```

## 7.2.3.1.8 USBHostMIDIWrite Function

### File

usb\_host\_midi.h

### C

```
BYTE USBHostMIDIWrite(
    void* handle,
    BYTE endpointIndex,
    void * buffer,
    WORD length
);
```

### Description

This function will attempt to write length number of bytes from memory at location buffer to the attached MIDI device located at handle.

### Remarks

None

### Preconditions

The device must be connected and enumerated. The array at \*buffer should have at least length number of bytes available.

### Example

```
if ( !USBHostMIDITransferIsBusy( deviceHandle, currentEndpoint ) )
{
    USBHostMIDIWrite( deviceAddress, &buffer, sizeof(buffer) );
}
```

### Parameters

Parameters	Description
handle	Pointer to a structure containing the Device Info
endpointIndex	Index of the endpoint
buffer	Pointer to the data being transferred
length	Size of the data being transferred

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	The Write was started successfully
(USB error code)	The Write was not started. See <a href="#">USBHostWrite(<a href="#">page 346</a>)</a> for a list of errors.

### Function

BYTE USBHostMIDIWrite(void\* handle, BYTE endpointIndex, void \*buffer, WORD length)

## 7.2.3.2 Data Types and Constants

### Macros

	<b>Name</b>	<b>Description</b>
↳	EVENT_MIDI_ATTACH( <a href="#">page 397</a> )	This event indicates that a MIDI device has been attached. When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to a MIDI_DEVICE_ID structure, and size is the size of the MIDI_DEVICE_ID structure.
↳	EVENT_MIDI_DETACH( <a href="#">page 398</a> )	This event indicates that the specified device has been detached from the USB. When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to a BYTE that contains the device address, and size is the size of a BYTE.
↳	EVENT_MIDI_OFFSET( <a href="#">page 399</a> )	This is an optional offset for the values of the generated events. If necessary, the application can use a non-zero offset for the MIDI events to resolve conflicts in event number.
↳	EVENT_MIDI_TRANSFER_DONE( <a href="#">page 400</a> )	This event indicates that a previous write/read request has completed. These events are enabled if USB_EMBEDDED_HOST_TRANSFER_EVENTS are enabled (USB_ENABLE_TRANSFER_EVENT is defined). When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to the buffer that completed transmission, and size is the actual number of bytes that were written to the device.

### Description

### 7.2.3.2.1 EVENT\_MIDI\_ATTACH Macro

#### File

usb\_host\_midi.h

#### C

```
#define EVENT_MIDI_ATTACH (EVENT_AUDIO_BASE+EVENT_MIDI_OFFSET+0)
```

#### Description

This event indicates that a MIDI device has been attached. When USB\_HOST\_APP\_EVENT\_HANDLER([page 325](#)) is called with this event, \*data points to a MIDI\_DEVICE\_ID structure, and size is the size of the MIDI\_DEVICE\_ID structure.

### 7.2.3.2.2 EVENT\_MIDI\_DETACH Macro

#### File

usb\_host\_midi.h

#### C

```
#define EVENT_MIDI_DETACH (EVENT_AUDIO_BASE+EVENT_MIDI_OFFSET+1)
```

#### Description

This event indicates that the specified device has been detached from the USB. When `USB_HOST_APP_EVENT_HANDLER`([page 325](#)) is called with this event, `*data` points to a BYTE that contains the device address, and size is the size of a BYTE.

### 7.2.3.2.3 EVENT\_MIDI\_OFFSET Macro

**File**

usb\_host\_midi.h

**C**

```
#define EVENT_MIDI_OFFSET 0
```

**Description**

This is an optional offset for the values of the generated events. If necessary, the application can use a non-zero offset for the MIDI events to resolve conflicts in event number.

### 7.2.3.2.4 EVENT\_MIDI\_TRANSFER\_DONE Macro

#### File

usb\_host\_midi.h

#### C

```
#define EVENT_MIDI_TRANSFER_DONE (EVENT_AUDIO_BASE+EVENT_MIDI_OFFSET+2)
```

#### Description

This event indicates that a previous write/read request has completed. These events are enabled if USB Embedded Host transfer events are enabled (USB\_ENABLE\_TRANSFER\_EVENT is defined). When USB\_HOST\_APP\_EVENT\_HANDLER( page 325) is called with this event, \*data points to the buffer that completed transmission, and size is the actual number of bytes that were written to the device.

---

## 7.2.4 Android Accessory Client Driver

## 7.2.4.1 Interface Routines

### Functions

	<b>Name</b>	<b>Description</b>
≡	AndroidAppIsReadComplete( <a href="#">page 402</a> )	Check to see if the last read to the Android device was completed
≡	AndroidAppIsWriteComplete( <a href="#">page 403</a> )	Check to see if the last write to the Android device was completed
≡	AndroidAppRead( <a href="#">page 404</a> )	Attempts to read information from the specified Android device
≡	AndroidAppStart( <a href="#">page 405</a> )	Sets the accessory information and initializes the client driver information after the initial power cycles.
≡	AndroidAppWrite( <a href="#">page 406</a> )	Sends data to the Android device specified by the passed in handle.
≡	AndroidTasks( <a href="#">page 407</a> )	Tasks function that keeps the Android client driver moving

### Description

## 7.2.4.1.1 AndroidAppIsReadComplete Function

Check to see if the last read to the Android device was completed

### File

usb\_host\_android.h

### C

```
BOOL AndroidAppIsReadComplete(
    void* handle,
    BYTE* errorCode,
    DWORD* size
);
```

### Description

Check to see if the last read to the Android device was completed. If complete, returns the amount of data that was sent and the corresponding error code for the transmission.

### Remarks

Possible values for errorCode are:

- USB\_SUCCESS([page 948](#)) - Transfer successful
- USB\_UNKNOWN\_DEVICE([page 950](#)) - Device not attached
- USB\_ENDPOINT\_STALLED([page 917](#)) - Endpoint STALL'd
- USB\_ENDPOINT\_ERROR\_ILLEGAL\_PID([page 915](#)) - Illegal PID returned
- USB\_ENDPOINT\_ERROR\_BIT\_STUFF([page 914](#))
- USB\_ENDPOINT\_ERROR\_DMA([page 915](#))
- USB\_ENDPOINT\_ERROR\_TIMEOUT([page 916](#))
- USB\_ENDPOINT\_ERROR\_DATA\_FIELD([page 914](#))
- USB\_ENDPOINT\_ERROR\_CRC16([page 914](#))
- USB\_ENDPOINT\_ERROR\_END\_OF\_FRAME([page 915](#))
- USB\_ENDPOINT\_ERROR\_PID\_CHECK([page 915](#))
- USB\_ENDPOINT\_ERROR([page 913](#)) - Other error

### Preconditions

Transfer has previously been requested from an Android device.

### Parameters

Parameters	Description
void* handle	the handle passed to the device in the EVENT_ANDROID_ATTACH( <a href="#">page 412</a> ) event
BYTE* errorCode	a pointer to the location where the resulting error code should be written
DWORD* size	a pointer to the location where the resulting size information should be written

### Return Values

Return Values	Description
TRUE	Transfer is complete.
FALSE	Transfer is not complete.

### Function

```
BOOL AndroidAppIsReadComplete(void* handle, BYTE* errorCode, DWORD* size)
```

## 7.2.4.1.2 AndroidAppIsWriteComplete Function

Check to see if the last write to the Android device was completed

### File

usb\_host\_android.h

### C

```
BOOL AndroidAppIsWriteComplete(
    void* handle,
    BYTE* errorCode,
    DWORD* size
);
```

### Description

Check to see if the last write to the Android device was completed. If complete, returns the amount of data that was sent and the corresponding error code for the transmission.

### Remarks

Possible values for errorCode are:

- USB\_SUCCESS([page 948](#)) - Transfer successful
- USB\_UNKNOWN\_DEVICE([page 950](#)) - Device not attached
- USB\_ENDPOINT\_STALLED([page 917](#)) - Endpoint STALL'd
- USB\_ENDPOINT\_ERROR\_ILLEGAL\_PID([page 915](#)) - Illegal PID returned
- USB\_ENDPOINT\_ERROR\_BIT\_STUFF([page 914](#))
- USB\_ENDPOINT\_ERROR\_DMA([page 915](#))
- USB\_ENDPOINT\_ERROR\_TIMEOUT([page 916](#))
- USB\_ENDPOINT\_ERROR\_DATA\_FIELD([page 914](#))
- USB\_ENDPOINT\_ERROR\_CRC16([page 914](#))
- USB\_ENDPOINT\_ERROR\_END\_OF\_FRAME([page 915](#))
- USB\_ENDPOINT\_ERROR\_PID\_CHECK([page 915](#))
- USB\_ENDPOINT\_ERROR([page 913](#)) - Other error

### Preconditions

Transfer has previously been sent to Android device.

### Parameters

Parameters	Description
void* handle	the handle passed to the device in the EVENT_ANDROID_ATTACH( <a href="#">page 412</a> ) event
BYTE* errorCode	a pointer to the location where the resulting error code should be written
DWORD* size	a pointer to the location where the resulting size information should be written

### Return Values

Return Values	Description
TRUE	Transfer is complete.
FALSE	Transfer is not complete.

### Function

BOOL AndroidAppIsWriteComplete(void\* handle, BYTE\* errorCode, DWORD\* size)

### 7.2.4.1.3 AndroidAppRead Function

Attempts to read information from the specified Android device

#### File

usb\_host\_android.h

#### C

```
BYTE AndroidAppRead(
    void* handle,
    BYTE* data,
    DWORD size
);
```

#### Description

Attempts to read information from the specified Android device. This function does not block. Data availability is checked via the [AndroidAppIsReadComplete\(\)](#) function.

#### Remarks

None

#### Preconditions

A read request is not already in progress and an Android device is attached.

#### Parameters

Parameters	Description
void* handle	the handle passed to the device in the <a href="#">EVENT_ANDROID_ATTACH()</a> event
BYTE* data	a pointer to the location of where the data should be stored. This location should be accessible by the USB module
DWORD size	the amount of data to read.

#### Return Values

Return Values	Description
<a href="#">USB_SUCCESS()</a>	Read started successfully.
<a href="#">USB_UNKNOWN_DEVICE()</a>	Device with the specified address not found.
<a href="#">USB_INVALID_STATE()</a>	We are not in a normal running state.
<a href="#">USB_ENDPOINT_ILLEGAL_TYPE()</a>	Must use <a href="#">USBHostControlRead</a> to read from a control endpoint.
<a href="#">USB_ENDPOINT_ILLEGAL_DIRECTION()</a>	Must read from an IN endpoint.
<a href="#">USB_ENDPOINT_STALLED()</a>	Endpoint is stalled. Must be cleared by the application.
<a href="#">USB_ENDPOINT_ERROR()</a>	Endpoint has too many errors. Must be cleared by the application.
<a href="#">USB_ENDPOINT_BUSY()</a>	A Read is already in progress.
<a href="#">USB_ENDPOINT_NOT_FOUND()</a>	Invalid endpoint.
<a href="#">USB_ERROR_BUFFER_TOO_SMALL()</a>	The buffer passed to the read function was smaller than the endpoint size being used (buffer must be larger than or equal to the endpoint size).

#### Function

BYTE [AndroidAppRead](#)(void\* handle, BYTE\* data, DWORD size)

### 7.2.4.1.4 AndroidAppStart Function

Sets the accessory information and initializes the client driver information after the initial power cycles.

#### File

usb\_host\_android.h

#### C

```
void AndroidAppStart(  
    ANDROID_ACCESSORY_INFORMATION* accessoryInfo  
) ;
```

#### Description

Sets the accessory information and initializes the client driver information after the initial power cycles. Since this resets all device information this function should be used only after a complete system reset. This should not be called while the USB is active or while connected to a device.

#### Remarks

None

#### Preconditions

USB module should not be in operation

#### Parameters

Parameters	Description
ANDROID_ACCESSORY_INFORMATION *info	the information about the Android accessory

#### Function

```
void AndroidAppStart( ANDROID_ACCESSORY_INFORMATION(page 409) *info)
```

## 7.2.4.1.5 AndroidAppWrite Function

Sends data to the Android device specified by the passed in handle.

### File

usb\_host\_android.h

### C

```
BYTE AndroidAppWrite(
    void* handle,
    BYTE* data,
    DWORD size
);
```

### Description

Sends data to the Android device specified by the passed in handle.

### Remarks

None

### Preconditions

Transfer is not already in progress. USB module is initialized and Android device has attached.

### Parameters

Parameters	Description
void* handle	the handle passed to the device in the EVENT_ANDROID_ATTACH( <a href="#">page 412</a> ) event
BYTE* data	the data to send to the Android device
DWORD size	the size of the data that needs to be sent

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Write started successfully.
USB_UNKNOWN_DEVICE( <a href="#">page 950</a> )	Device with the specified address not found.
USB_INVALID_STATE( <a href="#">page 932</a> )	We are not in a normal running state.
USB_ENDPOINT_ILLEGAL_TYPE( <a href="#">page 916</a> )	Must use USBHostControlWrite to write to a control endpoint.
USB_ENDPOINT_ILLEGAL_DIRECTION( <a href="#">page 916</a> )	Must write to an OUT endpoint.
USB_ENDPOINT_STALLED( <a href="#">page 917</a> )	Endpoint is stalled. Must be cleared by the application.
USB_ENDPOINT_ERROR( <a href="#">page 913</a> )	Endpoint has too many errors. Must be cleared by the application.
USB_ENDPOINT_BUSY( <a href="#">page 913</a> )	A Write is already in progress.
USB_ENDPOINT_NOT_FOUND( <a href="#">page 917</a> )	Invalid endpoint.

### Function

BYTE AndroidAppWrite(void\* handle, BYTE\* data, DWORD size)

### 7.2.4.1.6 AndroidTasks Function

Tasks function that keeps the Android client driver moving

#### File

usb\_host\_android.h

#### C

```
void AndroidTasks();
```

#### Description

Tasks function that keeps the Android client driver moving. Keeps the driver processing requests and handling events. This function should be called periodically (the same frequency as USBHostTasks() would be helpful).

#### Remarks

This function should be called periodically to keep the Android driver moving.

#### Preconditions

AndroidAppStart([page 405](#)()) function has been called before the first calling of this function

#### Function

```
void AndroidTasks(void)
```

## 7.2.4.2 Data Type and Constants

### Structures

	Name	Description
	ANDROID_ACCESSORY_INFORMATION( <a href="#">page 409</a> )	This structure contains the information that is required to successfully create a link between the Android device and the accessory. This information must match the information entered in the accessory filter in the Android application in order for the Android application to access the device. An instance of this structure should be passed into the <code>AndroidAppStart()</code> at initialization.

### Description

## 7.2.4.2.1 ANDROID\_ACCESSORY\_INFORMATION Structure

### File

usb\_host\_android.h

### C

```
typedef struct {
    char* manufacturer;
    BYTE manufacturer_size;
    char* model;
    BYTE model_size;
    char* description;
    BYTE description_size;
    char* version;
    BYTE version_size;
    char* URI;
    BYTE URI_size;
    char* serial;
    BYTE serial_size;
} ANDROID_ACCESSORY_INFORMATION;
```

### Members

Members	Description
<b>char*</b> manufacturer;	String: manufacturer name
<b>BYTE</b> manufacturer_size;	length of manufacturer string
<b>char*</b> model;	String: model name
<b>BYTE</b> model_size;	length of model name string
<b>char*</b> description;	String: description of the accessory
<b>BYTE</b> description_size;	length of the description string
<b>char*</b> version;	String: version number
<b>BYTE</b> version_size;	length of the version number string
<b>char*</b> URI;	String: URI for the accessory (most commonly a URL)
<b>BYTE</b> URI_size;	length of the URI string
<b>char*</b> serial;	String: serial number of the device
<b>BYTE</b> serial_size;	length of the serial number string

### Description

This structure contains the information that is required to successfully create a link between the Android device and the accessory. This information must match the information entered in the accessory filter in the Android application in order for the Android application to access the device. An instance of this structure should be passed into the `AndroidAppStart()` at initialization.

## 7.2.4.3 Macros

### Macros

	Name	Description
↳	ANDROID_BASE_OFFSET( <a href="#">page 411</a> )	Defines the event offset for the Android specific events. If not defined, then a default of 0 is used.
↳	EVENT_ANDROID_ATTACH( <a href="#">page 412</a> )	This event is thrown when an Android device is attached and successfully entered into accessory mode already. The data portion of this event is the handle that is required to communicate to the device and should be saved so that it can be passed to all of the transfer functions. Always use this definition in the code and never put a static value as the value of this event may change based on various build options.
↳	EVENT_ANDROID_DETACH( <a href="#">page 413</a> )	This event is thrown when an Android device is removed. The data portion of the event is the handle of the device that has been removed. Always use this definition in the code and never put a static value as the value of this event may change based on various build options.
↳	NUM_ANDROID_DEVICES_SUPPORTED( <a href="#">page 414</a> )	Defines the number of concurrent Android devices this implementation is allowed to talk to. This definition is only used for implementations where the accessory is the host and the Android device is the slave. This is also most often defined to be 1. If this is not defined by the user, a default of 1 is used. This option is only used when compiling the source version of the library. This value is set to 1 for pre-compiled versions of the library.
↳	USB_ERROR_BUFFER_TOO_SMALL( <a href="#">page 415</a> )	Error code indicating that the buffer passed to the read function was too small. Since the USB host can't control how much data it will receive in a single packet, the user must provide a buffer that is at least the size of the endpoint of the attached device. If a buffer is passed in that is too small, the read will not start and this error is returned to the user.
↳	ANDROID_INIT_FLAG_BYPASS_PROTOCOL( <a href="#">page 416</a> )	This defintion is used in the usbClientDrvTable[] in the flags field in order to bypass the Android accessory initialization phase. This should be used only when a device is known to already be in accessory mode (in protocol v1 if the VID/PID are already matching the accessory mode VID/PID). In some cases an Android device doesn't exit accessory mode and thus those other protocol commands will not work. This flag must be used to save those devices

### Description

### 7.2.4.3.1 ANDROID\_BASE\_OFFSET Macro

**File**

usb\_host\_android.h

**C**

```
#define ANDROID_BASE_OFFSET 0
```

**Description**

Defines the event offset for the Android specific events. If not defined, then a default of 0 is used.

### 7.2.4.3.2 EVENT\_ANDROID\_ATTACH Macro

#### File

usb\_host\_android.h

#### C

```
#define EVENT_ANDROID_ATTACH ANDROID_EVENT_BASE + 0
```

#### Description

This event is thrown when an Android device is attached and successfully entered into accessory mode already. The data portion of this event is the handle that is required to communicate to the device and should be saved so that it can be passed to all of the transfer functions. Always use this definition in the code and never put a static value as the value of this event may change based on various build options.

### 7.2.4.3.3 EVENT\_ANDROID\_DETACH Macro

#### File

usb\_host\_android.h

#### C

```
#define EVENT_ANDROID_DETACH ANDROID_EVENT_BASE + 1
```

#### Description

This event is thrown when an Android device is removed. The data portion of the event is the handle of the device that has been removed. Always use this definition in the code and never put a static value as the value of this event may change based on various build options.

### 7.2.4.3.4 NUM\_ANDROID\_DEVICES\_SUPPORTED Macro

#### File

usb\_host\_android.h

#### C

```
#define NUM_ANDROID_DEVICES_SUPPORTED 1
```

#### Description

Defines the number of concurrent Android devices this implementation is allowed to talk to. This definition is only used for implementations where the accessory is the host and the Android device is the slave. This is also most often defined to be 1. If this is not defined by the user, a default of 1 is used.

This option is only used when compiling the source version of the library. This value is set to 1 for pre-compiled versions of the library.

### 7.2.4.3.5 USB\_ERROR\_BUFFER\_TOO\_SMALL Macro

**File**

usb\_host\_android.h

**C**

```
#define USB_ERROR_BUFFER_TOO_SMALL USB_ERROR_CLASS_DEFINED + 0
```

**Description**

Error code indicating that the buffer passed to the read function was too small. Since the USB host can't control how much data it will receive in a single packet, the user must provide a buffer that is at least the size of the endpoint of the attached device. If a buffer is passed in that is too small, the read will not start and this error is returned to the user.

### 7.2.4.3.6 ANDROID\_INIT\_FLAG\_BYPASS\_PROTOCOL Macro

#### File

usb\_host\_android.h

#### C

```
#define ANDROID_INIT_FLAG_BYPASS_PROTOCOL 0x00000001
```

#### Description

This definition is used in the `usbClientDrvTable[]` in the `flags` field in order to bypass the Android accessory initialization phase. This should be used only when a device is known to already be in accessory mode (in protocol v1 if the VID/PID are already matching the accessory mode VID/PID). In some cases an Android device doesn't exit accessory mode and thus those other protocol commands will not work. This flag must be used to save those devices

## 7.2.4.4 Internal Members

---

## 7.2.5 CDC Client Driver

This is a CDC client driver for use with the USB Embedded Host driver.

### Description

#### Communication Device Class (CDC) Host

#### CDC - Overview

Several type of communication can benefit from USB. Communication Device Class specification provides common specification for communication devices. There are three classes that make up the definition for communications devices:

- \* Communications Device Class
- \* Communications Interface Class
- \* Data Interface Class.

The Communications Device Class is a device-level definition and is used by the host to properly identify a communications device that may present several different types of interfaces.

The Communications Interface Class defines a general-purpose mechanism that can be used to enable all types of communications services on the Universal Serial Bus (USB). This interface consist of two elements, a management element and a notification element. The management element configures and controls the device, it consist of endpoint 0. Notification element is optional and is used to handle transport events. In the current stack notification element is not implemented.

The Data Interface Class defines a general-purpose mechanism to enable bulk or isochronous transfer on the USB when the data does not meet the requirements for any other class. This interface is used to transmit/receive data to/from the device. The type of endpoints belonging to a Data Class interface are restricted to being either isochronous or bulk, and are expected to exist in pairs of the same type (one In and one Out). Current version of the stack is tested for Bulk transfers.

#### Class-Specific Codes

This section lists the codes for the Communications Device Class, Communications Interface Class and Data Interface Class, including subclasses and protocols supported in the current version of the stack. The current version of the stack supports RS232 emulation over USB. Below is the list of codes to support this functionality.

The following table defines the Communications Device Class code:

Code	Class
0x02	Communications Device Class

#### Communication Interface Codes

The following table defines the Communications Class code:

Code	Class
0x02	Communications Interface Class

CDC specification mentions various subclass , current version of the Microchip CDC host stack supports below mentioned subclasses. The following table defines the currently supported Subclass codes for the Communications Interface Class:

Code	SubClass
0x02	Abstract Control Model

The following table defines supported Communications Class Protocol Codes:

Code	Protocol
0x01	AT Commands: V.250 etc.

### Data Interface Code

The following table defines the Data Interface Class code:

Code	Class
0x0A	Data Interface Class

No specific Subclass and Protocol codes are required to achieve RS232 functionality over USB.

### Communication and Data Transfer Handling

Communication Management : The CDC client deriver takes care of enumerating the device connected on the bus. The application must define Line Coding parameters in file `usb_config.h`. `USBConfig` utility can be used to set these parameters. If the connected device complies with the setting then the device is successfully attached else the device is not attached onto the bus. If the application needs to change the setting dynamically after the device has been successfully enumerated , interface function `USBHostCDC_Api_ACN_Request()`([page 420](#)) can be used to do so. Following standard requests are currently implemented:

Request	Summary
<code>SendEncapsulatedCommand</code>	Issues a command in the format of the supported control protocol.
<code>GetEncapsulatedResponse</code>	Requests a response in the format of the supported control protocol.
<code>SetLineCoding</code>	Configures DTE rate, stop-bits, parity, and number-of-character bits.
<code>GetLineCoding</code>	Requests current DTE rate, stop-bits, parity, and number-of-character bits.
<code>SetControlLineState</code>	[V24] signal used to tell the DCE device the DTE device is now present.

Data transfers : Once the device is attached the application is ready to start data transfers. Usually two endpoints one in each direction are supported by the device.

\* To receive data from the device the application must set up a IN request at the rate depending on the baudrate settings. Application can use a timer interrupt to precisely set up the request. Function `USBHostCDC_Api_Get_IN_Data()`([page 421](#)) is used to setup the request. Maximum of 64 bytes can be received in single transfer.

\* To transmit data to the device application must set up a OUT request. Function `USBHostCDC_Api_Send_OUT_Data()` is used to setup out request. Any amount of data can be transferred to the device. The Client driver takes care of sending the data in 64 bytes packet.

\* `USBHostCDC_ApiTransferIsComplete()`([page 422](#)) is used to poll for the status of previous transfer.

\* `USBHostCDC_ApiDeviceDetect()` is used to get the status of the device. If the device is ready for new transfer then the function returns TRUE.

## 7.2.5.1 Interface Routines

### Functions

	Name	Description
☞	USBHostCDC_Api_ACM_Request( <a href="#">page 420</a> )	This function can be used by application code to dynamically access ACM specific requests. This function should be used only if application intends to modify for example the Baudrate from previously configured rate. Data transmitted/received to/from device is a array of bytes. Application must take extra care of understanding the data format before using this function.
☞	USBHostCDC_Api_Get_IN_Data( <a href="#">page 421</a> )	This function is called by application to receive Input data over DATA interface. This function sets up the request to receive data from the device.
☞	USBHostCDC_ApiTransferIsComplete( <a href="#">page 422</a> )	This function is called by application to poll for transfer status. This function returns true in the transfer is over. To check whether the transfer was successfull or not , application must check the error code returned by reference.
☞	USBHostCDCDeviceStatus( <a href="#">page 423</a> )	This function determines the status of a CDC device.
☞	USBHostCDCEventHandler( <a href="#">page 424</a> )	This function is the event handler for this client driver.
☞	USBHostCDCInitAddress( <a href="#">page 425</a> )	This function initializes the address of the attached CDC device.
☞	USBHostCDCInitialize( <a href="#">page 426</a> )	This function is the initialization routine for this client driver.
☞	USBHostCDCResetDevice( <a href="#">page 428</a> )	This function starts a CDC reset.
☞	USBHostCDCTransfer( <a href="#">page 430</a> )	This function starts a CDC transfer.
☞	USBHostCDCTransferIsComplete( <a href="#">page 431</a> )	This function indicates whether or not the last transfer is complete.

### Macros

	Name	Description
☞	USBHostCDCRead_DATA( <a href="#">page 427</a> )	This function initiates a read request from a attached CDC device.
☞	USBHostCDCSend_DATA( <a href="#">page 429</a> )	This function initiates a write request to a attached CDC device.

### Description

## 7.2.5.1.1 USBHostCDC\_Api\_ACm\_Request Function

### File

usb\_host\_cdc\_interface.h

### C

```
BYTE USBHostCDC_Api_ACm_Request(
    BYTE requestType,
    BYTE size,
    BYTE* data
);
```

### Description

This function can be used by application code to dynamically access ACM specific requests. This function should be used only if application intends to modify for example the Baudrate from previously configured rate. Data transmitted/received to/from device is an array of bytes. Application must take extra care of understanding the data format before using this function.

### Remarks

None

### Preconditions

Device must be enumerated and attached successfully.

### Parameters

Parameters	Description
BYTE size	Number bytes to be transferred.
BYTE *data	Pointer to data being transferred.

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_CDC_DEVICE_NOT_FOUND( <a href="#">page 469</a> )	No device with specified address
USB_CDC_DEVICE_BUSY( <a href="#">page 465</a> )	Device not in proper state for performing a transfer
USB_CDC_COMMAND_FAILED( <a href="#">page 459</a> )	Request is not supported.
USB_CDC_ILLEGAL_REQUEST( <a href="#">page 486</a> )	Requested ID is invalid.

### Function

BYTE USBHostCDC\_Api\_ACm\_Request(BYTE requestType, BYTE size, BYTE\* data)

## 7.2.5.1.2 USBHostCDC\_Api\_Get\_IN\_Data Function

### File

usb\_host\_cdc\_interface.h

### C

```
BOOL USBHostCDC_Api_Get_IN_Data(
    BYTE no_of_bytes,
    BYTE* data
);
```

### Description

This function is called by application to receive Input data over DATA interface. This function sets up the request to receive data from the device.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE no_of_bytes	Number of Bytes expected from the device.
BYTE* data	Pointer to application receive data buffer.

### Return Values

Return Values	Description
TRUE	Transfer request is placed successfully.
FALSE	Transfer request failed.

### Function

BOOL USBHostCDC\_Api\_Get\_IN\_Data(BYTE no\_of\_bytes, BYTE\* data)

### 7.2.5.1.3 USBHostCDC\_ApiTransferIsComplete Function

#### File

usb\_host\_cdc\_interface.h

#### C

```
BOOL USBHostCDC_ApiTransferIsComplete(
    BYTE* errorCodeDriver,
    BYTE* byteCount
);
```

#### Description

This function is called by application to poll for transfer status. This function returns true in the transfer is over. To check whether the transfer was successfull or not , application must check the error code returned by reference.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE *errorCodeDriver	returns.
BYTE *byteCount	Number of bytes transferred.

#### Return Values

Return Values	Description
TRUE	Transfer is has completed.
FALSE	Transfer is pending.

#### Function

BOOL USBHostCDC\_ApiTransferIsComplete(BYTE\* errorCodeDriver,BYTE\* byteCount)

## 7.2.5.1.4 USBHostCDCDeviceStatus Function

This function determines the status of a CDC device.

### File

usb\_host\_cdc.h

### C

```
BYTE USBHostCDCDeviceStatus(
    BYTE deviceAddress
);
```

### Description

This function determines the status of a CDC device.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	address of device to query

### Return Values

Return Values	Description
USB_CDC_DEVICE_NOT_FOUND( <a href="#">page 469</a> )	Illegal device address, or the device is not an CDC
USB_CDC_INITIALIZING( <a href="#">page 487</a> )	CDC is attached and in the process of initializing
USB_PROCESSING_REPORT_DESCRIPTOR( <a href="#">page 611</a> )	CDC device is detected and report descriptor is being parsed
USB_CDC_NORMAL_RUNNING( <a href="#">page 494</a> )	CDC Device is running normal, ready to send and receive reports
USB_CDC_DEVICE_HOLDING( <a href="#">page 467</a> )	Device is holding due to error
USB_CDC_DEVICE_DETACHED( <a href="#">page 466</a> )	CDC detached.

### Function

BYTE USBHostCDCDeviceStatus( BYTE deviceAddress )

## 7.2.5.1.5 USBHostCDCEventHandler Function

This function is the event handler for this client driver.

### File

usb\_host\_cdc.h

### C

```
BOOL USBHostCDCEventHandler(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This function is the event handler for this client driver. It is called by the host layer when various events occur.

### Remarks

None

### Preconditions

The device has been initialized.

### Parameters

Parameters	Description
BYTE address	Address of the device
USB_EVENT event	Event that has occurred
void *data	Pointer to data pertinent to the event
DWORD size	Size of the data

### Return Values

Return Values	Description
TRUE	Event was handled
FALSE	Event was not handled

### Function

```
BOOL USBHostCDCEventHandler( BYTE address,  USB_EVENT(page 862) event,
void *data, DWORD size )
```

## 7.2.5.1.6 USBHostCDCInitAddress Function

This function initializes the address of the attached CDC device.

### File

usb\_host\_cdc.h

### C

```
BOOL USBHostCDCInitAddress(
    BYTE address,
    DWORD flags,
    BYTE clientDriverID
);
```

### Description

This function initializes the address of the attached CDC device. Once the device is enumerated without any errors, the CDC client call this function. For all the transfer requests this address is used to identify the CDC device.

### Remarks

None

### Preconditions

The device has been enumerated without any errors.

### Parameters

Parameters	Description
BYTE address	Address of the new device
DWORD flags	Initialization flags
BYTE clientDriverID	Client driver identification for device requests

### Return Values

Return Values	Description
TRUE	We can support the device.
FALSE	We cannot support the device.

### Function

BOOL USBHostCDCInitAddress( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.5.1.7 USBHostCDCInitialize Function

This function is the initialization routine for this client driver.

### File

usb\_host\_cdc.h

### C

```
BOOL USBHostCDCInitialize(
    BYTE address,
    DWORD flags,
    BYTE clientDriverID
);
```

### Description

This function is the initialization routine for this client driver. It is called by the host layer when the USB device is being enumerated. For a CDC device we need to look into CDC descriptor, interface descriptor and endpoint descriptor.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Address of the new device
DWORD flags	Initialization flags
BYTE clientDriverID	Client driver identification for device requests

### Return Values

Return Values	Description
TRUE	We can support the device.
FALSE	We cannot support the device.

### Function

BOOL USBHostCDCInitialize( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.5.1.8 USBHostCDCRead\_DATA Macro

This function initiates a read request from a attached CDC device.

### File

usb\_host\_cdc.h

### C

```
#define USBHostCDCRead_DATA( address,interface,size,data,endpointData) \
    USBHostCDCTransfer( address,0,1,interface, size,data,endpointData)
```

### Description

This function starts a CDC read transfer.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
address	Device address
interface	interface number of the requested transfer
size	Number of bytes to be read from the device
data	address of location where received data is to be stored
endpointDATA	endpoint details on which the transfer is requested

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_CDC_DEVICE_NOT_FOUND( <a href="#">page 469</a> )	No device with specified address
USB_CDC_DEVICE_BUSY( <a href="#">page 465</a> )	Device not in proper state for performing a transfer

### Function

USBHostCDCRead\_DATA( address,interface,size,data,endpointData)

## 7.2.5.1.9 USBHostCDCResetDevice Function

This function starts a CDC reset.

### File

usb\_host\_cdc.h

### C

```
BYTE USBHostCDCResetDevice(  
    BYTE deviceAddress  
) ;
```

### Description

This function starts a CDC reset. A reset can be issued only if the device is attached and not being initialized.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Reset started
USB_MSD_DEVICE_NOT_FOUND( <a href="#">page 649</a> )	No device with specified address
USB_MSD_ILLEGAL_REQUEST( <a href="#">page 652</a> )	Device is in an illegal state for reset

### Function

BYTE USBHostCDCResetDevice( BYTE deviceAddress )

## 7.2.5.1.10 USBHostCDCSend\_DATA Macro

This function initiates a write request to a attached CDC device.

### File

usb\_host\_cdc.h

### C

```
#define USBHostCDCSend_DATA( address,interface,size,data,endpointData) \
    USBHostCDCTransfer( address,0,0,interface, size,data,endpointData)
```

### Description

This function starts a CDC write transfer.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
address	Device address
interface	interface number of the requested transfer
size	Number of bytes to be transferred to the device
data	address of location where the data to be transferred is stored
endpointDATA	endpoint details on which the transfer is requested

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_CDC_DEVICE_NOT_FOUND( <a href="#">page 469</a> )	No device with specified address
USB_CDC_DEVICE_BUSY( <a href="#">page 465</a> )	Device not in proper state for performing a transfer

### Function

USBHostCDCSend\_DATA( address,interface,size,data,endpointData)

## 7.2.5.1.11 USBHostCDCTransfer Function

This function starts a CDC transfer.

### File

usb\_host\_cdc.h

### C

```
BYTE USBHostCDCTransfer(
    BYTE deviceAddress,
    BYTE request,
    BYTE direction,
    BYTE interfaceNum,
    WORD size,
    BYTE * data,
    BYTE endpointDATA
);
```

### Description

This function starts a CDC transfer. A read/write wrapper is provided in application interface file to access this function.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE request	Request type for Communication Interface
BYTE direction	1=read, 0=write
BYTE interfaceNum	interface number of the requested transfer
BYTE size	Byte size of the data buffer
BYTE *data	Pointer to the data buffer
BYTE endpointDATA	endpoint details on which the transfer is requested

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_CDC_DEVICE_NOT_FOUND( <a href="#">page 469</a> )	No device with specified address
USB_CDC_DEVICE_BUSY( <a href="#">page 465</a> )	Device not in proper state for performing a transfer

### Function

USBHostCDCTransfer( BYTE deviceAddress, BYTE direction, BYTE reportid, BYTE size, BYTE \*data)

## 7.2.5.1.12 USBHostCDCTransferIsComplete Function

This function indicates whether or not the last transfer is complete.

### File

usb\_host\_cdc.h

### C

```
BOOL USBHostCDCTransferIsComplete(
    BYTE deviceAddress,
    BYTE * errorCode,
    BYTE * byteCount
);
```

### Description

This function indicates whether or not the last transfer is complete. If the functions returns TRUE, the returned byte count and error code are valid. Since only one transfer can be performed at once and only one endpoint can be used, we only need to know the device address.

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE *errorCode	Error code from last transfer
DWORD *byteCount	Number of bytes transferred

### Return Values

Return Values	Description
TRUE	Transfer is complete, errorCode is valid
FALSE	Transfer is not complete, errorCode is not valid

### Function

```
BOOL USBHostCDCTransferIsComplete( BYTE deviceAddress,
    BYTE *errorCode, DWORD *byteCount )
```

## 7.2.5.2 Data Types and Constants

### Macros

	<b>Name</b>	<b>Description</b>
↳	DEVICE_CLASS_CDC( <a href="#">page 445</a> )	CDC Interface Class Code
↳	EVENT_CDC_COMM_READ_DONE( <a href="#">page 446</a> )	A CDC Communication Read transfer has completed
↳	EVENT_CDC_COMM_WRITE_DONE( <a href="#">page 447</a> )	A CDC Communication Write transfer has completed
↳	EVENT_CDC_DATA_READ_DONE( <a href="#">page 448</a> )	A CDC Data Read transfer has completed
↳	EVENT_CDC_DATA_WRITE_DONE( <a href="#">page 449</a> )	A CDC Data Write transfer has completed
↳	EVENT_CDC_NAK_TIMEOUT( <a href="#">page 450</a> )	CDC device NAK timeout has occurred
↳	EVENT_CDC_NONE( <a href="#">page 451</a> )	No event occurred (NULL event)
↳	EVENT_CDC_OFFSET( <a href="#">page 452</a> )	If the application has not defined an offset for CDC events, set it to 0.
↳	EVENT_CDC_RESET( <a href="#">page 453</a> )	CDC reset complete
↳	USB_CDC_ABSTRACT_CONTROL_MODEL( <a href="#">page 454</a> )	Abstract Control Model
↳	USB_CDC_ATM_NETWORKING_CONTROL_MODEL( <a href="#">page 455</a> )	ATM Networking Control Model
↳	USB_CDC_CAPI_CONTROL_MODEL( <a href="#">page 456</a> )	CAPI Control Model
↳	USB_CDC_CLASS_ERROR( <a href="#">page 457</a> )	CDC Class Error Codes
↳	USB_CDC_COMM_INTF( <a href="#">page 458</a> )	Communication Interface Class Code
↳	USB_CDC_COMMAND_FAILED( <a href="#">page 459</a> )	Command failed at the device.
↳	USB_CDC_COMMAND_PASSED( <a href="#">page 460</a> )	Command was successful.
↳	USB_CDC_CONTROL_LINE_LENGTH( <a href="#">page 461</a> )	Number of bytes Control line transfer
↳	USB_CDC_CS_ENDPOINT( <a href="#">page 462</a> )	This is macro USB_CDC_CS_ENDPOINT.
↳	USB_CDC_CS_INTERFACE( <a href="#">page 463</a> )	Functional Descriptor Details Type Values for the bDscType Field
↳	USB_CDC_DATA_INTF( <a href="#">page 464</a> )	Data Interface Class Codes
↳	USB_CDC_DEVICE_BUSY( <a href="#">page 465</a> )	A transfer is currently in progress.
↳	USB_CDC_DEVICE_DETACHED( <a href="#">page 466</a> )	Device is detached.
↳	USB_CDC_DEVICE_HOLDING( <a href="#">page 467</a> )	Device is holding due to error
↳	USB_CDC_DEVICE_MANAGEMENT( <a href="#">page 468</a> )	Device Management
↳	USB_CDC_DEVICE_NOT_FOUND( <a href="#">page 469</a> )	Device with the specified address is not available.
↳	USB_CDC_DIRECT_LINE_CONTROL_MODEL( <a href="#">page 470</a> )	Direct Line Control Model
↳	USB_CDC_DSC_FN_ACM( <a href="#">page 471</a> )	ACM - Abstract Control Management
↳	USB_CDC_DSC_FN_CALL_MGT( <a href="#">page 472</a> )	This is macro USB_CDC_DSC_FN_CALL_MGT.
↳	USB_CDC_DSC_FN_COUNTRY_SELECTION( <a href="#">page 473</a> )	This is macro USB_CDC_DSC_FN_COUNTRY_SELECTION.
↳	USB_CDC_DSC_FN_DLM( <a href="#">page 474</a> )	DLM - Direct Line Management
↳	USB_CDC_DSC_FN_HEADER( <a href="#">page 475</a> )	bDscSubType in Functional Descriptors
↳	USB_CDC_DSC_FN_RPT_CAPABILITIES( <a href="#">page 476</a> )	This is macro USB_CDC_DSC_FN_RPT_CAPABILITIES.
↳	USB_CDC_DSC_FN_TEL_OP_MODES( <a href="#">page 477</a> )	This is macro USB_CDC_DSC_FN_TEL_OP_MODES.
↳	USB_CDC_DSC_FN_TELEPHONE_RINGER( <a href="#">page 478</a> )	This is macro USB_CDC_DSC_FN_TELEPHONE_RINGER.

<a href="#">USB_CDC_DSC_FN_UNION</a>	( <a href="#">page 479</a> )	This is macro USB_CDC_DSC_FN_UNION.
<a href="#">USB_CDC_DSC_FN_USB_TERMINAL</a>	( <a href="#">page 480</a> )	This is macro USB_CDC_DSC_FN_USB_TERMINAL.
<a href="#">USB_CDC_ETHERNET_EMULATION_MODEL</a>	( <a href="#">page 481</a> )	Ethernet Emulation Model
<a href="#">USB_CDC_ETHERNET_NETWORKING_CONTROL_MODEL</a>	( <a href="#">page 482</a> )	Ethernet Networking Control Model
<a href="#">USB_CDC_GET_COMM_FEATURE</a>	( <a href="#">page 483</a> )	Returns the current settings for the communications feature.
<a href="#">USB_CDC_GET_ENCAPSULATED_REQUEST</a>	( <a href="#">page 484</a> )	Requests a response in the format of the supported control protocol.
<a href="#">USB_CDC_GET_LINE_CODING</a>	( <a href="#">page 485</a> )	Requests current DTE rate, stop-bits, parity, and number-of-character bits.
<a href="#">USB_CDC_ILLEGAL_REQUEST</a>	( <a href="#">page 486</a> )	Cannot perform requested operation.
<a href="#">USB_CDC_INITIALIZING</a>	( <a href="#">page 487</a> )	Device is initializing.
<a href="#">USB_CDC_INTERFACE_ERROR</a>	( <a href="#">page 488</a> )	The interface layer cannot support the device.
<a href="#">USB_CDC_LINE_CODING_LENGTH</a>	( <a href="#">page 489</a> )	Number of bytes Line Coding transfer
<a href="#">USB_CDC_MOBILE_DIRECT_LINE_MODEL</a>	( <a href="#">page 490</a> )	Mobile Direct Line Model
<a href="#">USB_CDC_MULTI_CHANNEL_CONTROL_MODEL</a>	( <a href="#">page 491</a> )	Multi-Channel Control Model
<a href="#">USB_CDC_NO_PROTOCOL</a>	( <a href="#">page 492</a> )	No class specific protocol required For more.... see Table 7 in USB CDC Specification 1.2
<a href="#">USB_CDC_NO_REPORT_DESCRIPTOR</a>	( <a href="#">page 493</a> )	No report descriptor found
<a href="#">USB_CDC_NORMAL_RUNNING</a>	( <a href="#">page 494</a> )	Device is running and available for data transfers.
<a href="#">USB_CDC_OBEX</a>	( <a href="#">page 495</a> )	OBEX
<a href="#">USB_CDC_PHASE_ERROR</a>	( <a href="#">page 496</a> )	Command had a phase error at the device.
<a href="#">USB_CDC_REPORT_DESCRIPTOR_BAD</a>	( <a href="#">page 497</a> )	Report Descriptor for not proper
<a href="#">USB_CDC_RESET_ERROR</a>	( <a href="#">page 498</a> )	An error occurred while resetting the device.
<a href="#">USB_CDC_RESETTING_DEVICE</a>	( <a href="#">page 499</a> )	Device is being reset.
<a href="#">USB_CDC_SEND_BREAK</a>	( <a href="#">page 500</a> )	Sends special carrier modulation used to specify [V24] style break.
<a href="#">USB_CDC_SEND_ENCAPSULATED_COMMAND</a>	( <a href="#">page 501</a> )	Issues a command in the format of the supported control protocol.
<a href="#">USB_CDC_SET_COMM_FEATURE</a>	( <a href="#">page 502</a> )	Controls the settings for a particular communications feature.
<a href="#">USB_CDC_SET_CONTROL_LINE_STATE</a>	( <a href="#">page 503</a> )	V24] signal used to tell the DCE device the DTE device is now present.
<a href="#">USB_CDC_SET_LINE_CODING</a>	( <a href="#">page 504</a> )	Configures DTE rate, stop-bits, parity, and number-of-character bits.
<a href="#">USB_CDC_TELEPHONE_CONTROL_MODEL</a>	( <a href="#">page 505</a> )	Telephone Control Model
<a href="#">USB_CDC_V25TER</a>	( <a href="#">page 506</a> )	Common AT commands ("Hayes(TM)")
<a href="#">USB_CDC_WIRELESS_HANDSET_CONTROL_MODEL</a>	( <a href="#">page 507</a> )	Wireless Handset Control Model

## Structures

	Name	Description
	<a href="#">_COMM_INTERFACE_DETAILS</a> ( <a href="#">page 435</a> )	This structure stores communication interface details of the attached CDC device
	<a href="#">_DATA_INTERFACE_DETAILS</a> ( <a href="#">page 436</a> )	This structure stores data interface details of the attached CDC device
	<a href="#">_USB_CDC_ACN_FN_DSC</a> ( <a href="#">page 437</a> )	Abstract Control Management Functional Descriptor

	_USB_CDC_CALL_MGT_FN_DSC( <a href="#">page 438</a> )	Call Management Functional Descriptor
	_USB_CDC_DEVICE_INFO( <a href="#">page 440</a> )	This structure is used to hold information about an attached CDC device
	_USB_CDC_HEADER_FN_DSC( <a href="#">page 442</a> )	Header Functional Descriptor
	_USB_CDC_UNION_FN_DSC( <a href="#">page 444</a> )	Union Functional Descriptor
	COMM_INTERFACE_DETAILS( <a href="#">page 435</a> )	This structure stores communication interface details of the attached CDC device
	DATA_INTERFACE_DETAILS( <a href="#">page 436</a> )	This structure stores data interface details of the attached CDC device
	USB_CDC_ACM_FN_DSC( <a href="#">page 437</a> )	Abstract Control Management Functional Descriptor
	USB_CDC_CALL_MGT_FN_DSC( <a href="#">page 438</a> )	Call Management Functional Descriptor
	USB_CDC_DEVICE_INFO( <a href="#">page 440</a> )	This structure is used to hold information about an attached CDC device
	USB_CDC_HEADER_FN_DSC( <a href="#">page 442</a> )	Header Functional Descriptor
	USB_CDC_UNION_FN_DSC( <a href="#">page 444</a> )	Union Functional Descriptor

## Unions

	Name	Description
	_USB_CDC_CONTROL_SIGNAL_BITMAP( <a href="#">page 439</a> )	This is type USB_CDC_CONTROL_SIGNAL_BITMAP.
	_USB_CDC_LINE_CODING( <a href="#">page 443</a> )	This is type USB_CDC_LINE_CODING.
	USB_CDC_CONTROL_SIGNAL_BITMAP( <a href="#">page 439</a> )	This is type USB_CDC_CONTROL_SIGNAL_BITMAP.
	USB_CDC_LINE_CODING( <a href="#">page 443</a> )	This is type USB_CDC_LINE_CODING.

## Description

## 7.2.5.2.1 COMM\_INTERFACE\_DETAILS Structure

### File

usb\_host\_cdc.h

### C

```
typedef struct _COMM_INTERFACE_DETAILS {
    BYTE interfaceNum;
    BYTE noOfEndpoints;
    USB_CDC_HEADER_FN_DSC Header_Fn_Dsc;
    USB_CDC_ACM_FN_DSC ACM_Fn_Desc;
    USB_CDC_UNION_FN_DSC Union_Fn_Desc;
    USB_CDC_CALL_MGT_FN_DSC Call_Mgt_Fn_Desc;
    WORD endpointMaxDataSize;
    WORD endpointInDataSize;
    WORD endpointOutDataSize;
    BYTE endpointPollInterval;
    BYTE endpointType;
    BYTE endpointIN;
    BYTE endpointOUT;
} COMM_INTERFACE_DETAILS;
```

### Members

Members	Description
BYTE interfaceNum;	communication interface number
BYTE noOfEndpoints;	Number endpoints for communication interface Functional Descriptor Details
USB_CDC_HEADER_FN_DSC Header_Fn_Dsc;	Header Function Descriptor
USB_CDC_ACM_FN_DSC ACM_Fn_Desc;	Abstract Control Model Function Descriptor
USB_CDC_UNION_FN_DSC Union_Fn_Desc;	Union Function Descriptor
USB_CDC_CALL_MGT_FN_DSC Call_Mgt_Fn_Desc;	Call Management Function Descriptor Endpoint Descriptor Details
WORD endpointMaxDataSize;	Max data size for a interface.
WORD endpointInDataSize;	Max data size for a interface.
WORD endpointOutDataSize;	Max data size for a interface.
BYTE endpointPollInterval;	Polling rate of corresponding interface.
BYTE endpointType;	Endpoint type - either Isochronous or Bulk
BYTE endpointIN;	IN endpoint for comm interface.
BYTE endpointOUT;	IN endpoint for comm interface.

### Description

This structure stores communication interface details of the attached CDC device

## 7.2.5.2.2 DATA\_INTERFACE\_DETAILS Structure

### File

usb\_host\_cdc.h

### C

```
typedef struct _DATA_INTERFACE_DETAILS {
    BYTE interfaceNum;
    BYTE noOfEndpoints;
    WORD endpointInDataSize;
    WORD endpointOutDataSize;
    BYTE endpointType;
    BYTE endpointIN;
    BYTE endpointOUT;
} DATA_INTERFACE_DETAILS;
```

### Members

Members	Description
BYTE interfaceNum;	Data interface number
BYTE noOfEndpoints;	number of endpoints associated with data interface
WORD endpointInDataSize;	Max data size for a interface.
WORD endpointOutDataSize;	Max data size for a interface.
BYTE endpointType;	Endpoint type - either Isochronous or Bulk
BYTE endpointIN;	IN endpoint for comm interface.
BYTE endpointOUT;	IN endpoint for comm interface.

### Description

This structure stores data interface details of the attached CDC device

### 7.2.5.2.3 USB\_CDC\_ACN\_FN\_DSC Structure

#### File

usb\_host\_cdc.h

#### C

```
typedef struct _USB_CDC_ACN_FN_DSC {
    BYTE bFNLength;
    BYTE bDscType;
    BYTE bDscSubType;
    BYTE bmCapabilities;
} USB_CDC_ACN_FN_DSC;
```

#### Members

Members	Description
BYTE bFNLength;	Size of this functional descriptor, in bytes.
BYTE bDscType;	CS_INTERFACE
BYTE bDscSubType;	Abstract Control Management functional descriptor subtype as defined in [USBCDC1.2].
BYTE bmCapabilities;	The capabilities that this configuration supports. (A bit value of zero means that the request is not supported.)

#### Description

Abstract Control Management Functional Descriptor

## 7.2.5.2.4 USB\_CDC\_CALL\_MGT\_FN\_DSC Structure

### File

usb\_host\_cdc.h

### C

```
typedef struct _USB_CDC_CALL_MGT_FN_DSC {
    BYTE bFNLength;
    BYTE bDscType;
    BYTE bDscSubType;
    BYTE bmCapabilities;
    BYTE bDataInterface;
} USB_CDC_CALL_MGT_FN_DSC;
```

### Members

Members	Description
BYTE bFNLength;	Size of this functional descriptor, in bytes.
BYTE bDscType;	CS_INTERFACE
BYTE bDscSubType;	Call Management functional descriptor subtype, as defined in [USBCDC1.2].
BYTE bmCapabilities;	The capabilities that this configuration supports:
BYTE bDataInterface;	Interface number of Data Class interface optionally used for call management.

### Description

Call Management Functional Descriptor

## 7.2.5.2.5 USB\_CDC\_CONTROL\_SIGNAL\_BITMAP Union

### File

usb\_host\_cdc.h

### C

```
typedef union _USB_CDC_CONTROL_SIGNAL_BITMAP {
    BYTE _byte;
    struct {
        unsigned DTE_PRESENT : 1;
        unsigned CARRIER_CONTROL : 1;
    }
} USB_CDC_CONTROL_SIGNAL_BITMAP;
```

### Members

Members	Description
unsigned DTE_PRESENT : 1;	0] Not Present [1] Present
unsigned CARRIER_CONTROL : 1;	0] Deactivate [1] Activate

### Description

This is type USB\_CDC\_CONTROL\_SIGNAL\_BITMAP.

## 7.2.5.2.6 USB\_CDC\_DEVICE\_INFO Structure

### File

usb\_host\_cdc.h

### C

```
typedef struct _USB_CDC_DEVICE_INFO {
    BYTE* userData;
    WORD reportSize;
    WORD remainingBytes;
    WORD bytesTransferred;
    union {
        struct {
            BYTE bfDirection : 1;
            BYTE bfReset : 1;
            BYTE bfClearDataIN : 1;
            BYTE bfClearDataOUT : 1;
        }
        BYTE val;
    } flags;
    BYTE driverSupported;
    BYTE deviceAddress;
    BYTE errorCode;
    BYTE state;
    BYTE returnState;
    BYTE noOfInterfaces;
    BYTE interface;
    BYTE endpointDATA;
    BYTE commRequest;
    BYTE clientDriverID;
    COMM_INTERFACE_DETAILS commInterface;
    DATA_INTERFACE_DETAILS dataInterface;
} USB_CDC_DEVICE_INFO;
```

### Members

Members	Description
BYTE* userData;	Data pointer to application buffer.
WORD reportSize;	Total length of user data
WORD remainingBytes;	Number bytes remaining to be transferred in case user data length is more than 64 bytes
WORD bytesTransferred;	Number of bytes transferred to/from the user's data buffer.
BYTE bfDirection : 1;	Direction of current transfer (0=OUT, 1=IN).
BYTE bfReset : 1;	Flag indicating to perform CDC Reset.
BYTE bfClearDataIN : 1;	Flag indicating to clear the IN endpoint.
BYTE bfClearDataOUT : 1;	Flag indicating to clear the OUT endpoint.
BYTE driverSupported;	If CDC driver supports requested Class,Subclass & Protocol.
BYTE deviceAddress;	Address of the device on the bus.
BYTE errorCode;	Error code of last error.
BYTE state;	State machine state of the device.
BYTE returnState;	State to return to after performing error handling.
BYTE noOfInterfaces;	Total number of interfaces in the device.
BYTE interface;	Interface number of current transfer.
BYTE endpointDATA;	Endpoint to use for the current transfer.
BYTE commRequest;	Current Communication code
BYTE clientDriverID;	Client driver ID for device requests.
COMM_INTERFACE_DETAILS commInterface;	This structure stores communication interface details.

DATA_INTERFACE_DETAILS dataInterface;	This structure stores data interface details.
--	---

**Description**

This structure is used to hold information about an attached CDC device

## 7.2.5.2.7 USB\_CDC\_HEADER\_FN\_DSC Structure

### File

usb\_host\_cdc.h

### C

```
typedef struct _USB_CDC_HEADER_FN_DSC {
    BYTE bFNLength;
    BYTE bDscType;
    BYTE bDscSubType;
    BYTE bcdCDC[2];
} USB_CDC_HEADER_FN_DSC;
```

### Members

Members	Description
BYTE bFNLength;	Size of this functional descriptor, in bytes.
BYTE bDscType;	CS_INTERFACE
BYTE bDscSubType;	Header. This is defined in [USBCDC1.2], which defines this as a header.
BYTE bcdCDC[2];	USB Class Definitions for Communications Devices Specification release number in binary-coded decimal.

### Description

Header Functional Descriptor

## 7.2.5.2.8 USB\_CDC\_LINE\_CODING Union

### File

usb\_host\_cdc.h

### C

```
typedef union _USB_CDC_LINE_CODING {
    struct {
        BYTE _byte[USB_CDC_LINE_CODING_LENGTH];
    }
    struct {
        DWORD_VAL dwDTERate;
        BYTE bCharFormat;
        BYTE bParityType;
        BYTE bDataBits;
    }
} USB_CDC_LINE_CODING;
```

### Members

Members	Description
DWORD_VAL dwDTERate;	Data terminal rate, in bits per second.
BYTE bCharFormat;	Stop bits 0:1 Stop bit, 1:1.5 Stop bits, 2:2 Stop bits
BYTE bParityType;	Parity 0:None, 1:Odd, 2:Even, 3:Mark, 4:Space
BYTE bDataBits;	Data bits (5, 6, 7, 8 or 16)

### Description

This is type USB\_CDC\_LINE\_CODING.

## 7.2.5.2.9 USB\_CDC\_UNION\_FN\_DSC Structure

### File

usb\_host\_cdc.h

### C

```
typedef struct _USB_CDC_UNION_FN_DSC {
    BYTE bFNLength;
    BYTE bDscType;
    BYTE bDscSubType;
    BYTE bMasterIntf;
    BYTE bSaveIntf0;
} USB_CDC_UNION_FN_DSC;
```

### Members

Members	Description
BYTE bFNLength;	Size of this functional descriptor, in bytes.
BYTE bDscType;	CS_INTERFACE
BYTE bDscSubType;	Union Descriptor Functional Descriptor subtype as defined in [USBCDC1.2].
BYTE bMasterIntf;	Interface number of the control (Communications Class) interface
BYTE bSaveIntf0;	Interface number of the subordinate (Data Class) interface

### Description

Union Functional Descriptor

## 7.2.5.2.10 DEVICE\_CLASS\_CDC Macro

### File

usb\_host\_cdc.h

### C

```
#define DEVICE_CLASS_CDC 0x02 // CDC Interface Class Code
```

### Description

CDC Interface Class Code

### 7.2.5.2.11 EVENT\_CDC\_COMM\_READ\_DONE Macro

**File**

usb\_host\_cdc.h

**C**

```
#define EVENT_CDC_COMM_READ_DONE EVENT_CDC_BASE + EVENT_CDC_OFFSET + 2 // A CDC  
Communication Read transfer has completed
```

**Description**

A CDC Communication Read transfer has completed

## 7.2.5.2.12 EVENT\_CDC\_COMM\_WRITE\_DONE Macro

### File

usb\_host\_cdc.h

### C

```
#define EVENT_CDC_COMM_WRITE_DONE EVENT_CDC_BASE + EVENT_CDC_OFFSET + 3 // A CDC
Communication Write transfer has completed
```

### Description

A CDC Communication Write transfer has completed

### 7.2.5.2.13 EVENT\_CDC\_DATA\_READ\_DONE Macro

**File**

usb\_host\_cdc.h

**C**

```
#define EVENT_CDC_DATA_READ_DONE EVENT_CDC_BASE + EVENT_CDC_OFFSET + 4 // A CDC Data Read  
transfer has completed
```

**Description**

A CDC Data Read transfer has completed

### 7.2.5.2.14 EVENT\_CDC\_DATA\_WRITE\_DONE Macro

**File**

usb\_host\_cdc.h

**C**

```
#define EVENT_CDC_DATA_WRITE_DONE EVENT_CDC_BASE + EVENT_CDC_OFFSET + 5 // A CDC Data  
Write transfer has completed
```

**Description**

A CDC Data Write transfer has completed

### 7.2.5.2.15 EVENT\_CDC\_NAK\_TIMEOUT Macro

**File**

usb\_host\_cdc.h

**C**

```
#define EVENT_CDC_NAK_TIMEOUT EVENT_CDC_BASE + EVENT_CDC_OFFSET + 7 // CDC device NAK  
timeout has occurred
```

**Description**

CDC device NAK timeout has occurred

## 7.2.5.2.16 EVENT\_CDC\_NONE Macro

### File

usb\_host\_cdc.h

### C

```
#define EVENT_CDC_NONE EVENT_CDC_BASE + EVENT_CDC_OFFSET + 0 // No event occurred (NULL event)
```

### Description

No event occurred (NULL event)

## 7.2.5.2.17 EVENT\_CDC\_OFFSET Macro

### File

usb\_host\_cdc.h

### C

```
#define EVENT_CDC_OFFSET 0
```

### Description

If the application has not defined an offset for CDC events, set it to 0.

### 7.2.5.2.18 EVENT\_CDC\_RESET Macro

**File**

usb\_host\_cdc.h

**C**

```
#define EVENT_CDC_RESET EVENT_CDC_BASE + EVENT_CDC_OFFSET + 6 // CDC reset complete
```

**Description**

CDC reset complete

## 7.2.5.2.19 USB\_CDC\_ABSTRACT\_CONTROL\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_ABSTRACT_CONTROL_MODEL 0x02 // Abstract Control Model
```

### Description

Abstract Control Model

## 7.2.5.2.20 USB\_CDC\_ATM\_NETWORKING\_CONTROL\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_ATM_NETWORKING_CONTROL_MODEL 0x07 // ATM Networking Control Model
```

### Description

ATM Networking Control Model

## 7.2.5.2.21 USB\_CDC\_CAPI\_CONTROL\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_CAPI_CONTROL_MODEL 0x05 // CAPI Control Model
```

### Description

CAPI Control Model

## 7.2.5.2.22 USB\_CDC\_CLASS\_ERROR Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_CLASS_ERROR USB_ERROR_CLASS_DEFINED
```

### Description

CDC Class Error Codes

## 7.2.5.2.23 USB\_CDC\_COMM\_INTF Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_COMM_INTF 0x02 // Communication Interface Class Code
```

### Description

Communication Interface Class Code

## 7.2.5.2.24 USB\_CDC\_COMMAND\_FAILED Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_COMMAND_FAILED (USB_CDC_CLASS_ERROR | 0x01) // Command failed at the device.
```

### Description

Command failed at the device.

## 7.2.5.2.25 USB\_CDC\_COMMAND\_PASSED Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_COMMAND_PASSED USB_SUCCESS           // Command was successful.
```

### Description

Command was successful.

## 7.2.5.2.26 USB\_CDC\_CONTROL\_LINE\_LENGTH Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_CONTROL_LINE_LENGTH 0x00 // Number of bytes Control line transfer
```

### Description

Number of bytes Control line transfer

## 7.2.5.2.27 USB\_CDC\_CS\_ENDPOINT Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_CS_ENDPOINT 0x25
```

### Description

This is macro USB\_CDC\_CS\_ENDPOINT.

## 7.2.5.2.28 USB\_CDC\_CS\_INTERFACE Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_CS_INTERFACE 0x24
```

### Description

Functional Descriptor Details Type Values for the bDscType Field

## 7.2.5.2.29 USB\_CDC\_DATA\_INTF Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DATA_INTF 0x0A
```

### Description

Data Interface Class Codes

## 7.2.5.2.30 USB\_CDC\_DEVICE\_BUSY Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DEVICE_BUSY (USB_CDC_CLASS_ERROR | 0x04) // A transfer is currently in progress.
```

### Description

A transfer is currently in progress.

### 7.2.5.2.31 USB\_CDC\_DEVICE\_DETACHED Macro

**File**

usb\_host\_cdc.h

**C**

```
#define USB_CDC_DEVICE_DETACHED 0x50      // Device is detached.
```

**Description**

Device is detached.

## 7.2.5.2.32 USB\_CDC\_DEVICE\_HOLDING Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DEVICE_HOLDING 0x54      // Device is holding due to error
```

### Description

Device is holding due to error

## 7.2.5.2.33 USB\_CDC\_DEVICE\_MANAGEMENT Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DEVICE_MANAGEMENT 0x09 // Device Management
```

### Description

Device Management

### 7.2.5.2.34 USB\_CDC\_DEVICE\_NOT\_FOUND Macro

**File**

usb\_host\_cdc.h

**C**

```
#define USB_CDC_DEVICE_NOT_FOUND (USB_CDC_CLASS_ERROR | 0x03) // Device with the specified  
address is not available.
```

**Description**

Device with the specified address is not available.

## 7.2.5.2.35 USB\_CDC\_DIRECT\_LINE\_CONTROL\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DIRECT_LINE_CONTROL_MODEL 0x01 // Direct Line Control Model
```

### Description

Direct Line Control Model

## 7.2.5.2.36 USB\_CDC\_DSC\_FN\_ACM Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_ACM 0x02      // ACM - Abstract Control Management
```

### Description

ACM - Abstract Control Management

### 7.2.5.2.37 USB\_CDC\_DSC\_FN\_CALL\_MGT Macro

**File**

usb\_host\_cdc.h

**C**

```
#define USB_CDC_DSC_FN_CALL_MGT 0x01
```

**Description**

This is macro USB\_CDC\_DSC\_FN\_CALL\_MGT.

## 7.2.5.2.38 USB\_CDC\_DSC\_FN\_COUNTRY\_SELECTION Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_COUNTRY_SELECTION 0x07
```

### Description

This is macro USB\_CDC\_DSC\_FN\_COUNTRY\_SELECTION.

## 7.2.5.2.39 USB\_CDC\_DSC\_FN\_DLM Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_DLM 0x03      // DLM - Direct Line Management
```

### Description

DLM - Direct Line Management

## 7.2.5.2.40 USB\_CDC\_DSC\_FN\_HEADER Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_HEADER 0x00
```

### Description

bDscSubType in Functional Descriptors

## 7.2.5.2.41 USB\_CDC\_DSC\_FN\_RPT\_CAPABILITIES Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_RPT_CAPABILITIES 0x05
```

### Description

This is macro USB\_CDC\_DSC\_FN\_RPT\_CAPABILITIES.

## 7.2.5.2.42 USB\_CDC\_DSC\_FN\_TEL\_OP\_MODES Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_TEL_OP_MODES 0x08
```

### Description

This is macro USB\_CDC\_DSC\_FN\_TEL\_OP\_MODES.

## 7.2.5.2.43 USB\_CDC\_DSC\_FN\_TELEPHONE\_RINGER Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_TELEPHONE_RINGER 0x04
```

### Description

This is macro USB\_CDC\_DSC\_FN\_TELEPHONE\_RINGER.

## 7.2.5.2.44 USB\_CDC\_DSC\_FN\_UNION Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_UNION 0x06
```

### Description

This is macro USB\_CDC\_DSC\_FN\_UNION.

## 7.2.5.2.45 USB\_CDC\_DSC\_FN\_USB\_TERMINAL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_DSC_FN_USB_TERMINAL 0x09
```

### Description

This is macro USB\_CDC\_DSC\_FN\_USB\_TERMINAL.

## 7.2.5.2.46 USB\_CDC\_ETHERNET\_EMULATION\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_ETHERNET_EMULATION_MODEL 0x0C // Ethernet Emulation Model
```

### Description

Ethernet Emulation Model

## 7.2.5.2.47 USB\_CDC\_ETHERNET\_NETWORKING\_CONTROL\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_ETHERNET_NETWORKING_CONTROL_MODEL 0x06 // Ethernet Networking Control Model
```

### Description

Ethernet Networking Control Model

## 7.2.5.2.48 USB\_CDC\_GET\_COMM\_FEATURE Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_GET_COMM_FEATURE 0x03      // Returns the current settings for the  
communications feature.
```

### Description

Returns the current settings for the communications feature.

## 7.2.5.2.49 USB\_CDC\_GET\_ENCAPSULATED\_REQUEST Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_GET_ENCAPSULATED_REQUEST 0x01      // Requests a response in the format of  
the supported control protocol.
```

### Description

Requests a response in the format of the supported control protocol.

## 7.2.5.2.50 USB\_CDC\_GET\_LINE\_CODING Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_GET_LINE_CODING 0x21      // Requests current DTE rate, stop-bits, parity,  
and number-of-character bits.
```

### Description

Requests current DTE rate, stop-bits, parity, and number-of-character bits.

## 7.2.5.2.51 USB\_CDC\_ILLEGAL\_REQUEST Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_ILLEGAL_REQUEST (USB_CDC_CLASS_ERROR | 0x0B) // Cannot perform requested operation.
```

### Description

Cannot perform requested operation.

## 7.2.5.2.52 USB\_CDC\_INITIALIZING Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_INITIALIZING 0x51      // Device is initializing.
```

### Description

Device is initializing.

## 7.2.5.2.53 USB\_CDC\_INTERFACE\_ERROR Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_INTERFACE_ERROR (USB_CDC_CLASS_ERROR | 0x06) // The interface layer cannot support the device.
```

### Description

The interface layer cannot support the device.

## 7.2.5.2.54 USB\_CDC\_LINE\_CODING\_LENGTH Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_LINE_CODING_LENGTH 0x07 // Number of bytes Line Coding transfer
```

### Description

Number of bytes Line Coding transfer

## 7.2.5.2.55 USB\_CDC\_MOBILE\_DIRECT\_LINE\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_MOBILE_DIRECT_LINE_MODEL 0x0A // Mobile Direct Line Model
```

### Description

Mobile Direct Line Model

## 7.2.5.2.56 USB\_CDC\_MULTI\_CHANNEL\_CONTROL\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_MULTI_CHANNEL_CONTROL_MODEL 0x04 // Multi-Channel Control Model
```

### Description

Multi-Channel Control Model

## 7.2.5.2.57 USB\_CDC\_NO\_PROTOCOL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_NO_PROTOCOL 0x00      // No class specific protocol required
```

### Description

No class specific protocol required For more.... see Table 7 in USB CDC Specification 1.2

## 7.2.5.2.58 USB\_CDC\_NO\_REPORT\_DESCRIPTOR Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_NO_REPORT_DESCRIPTOR (USB_CDC_CLASS_ERROR | 0x05) // No report descriptor found
```

### Description

No report descriptor found

## 7.2.5.2.59 USB\_CDC\_NORMAL\_RUNNING Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_NORMAL_RUNNING 0x53      // Device is running and available for data transfers.
```

### Description

Device is running and available for data transfers.

## 7.2.5.2.60 USB\_CDC\_OBEX Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_OBEX 0x0B // OBEX
```

### Description

OBEX

## 7.2.5.2.61 USB\_CDC\_PHASE\_ERROR Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_PHASE_ERROR (USB_CDC_CLASS_ERROR | 0x02) // Command had a phase error at  
the device.
```

### Description

Command had a phase error at the device.

## 7.2.5.2.62 USB\_CDC\_REPORT\_DESCRIPTOR\_BAD Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_REPORT_DESCRIPTOR_BAD (USB_CDC_CLASS_ERROR | 0x05) // Report Descriptor for  
not proper
```

### Description

Report Descriptor for not proper

## 7.2.5.2.63 USB\_CDC\_RESET\_ERROR Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_RESET_ERROR (USB_CDC_CLASS_ERROR | 0x0A) // An error occurred while  
resetting the device.
```

### Description

An error occurred while resetting the device.

## 7.2.5.2.64 USB\_CDC\_RESETTING\_DEVICE Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_RESETTING_DEVICE 0x55      // Device is being reset.
```

### Description

Device is being reset.

## 7.2.5.2.65 USB\_CDC\_SEND\_BREAK Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_SEND_BREAK 0x23      // Sends special carrier modulation used to specify  
[V24] style break.
```

### Description

Sends special carrier modulation used to specify [V24] style break.

## 7.2.5.2.66 USB\_CDC\_SEND\_ENCAPSULATED\_COMMAND Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_SEND_ENCAPSULATED_COMMAND 0x00      // Issues a command in the format of the supported control protocol.
```

### Description

Issues a command in the format of the supported control protocol.

## 7.2.5.2.67 USB\_CDC\_SET\_COMM\_FEATURE Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_SET_COMM_FEATURE 0x02      // Controls the settings for a particular  
communications feature.
```

### Description

Controls the settings for a particular communications feature.

## 7.2.5.2.68 USB\_CDC\_SET\_CONTROL\_LINE\_STATE Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_SET_CONTROL_LINE_STATE 0x22      // [V24] signal used to tell the DCE device  
the DTE device is now present.
```

### Description

V24] signal used to tell the DCE device the DTE device is now present.

## 7.2.5.2.69 USB\_CDC\_SET\_LINE\_CODING Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_SET_LINE_CODING 0x20      // Configures DTE rate, stop-bits, parity, and  
number-of-character bits.
```

### Description

Configures DTE rate, stop-bits, parity, and number-of-character bits.

## 7.2.5.2.70 USB\_CDC\_TELEPHONE\_CONTROL\_MODEL Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_TELEPHONE_CONTROL_MODEL 0x03 // Telephone Control Model
```

### Description

Telephone Control Model

## 7.2.5.2.71 USB\_CDC\_V25TER Macro

### File

usb\_host\_cdc.h

### C

```
#define USB_CDC_V25TER 0x01      // Common AT commands ("Hayes(TM)")
```

### Description

Common AT commands ("Hayes(TM)")

### 7.2.5.2.72 USB\_CDC\_WIRELESS\_HANDSET\_CONTROL\_MODEL Macro

**File**

usb\_host\_cdc.h

**C**

```
#define USB_CDC_WIRELESS_HANDSET_CONTROL_MODEL 0x08 // Wireless Handset Control Model
```

**Description**

Wireless Handset Control Model

---

## 7.2.6 Charger Client Driver

This Client Driver gives an application the ability to charge the rechargeable batteries of many USB devices.

**Description**

USB devices that obey the USB specification will only draw 100mA from the bus until they are enumerated and less than 2.5mA when the bus is idle. In some situations this is not sufficient for a quick charge of the batteries. These devices often have a mode where they request more than 100mA but require permission from the host before drawing that current. This client driver simply allows a device to enumerate for the purpose of allowing this charging rate.

This client driver can be utilized for any device where the VID and PID are known. But the stack also contains a provision to allow a client driver to be used for any VID and PID by specifying a VID of 0xFFFF and a PID of 0xFFFF in the TPL. BE SURE THAT THIS IS THE LAST ENTRY IN THE TPL.

Chargers and devices can also follow the USB Battery Charging specification ([http://www.usb.org/developers/devclass\\_docs/batt\\_charging\\_1\\_0.zip](http://www.usb.org/developers/devclass_docs/batt_charging_1_0.zip)). Not all devices implement this specification, however, so some devices will not be able to charge with chargers using this specification.

## 7.2.6.1 Interface Routines

### Functions

	<b>Name</b>	<b>Description</b>
≡	USBHostChargerDeviceDetached( <a href="#">[link]</a> page 509)	This interface is used to check if the devich has been detached from the bus.
≡	USBHostChargerEventHandler( <a href="#">[link]</a> page 510)	This routine is called by the Host layer to notify the charger client of events that occur.
≡	USBHostChargerGetDeviceAddress( <a href="#">[link]</a> page 511)	This interface is used get the address of a specific generic device on the USB.

### Description

## 7.2.6.1.1 USBHostChargerDeviceDetached Function

### File

usb\_host\_charger.h

### C

```
BOOL USBHostChargerDeviceDetached(
    BYTE deviceAddress
);
```

### Description

This interface is used to check if the devich has been detached from the bus.

### Remarks

None

### Preconditions

None

### Example

```
if (USBHostChargerDeviceDetached( deviceAddress ))
{
    // Handle detach
}
```

### Parameters

Parameters	Description
deviceAddress	USB Address of the device.

### Return Values

Return Values	Description
TRUE	The device has been detached, or an invalid deviceAddress is given.
FALSE	The device is attached

### Function

BOOL USBHostChargerDeviceDetached( BYTE deviceAddress )

## 7.2.6.1.2 USBHostChargerEventHandler Function

This routine is called by the Host layer to notify the charger client of events that occur.

### File

usb\_host\_charger.h

### C

```
BOOL USBHostChargerEventHandler(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This routine is called by the Host layer to notify the charger client of events that occur. If the event is recognized, it is handled and the routine returns TRUE. Otherwise, it is ignored and the routine returns FALSE.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Address of device with the event
USB_EVENT event	The bus event that occurred
void *data	Pointer to event-specific data
DWORD size	Size of the event-specific data

### Return Values

Return Values	Description
TRUE	The event was handled
FALSE	The event was not handled

### Function

```
BOOL USBHostChargerEventHandler ( BYTE address,  USB_EVENT( page 862) event,
void *data, DWORD size )
```

### 7.2.6.1.3 USBHostChargerGetDeviceAddress Function

#### File

usb\_host\_charger.h

#### C

```
BOOL USBHostChargerGetDeviceAddress (
    USB_CHARGING_DEVICE_ID * pDevID
);
```

#### Description

This interface is used get the address of a specific generic device on the USB.

#### Remarks

None

#### Preconditions

The device must be connected and enumerated.

#### Example

```
USB_CHARGING_DEVICE_ID deviceID;
BYTE deviceAddress;

deviceID.vid = 0x1234;
deviceID.pid = 0x5678;

if (USBHostChargerGetDeviceAddress(&deviceID))
{
    deviceAddress = deviceID.deviceAddress;
}
```

#### Parameters

Parameters	Description
pDevID	Pointer to a structure containing the Device ID Info (VID, PID, and device address).

#### Return Values

Return Values	Description
TRUE	The device is connected
FALSE	The device is not connected.

#### Function

BOOL USBHostChargerGetDeviceAddress(USB\_CHARGING\_DEVICE\_ID \*pDevID)

## 7.2.6.2 Data Type and Constants

### Macros

	Name	Description
↳	EVENT_CHARGER_ATTACH( <a href="#">page 513</a> )	This event indicates that a device has been attached for charging. When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to a USB_CHARGING_DEVICE_ID structure, and size is the size of the USB_CHARGING_DEVICE_ID structure.
↳	EVENT_CHARGER_DETACH( <a href="#">page 514</a> )	This event indicates that the specified device has been detached from the USB. When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to a BYTE that contains the device address, and size is the size of a BYTE.
↳	EVENT_CHARGER_OFFSET( <a href="#">page 515</a> )	This is an optional offset for the values of the generated events. If necessary, the application can use a non-zero offset for the generic events to resolve conflicts in event number.
↳	USB_MAX_CHARGING_DEVICES( <a href="#">page 516</a> )	Max Number of Supported Devices This value represents the maximum number of attached devices this client driver can support. If the user does not define a value, it will be set to 1.

### Description

## 7.2.6.2.1 EVENT\_CHARGER\_ATTACH Macro

### File

usb\_host\_charger.h

### C

```
#define EVENT_CHARGER_ATTACH (EVENT_CHARGER_BASE+EVENT_CHARGER_OFFSET+0)
```

### Description

This event indicates that a device has been attached for charging. When USB\_HOST\_APP\_EVENT\_HANDLER([page 325](#)) is called with this event, \*data points to a USB\_CHARGING\_DEVICE\_ID structure, and size is the size of the USB\_CHARGING\_DEVICE\_ID structure.

## 7.2.6.2.2 EVENT\_CHARGER\_DETACH Macro

### File

usb\_host\_charger.h

### C

```
#define EVENT_CHARGER_DETACH (EVENT_CHARGER_BASE+EVENT_CHARGER_OFFSET+1)
```

### Description

This event indicates that the specified device has been detached from the USB. When `USB_HOST_APP_EVENT_HANDLER`([page 325](#)) is called with this event, `*data` points to a BYTE that contains the device address, and size is the size of a BYTE.

### 7.2.6.2.3 EVENT\_CHARGER\_OFFSET Macro

**File**

usb\_host\_charger.h

**C**

```
#define EVENT_CHARGER_OFFSET 0
```

**Description**

This is an optional offset for the values of the generated events. If necessary, the application can use a non-zero offset for the generic events to resolve conflicts in event number.

### 7.2.6.2.4 USB\_MAX\_CHARGING\_DEVICES Macro

**File**

usb\_host\_charger.h

**C**

```
#define USB_MAX_CHARGING_DEVICES 1
```

**Description**

Max Number of Supported Devices

This value represents the maximum number of attached devices this client driver can support. If the user does not define a value, it will be set to 1.

---

## 7.2.7 Generic Client Driver

This is a generic client driver for use with the USB Embedded Host driver.

**Description**

Many USB applications do not fall under the category of an existing class. For these applications, the developer can create a custom driver, and utilize the Generic client driver to communicate with the device.

The Generic class offers simple wrappers to USB functions, with additional device management support.

See [AN1143 - USB Generic Client on an Embedded Host](#) for more information about this client driver.

## 7.2.7.1 Interface Routines

### Functions

	<b>Name</b>	<b>Description</b>
☞	USBHostGenericEventHandler( <a href="#">page 519</a> )	This routine is called by the Host layer to notify the general client of events that occur.
☞	USBHostGenericGetDeviceAddress( <a href="#">page 520</a> )	This interface is used get the address of a specific generic device on the USB.
☞	USBHostGenericInit( <a href="#">page 522</a> )	This function is called by the USB Embedded Host layer when a "generic" device attaches.
☞	USBHostGenericRead( <a href="#">page 523</a> )	Use this routine to receive from the device and store it into memory.
☞	USBHostGenericRxIsComplete( <a href="#">page 525</a> )	This routine indicates whether or not the last IN transfer is complete.
☞	USBHostGenericTxIsComplete( <a href="#">page 527</a> )	This routine indicates whether or not the last OUT transfer is complete.
☞	USBHostGenericWrite( <a href="#">page 528</a> )	Use this routine to transmit data from memory to the device.

### Macros

	<b>Name</b>	<b>Description</b>
↔	USBHostGenericDeviceDetached( <a href="#">page 518</a> )	This interface is used to check if the devich has been detached from the bus.
↔	USBHostGenericGetRxLength( <a href="#">page 521</a> )	This function retrieves the number of bytes copied to user's buffer by the most recent call to the USBHostGenericRead( <a href="#">page 523</a> ()) function.
↔	USBHostGenericRxIsBusy( <a href="#">page 524</a> )	This interface is used to check if the client driver is currently busy receiving data from the device.
↔	USBHostGenericTxIsBusy( <a href="#">page 526</a> )	This interface is used to check if the client driver is currently busy transmitting data to the device.

### Description

## 7.2.7.1.1 USBHostGenericDeviceDetached Macro

### File

usb\_host\_generic.h

### C

```
#define USBHostGenericDeviceDetached(a) ( (((a)==gc_DevData.ID.deviceAddress) &&  
gc_DevData.flags.initialized == 1) ? FALSE : TRUE )
```

### Description

This interface is used to check if the devich has been detached from the bus.

### Remarks

None

### Preconditions

None

### Example

```
if (USBHostGenericDeviceDetached( deviceAddress ))  
{  
    // Handle detach  
}
```

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device.

### Return Values

Return Values	Description
TRUE	The device has been detached, or an invalid deviceAddress is given.
FALSE	The device is attached

### Function

BOOL USBHostGenericDeviceDetached( BYTE deviceAddress )

## 7.2.7.1.2 USBHostGenericEventHandler Function

This routine is called by the Host layer to notify the general client of events that occur.

### File

usb\_host\_generic.h

### C

```
BOOL USBHostGenericEventHandler(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This routine is called by the Host layer to notify the general client of events that occur. If the event is recognized, it is handled and the routine returns TRUE. Otherwise, it is ignored and the routine returns FALSE.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Address of device with the event
USB_EVENT event	The bus event that occurred
void *data	Pointer to event-specific data
DWORD size	Size of the event-specific data

### Return Values

Return Values	Description
TRUE	The event was handled
FALSE	The event was not handled

### Function

```
BOOL USBHostGenericEventHandler ( BYTE address,  USB_EVENT(page 862) event,
void *data, DWORD size )
```

### 7.2.7.1.3 USBHostGenericGetDeviceAddress Function

#### File

usb\_host\_generic.h

#### C

```
BOOL USBHostGenericGetDeviceAddress(
    GENERIC_DEVICE_ID * pDevID
);
```

#### Description

This interface is used get the address of a specific generic device on the USB.

#### Remarks

None

#### Preconditions

The device must be connected and enumerated.

#### Example

```
GENERIC_DEVICE_ID deviceID;
WORD serialNumber[] = { '1', '2', '3', '4', '5', '6' };
BYTE deviceAddress;

deviceID.vid      = 0x1234;
deviceID.pid      = 0x5678;
deviceID.serialNumber = &serialNumber;

if (USBHostGenericGetDeviceAddress(&deviceID))
{
    deviceAddress = deviceID.deviceAddress;
}
```

#### Parameters

Parameters	Description
GENERIC_DEVICE_ID* pDevID	Pointer to a structure containing the Device ID Info (VID, PID, serial number, and device address).

#### Return Values

Return Values	Description
TRUE	The device is connected
FALSE	The device is not connected.

#### Function

BOOL USBHostGenericGetDeviceAddress( GENERIC\_DEVICE\_ID([page 531](#)) \*pDevID)

## 7.2.7.1.4 USBHostGenericGetRxLength Macro

### File

usb\_host\_generic.h

### C

```
#define USBHostGenericGetRxLength(a) ( (API_VALID(a)) ? gc_DevData.rxLength : 0 )
```

### Returns

Returns the number of bytes most recently received from the Generic device with address deviceAddress.

### Description

This function retrieves the number of bytes copied to user's buffer by the most recent call to the USBHostGenericRead([page 523](#))() function.

### Remarks

This function can only be called once per transfer. Subsequent calls will return zero until new data has been received.

### Preconditions

The device must be connected and enumerated.

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device

### Function

DWORD USBHostGenericGetRxLength( BYTE deviceAddress )

## 7.2.7.1.5 USBHostGenericInit Function

This function is called by the USB Embedded Host layer when a "generic" device attaches.

### File

usb\_host\_generic.h

### C

```
BOOL USBHostGenericInit(
    BYTE address,
    DWORD flags,
    BYTE clientDriverID
);
```

### Description

This routine is a call out from the USB Embedded Host layer to the USB generic client driver. It is called when a "generic" device has been connected to the host. Its purpose is to initialize and activate the USB Generic client driver.

### Remarks

Multiple client drivers may be used in a single application. The USB Embedded Host layer will call the initialize routine required for the attached device.

### Preconditions

The device has been configured.

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
DWORD flags	Initialization flags
BYTE clientDriverID	ID to send when issuing a Device Request via USBHostIssueDeviceRequest(), USBHostSetDeviceConfiguration( <a href="#">page 338</a> ()), or USBHostSetDeviceInterface().

### Return Values

Return Values	Description
TRUE	Initialization was successful
FALSE	Initialization failed

### Function

BOOL USBHostGenericInit ( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.7.1.6 USBHostGenericRead Function

### File

usb\_host\_generic.h

### C

```
BYTE USBHostGenericRead(
    BYTE deviceAddress,
    void * buffer,
    DWORD length
);
```

### Description

Use this routine to receive from the device and store it into memory.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Example

```
if ( !USBHostGenericRxIsBusy( deviceAddress ) )
{
    USBHostGenericRead( deviceAddress, &buffer, sizeof(buffer) );
}
```

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device.
BYTE *buffer	Pointer to the data buffer
DWORD length	Number of bytes to be transferred

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	The Read was started successfully
(USB error code)	The Read was not started. See <a href="#">USBHostRead(<a href="#">page 334</a>)</a> for a list of errors.

### Function

void USBHostGenericRead( BYTE deviceAddress, BYTE \*buffer, DWORD length )

## 7.2.7.1.7 USBHostGenericRxIsBusy Macro

This interface is used to check if the client driver is currently busy receiving data from the device.

### File

usb\_host\_generic.h

### C

```
#define USBHostGenericRxIsBusy(a) ( (API_VALID(a)) ? ((gc_DevData.flags.rxBusy == 1) ? TRUE : FALSE) : TRUE )
```

### Description

This interface is used to check if the client driver is currently busy receiving data from the device. This function is intended for use with transfer events. With polling, the function [USBHostGenericRxIsComplete](#)([page 525](#))() should be used.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Example

```
if ( !USBHostGenericRxIsBusy( deviceAddress ) )
{
    USBHostGenericRead( deviceAddress, &buffer, sizeof( buffer ) );
}
```

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device

### Return Values

Return Values	Description
TRUE	The device is receiving data or an invalid deviceAddress is given.
FALSE	The device is not receiving data

### Function

BOOL USBHostGenericRxIsBusy( BYTE deviceAddress )

## 7.2.7.1.8 USBHostGenericRxIsComplete Function

This routine indicates whether or not the last IN transfer is complete.

### File

usb\_host\_generic.h

### C

```
BOOL USBHostGenericRxIsComplete(
    BYTE deviceAddress,
    BYTE * errorCode,
    DWORD * byteCount
);
```

### Description

This routine indicates whether or not the last IN transfer is complete. If it is, then the returned errorCode and byteCount are valid, and reflect the error code and the number of bytes received.

This function is intended for use with polling. With transfer events, the function USBHostGenericRxIsBusy([page 524](#)()) should be used.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Address of the attached peripheral
BYTE *errorCode	Error code of the last transfer, if complete
DWORD *byteCount	Bytes transferred during the last transfer, if complete

### Return Values

Return Values	Description
TRUE	The IN transfer is complete. errorCode and byteCount are valid.
FALSE	The IN transfer is not complete. errorCode and byteCount are invalid.

### Function

```
BOOL USBHostGenericRxIsComplete( BYTE deviceAddress, BYTE *errorCode,
                                DWORD *byteCount )
```

## 7.2.7.1.9 USBHostGenericTxIsBusy Macro

This interface is used to check if the client driver is currently busy transmitting data to the device.

### File

usb\_host\_generic.h

### C

```
#define USBHostGenericTxIsBusy(a) ( (API_VALID(a)) ? ((gc_DevData.flags.txBusy == 1) ? TRUE : FALSE) : TRUE )
```

### Description

This interface is used to check if the client driver is currently busy transmitting data to the device. This function is intended for use with transfer events. With polling, the function USBHostGenericTxIsComplete([page 527](#)()) should be used.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Example

```
if ( !USBHostGenericTxIsBusy( deviceAddress ) )
{
    USBHostGenericWrite( deviceAddress, &buffer, sizeof( buffer ) );
}
```

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device

### Return Values

Return Values	Description
TRUE	The device is transmitting data or an invalid deviceAddress is given.
FALSE	The device is not transmitting data

### Function

BOOL USBHostGenericTxIsBusy( BYTE deviceAddress )

## 7.2.7.1.10 USBHostGenericTxIsComplete Function

This routine indicates whether or not the last OUT transfer is complete.

### File

usb\_host\_generic.h

### C

```
BOOL USBHostGenericTxIsComplete(
    BYTE deviceAddress,
    BYTE * errorCode
);
```

### Description

This routine indicates whether or not the last OUT transfer is complete. If it is, then the returned errorCode is valid, and reflect the error code of the transfer.

This function is intended for use with polling. With transfer events, the function USBHostGenericTxIsBusy([page 526](#)()) should be used.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Address of the attached peripheral
BYTE *errorCode	Error code of the last transfer, if complete

### Return Values

Return Values	Description
TRUE	The OUT transfer is complete. errorCode is valid.
FALSE	The OUT transfer is not complete. errorCode is invalid.

### Function

BOOL USBHostGenericTxIsComplete( BYTE deviceAddress, BYTE \*errorCode )

## 7.2.7.1.11 USBHostGenericWrite Function

### File

usb\_host\_generic.h

### C

```
BYTE USBHostGenericWrite(
    BYTE deviceAddress,
    void * buffer,
    DWORD length
);
```

### Description

Use this routine to transmit data from memory to the device.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Example

```
if ( !USBHostGenericTxIsBusy( deviceAddress ) )
{
    USBHostGenericWrite( deviceAddress, &buffer, sizeof(buffer) );
}
```

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device.
BYTE *buffer	Pointer to the data buffer
DWORD length	Number of bytes to be transferred

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	The Write was started successfully
(USB error code)	The Write was not started. See <a href="#">USBHostWrite(<a href="#">page 346</a>)</a> for a list of errors.

### Function

void USBHostGenericWrite( BYTE deviceAddress, BYTE \*buffer, DWORD length )

## 7.2.7.2 Data Types and Constants

### Macros

	Name	Description
↳	EVENT_GENERIC_ATTACH( <a href="#">page 532</a> )	This event indicates that a Generic device has been attached. When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to a GENERIC_DEVICE_ID( <a href="#">page 531</a> ) structure, and size is the size of the GENERIC_DEVICE_ID( <a href="#">page 531</a> ) structure.
↳	EVENT_GENERIC_DETACH( <a href="#">page 533</a> )	This event indicates that the specified device has been detached from the USB. When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to a BYTE that contains the device address, and size is the size of a BYTE.
↳	EVENT_GENERIC_OFFSET( <a href="#">page 534</a> )	This is an optional offset for the values of the generated events. If necessary, the application can use a non-zero offset for the generic events to resolve conflicts in event number.
↳	EVENT_GENERIC_RX_DONE( <a href="#">page 535</a> )	This event indicates that a previous read request has completed. These events are enabled if USB Embedded Host transfer events are enabled (USB_ENABLE_TRANSFER_EVENT is defined). When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to the receive buffer, and size is the actual number of bytes read from the device.
↳	EVENT_GENERIC_TX_DONE( <a href="#">page 536</a> )	This event indicates that a previous write request has completed. These events are enabled if USB Embedded Host transfer events are enabled (USB_ENABLE_TRANSFER_EVENT is defined). When USB_HOST_APP_EVENT_HANDLER( <a href="#">page 325</a> ) is called with this event, *data points to the buffer that completed transmission, and size is the actual number of bytes that were written to the device.
↳	USB_GENERIC_EP( <a href="#">page 537</a> )	This is the default Generic Client Driver endpoint number.

### Types

	Name	Description
✳	GENERIC_DEVICE( <a href="#">page 530</a> )	Generic Device Information This structure contains information about an attached device, including status flags and device identification.
✳	GENERIC_DEVICE_ID( <a href="#">page 531</a> )	Generic Device ID Information This structure contains identification information about an attached device.

### Description

## 7.2.7.2.1 GENERIC\_DEVICE Type

### File

usb\_host\_generic.h

### C

```
typedef struct _GENERIC_DEVICE GENERIC_DEVICE;
```

### Description

Generic Device Information

This structure contains information about an attached device, including status flags and device identification.

## 7.2.7.2.2 GENERIC\_DEVICE\_ID Type

### File

usb\_host\_generic.h

### C

```
typedef struct _GENERIC_DEVICE_ID GENERIC_DEVICE_ID;
```

### Description

Generic Device ID Information

This structure contains identification information about an attached device.

### 7.2.7.2.3 EVENT\_GENERIC\_ATTACH Macro

**File**

usb\_host\_generic.h

**C**

```
#define EVENT_GENERIC_ATTACH (EVENT_GENERIC_BASE+EVENT_GENERIC_OFFSET+0)
```

**Description**

This event indicates that a Generic device has been attached. When USB\_HOST\_APP\_EVENT\_HANDLER([page 325](#)) is called with this event, \*data points to a GENERIC\_DEVICE\_ID([page 531](#)) structure, and size is the size of the GENERIC\_DEVICE\_ID([page 531](#)) structure.

## 7.2.7.2.4 EVENT\_GENERIC\_DETACH Macro

### File

usb\_host\_generic.h

### C

```
#define EVENT_GENERIC_DETACH (EVENT_GENERIC_BASE+EVENT_GENERIC_OFFSET+1)
```

### Description

This event indicates that the specified device has been detached from the USB. When `USB_HOST_APP_EVENT_HANDLER`([page 325](#)) is called with this event, `*data` points to a BYTE that contains the device address, and size is the size of a BYTE.

## 7.2.7.2.5 EVENT\_GENERIC\_OFFSET Macro

### File

usb\_host\_generic.h

### C

```
#define EVENT_GENERIC_OFFSET 0
```

### Description

This is an optional offset for the values of the generated events. If necessary, the application can use a non-zero offset for the generic events to resolve conflicts in event number.

## 7.2.7.2.6 EVENT\_GENERIC\_RX\_DONE Macro

### File

usb\_host\_generic.h

### C

```
#define EVENT_GENERIC_RX_DONE (EVENT_GENERIC_BASE+EVENT_GENERIC_OFFSET+3)
```

### Description

This event indicates that a previous read request has completed. These events are enabled if USB Embedded Host transfer events are enabled (USB\_ENABLE\_TRANSFER\_EVENT is defined). When USB\_HOST\_APP\_EVENT\_HANDLER([page 325](#)) is called with this event, \*data points to the receive buffer, and size is the actual number of bytes read from the device.

## 7.2.7.2.7 EVENT\_GENERIC\_TX\_DONE Macro

### File

usb\_host\_generic.h

### C

```
#define EVENT_GENERIC_TX_DONE (EVENT_GENERIC_BASE+EVENT_GENERIC_OFFSET+2)
```

### Description

This event indicates that a previous write request has completed. These events are enabled if USB Embedded Host transfer events are enabled (USB\_ENABLE\_TRANSFER\_EVENT is defined). When USB\_HOST\_APP\_EVENT\_HANDLER([page 325](#)) is called with this event, \*data points to the buffer that completed transmission, and size is the actual number of bytes that were written to the device.

### 7.2.7.2.8 USB\_GENERIC\_EP Macro

**File**

usb\_host\_generic.h

**C**

```
#define USB_GENERIC_EP 1
```

**Description**

This is the default Generic Client Driver endpoint number.

---

## 7.2.8 HID Client Driver

This client driver provides USB Embedded Host support for HID devices.

**Description**

This client driver provides USB Embedded Host support for HID devices. Common HID devices include mice, keyboards, and bar code scanners. Many other USB peripherals also use the HID class to transfer data, since it provides a simple, flexible interface and does not require a custom Windows driver when used with a PC.

See [AN1144 - USB HID Class on an Embedded Host](#) and [AN1212 - Using USB Keyboard with an Embedded Host](#) for more information.

## 7.2.8.1 Interface Routines

### Functions

	Name	Description
»	USBHostHID_ApiFindBit( <a href="#">page 540</a> )	This function is used to locate a specific button or indicator. Once the report descriptor is parsed by the HID layer without any error, data from the report descriptor is stored in pre defined dat structures. This function traverses these data structure and extract data required by application
»	USBHostHID_ApiFindValue( <a href="#">page 541</a> )	Find a specific Usage Value. Once the report descriptor is parsed by the HID layer without any error, data from the report descriptor is stored in pre defined dat structures. This function traverses these data structure and extract data required by application.
»	USBHostHID_ApiGetCurrentInterfaceNum( <a href="#">page 542</a> )	This function returns the interface number of the current report descriptor parsed. This function must be called to fill data interface detail data structure and passed as parameter when requesting for report transfers.
»	USBHostHID_ApiImportData( <a href="#">page 544</a> )	This function can be used by application to extract data from the input reports. On receiving the input report from the device application can call the function with required inputs 'HID_DATA_DETAILS( <a href="#">page 580</a> )'.
»	USBHostHID_HasUsage( <a href="#">page 549</a> )	This function is used to locate the usage in a report descriptor. Function will look into the data structures created by the HID parser and return the appropriate location.
»	USBHostHIDDeviceDetect( <a href="#">page 550</a> )	This function determines if a HID device is attached and ready to use.
»	USBHostHIDDeviceStatus( <a href="#">page 551</a> )	
»	USBHostHIDEEventHandler( <a href="#">page 552</a> )	This function is the event handler for this client driver.
»	USBHostHIDInitialize( <a href="#">page 553</a> )	This function is the initialization routine for this client driver.
»	USBHostHIDResetDevice( <a href="#">page 555</a> )	This function starts a HID reset.
»	USBHostHIDResetDeviceWithWait( <a href="#">page 556</a> )	This function resets a HID device, and waits until the reset is complete.
»	USBHostHIDTasks( <a href="#">page 557</a> )	This function performs the maintenance tasks required by HID class
»	USBHostHIDTerminateTransfer( <a href="#">page 558</a> )	This function terminates a transfer that is in progress.
»	USBHostHIDTransfer( <a href="#">page 559</a> )	This function starts a HID transfer.
»	USBHostHIDTransferIsComplete( <a href="#">page 560</a> )	This function indicates whether or not the last transfer is complete.

### Macros

	Name	Description
»	USBHostHID_ApiGetReport( <a href="#">page 543</a> )	This macro provides legacy support for an older API function.
»	USBHostHID_ApiSendReport( <a href="#">page 545</a> )	This macro provides legacy support for an older API function.
»	USBHostHID_ApiTransferIsComplete( <a href="#">page 546</a> )	This macro provides legacy support for an older API function.
»	USBHostHID_GetCurrentReportInfo( <a href="#">page 547</a> )	This function returns a pointer to the current report info structure.
»	USBHostHID_GetItemListPointers( <a href="#">page 548</a> )	This function returns a pointer to list of item pointers stored in a structure.
»	USBHostHIDRead( <a href="#">page 554</a> )	This function starts a Get report transfer request from the device, utilizing the function USBHostHIDTransfer( <a href="#">page 559</a> )();

	<a href="#">USBHostHIDWrite</a> (  page 561)	This function starts a Set report transfer request to the device, utilizing the function <a href="#">USBHostHIDTransfer</a> (  page 559)();
---	---	--

**Description**

## 7.2.8.1.1 USBHostHID\_ApiFindBit Function

### File

usb\_host\_hid.h

### C

```
BOOL USBHostHID_ApiFindBit(
    WORD usagePage,
    WORD usage,
    HIDReportTypeEnum type,
    BYTE* Report_ID,
    BYTE* Report_Length,
    BYTE* Start_Bit
);
```

### Description

This function is used to locate a specific button or indicator. Once the report descriptor is parsed by the HID layer without any error, data from the report descriptor is stored in pre defined dat structures. This function traverses these data structure and extract data required by application

### Remarks

Application event handler with event 'EVENT\_HID\_RPT\_DESC\_PARSED([page 577](#))' is called. Application is suppose to fill in data details in structure 'HID\_DATA\_DETAILS([page 580](#))'. This function can be used to the get the details of the required usages.

### Preconditions

None

### Parameters

Parameters	Description
WORD usagePage	usage page supported by application
WORD usage	usage supported by application
HIDReportTypeEnum type	report type Input/Output for the particular usage
BYTE* Report_ID	returns the report ID of the required usage
BYTE* Report_Length	returns the report length of the required usage
BYTE* Start_Bit	returns the start bit of the usage in a particular report

### Return Values

Return Values	Description
TRUE	If the required usage is located in the report descriptor
FALSE	If the application required usage is not supported by the device(i.e report descriptor).

### Function

```
BOOL USBHostHID_ApiFindBit(WORD usagePage,WORD usage, HIDReportTypeEnum(page 589) type,
    BYTE* Report_ID, BYTE* Report_Length, BYTE* Start_Bit)
```

## 7.2.8.1.2 USBHostHID\_ApiFindValue Function

### File

usb\_host\_hid.h

### C

```
BOOL USBHostHID_ApiFindValue(
    WORD usagePage,
    WORD usage,
    HIDReportTypeEnum type,
    BYTE* Report_ID,
    BYTE* Report_Length,
    BYTE* Start_Bit,
    BYTE* Bit_Length
);
```

### Description

Find a specific Usage Value. Once the report descriptor is parsed by the HID layer without any error, data from the report descriptor is stored in pre defined dat structures. This function traverses these data structure and extract data required by application.

### Remarks

Application event handler with event 'EVENT\_HID\_RPT\_DESC\_PARSED([page 577](#))' is called. Application is suppose to fill in data details structure 'HID\_DATA\_DETAILS([page 580](#))'. This function can be used to get the details of the required usages.

### Preconditions

None

### Parameters

Parameters	Description
WORD usagePage	usage page supported by application
WORD usage	usage supported by application
HIDReportTypeEnum type	report type Input/Output for the particular usage
BYTE* Report_ID	returns the report ID of the required usage
BYTE* Report_Length	returns the report length of the required usage
BYTE* Start_Bit	returns the start bit of the usage in a particular report
BYTE* Bit_Length	returns size of requested usage type data in bits

### Return Values

Return Values	Description
TRUE	If the required usage is located in the report descriptor
FALSE	If the application required usage is not supported by the device(i.e report descriptor).

### Function

```
BOOL USBHostHID_ApiFindValue(WORD usagePage,WORD usage,
    HIDReportTypeEnum(page 589) type,BYTE* Report_ID,BYTE* Report_Length,BYTE*
    Start_Bit, BYTE* Bit_Length)
```

### 7.2.8.1.3 USBHostHID\_ApiGetCurrentInterfaceNum Function

**File**

usb\_host\_hid.h

**C**

```
BYTE USBHostHID_ApiGetCurrentInterfaceNum( );
```

**Description**

This function returns the interface number of the current report descriptor parsed. This function must be called to fill data interface detail data structure and passed as parameter when requesting for report transfers.

**Remarks**

None

**Preconditions**

None

**Return Values**

Return Values	Description
TRUE	Transfer is complete, errorCode is valid
FALSE	Transfer is not complete, errorCode is not valid

**Function**

```
BYTE USBHostHID_ApiGetCurrentInterfaceNum(void)
```

## 7.2.8.1.4 USBHostHID\_ApiGetReport Macro

### File

usb\_host\_hid.h

### C

```
#define USBHostHID_ApiGetReport( r, i, s, d ) USBHostHIDRead( 1, r, i, s, d )
```

### Description

This macro provides legacy support for an older API function.

## 7.2.8.1.5 USBHostHID\_ApiImportData Function

### File

usb\_host\_hid.h

### C

```
BOOL USBHostHID_ApiImportData(
    BYTE * report,
    WORD reportLength,
    HID_USER_DATA_SIZE * buffer,
    HID_DATA_DETAILS * pDataDetails
);
```

### Description

This function can be used by application to extract data from the input reports. On receiving the input report from the device application can call the function with required inputs 'HID\_DATA\_DETAILS([page 580](#))'.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE *report	Input report received from device
WORD reportLength	Length of input report report
HID_USER_DATA_SIZE *buffer	Buffer into which data needs to be populated
HID_DATA_DETAILS *pDataDetails	data details extracted from report descriptor

### Return Values

Return Values	Description
TRUE	If the required data is retrieved from the report
FALSE	If required data is not found.

### Function

```
BOOL USBHostHID_ApiImportData(BYTE *report, WORD reportLength,
    HID_USER_DATA_SIZE *buffer, HID_DATA_DETAILS(page 580) *pDataDetails)
```

## 7.2.8.1.6 USBHostHID\_ApiSendReport Macro

### File

usb\_host\_hid.h

### C

```
#define USBHostHID_ApiSendReport( r, i, s, d ) USBHostHIDWrite( 1, r, i, s, d )
```

### Description

This macro provides legacy support for an older API function.

## 7.2.8.1.7 USBHostHID\_ApiTransferIsComplete Macro

### File

usb\_host\_hid.h

### C

```
#define USBHostHID_ApiTransferIsComplete( e, c ) USBHostHIDTransferIsComplete( 1, e, c )
```

### Description

This macro provides legacy support for an older API function.

## 7.2.8.1.8 USBHostHID\_GetCurrentReportInfo Macro

### File

usb\_host\_hid.h

### C

```
#define USBHostHID_GetCurrentReportInfo (&deviceRptInfo)
```

### Returns

BYTE \* - Pointer to the report Info structure.

### Description

This function returns a pointer to the current report info structure.

### Remarks

None

### Preconditions

None

### Function

```
BYTE* USBHostHID_GetCurrentReportInfo(void)
```

## 7.2.8.1.9 USBHostHID\_GetItemListPointers Macro

### File

usb\_host\_hid.h

### C

```
#define USBHostHID_GetItemListPointers (&itemListPtrs)
```

### Returns

BYTE \* - Pointer to list of item pointers structure.

### Description

This function returns a pointer to list of item pointers stored in a structure.

### Remarks

None

### Preconditions

None

### Function

BYTE\* USBHostHID\_GetItemListPointers()

## 7.2.8.1.10 USBHostHID\_HasUsage Function

### File

usb\_host\_hid\_parser.h

### C

```
BOOL USBHostHID_HasUsage(
    HID_REPORTITEM * reportItem,
    WORD usagePage,
    WORD usage,
    WORD * pindex,
    BYTE* count
);
```

### Description

This function is used to locate the usage in a report descriptor. Function will look into the data structures created by the HID parser and return the appropriate location.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
HID_REPORTITEM *reportItem	Report item index to be searched
WORD usagePage	Application needs to pass the usagePage as the search criteria for the usage
WORD usage	Application needs to pass the usageto be searched
WORD *pindex	returns index to the usage item requested.
BYTE* count	returns the remaining number of reports

### Return Values

Return Values	Description
BOOL	FALSE - If requested usage is not found
TRUE	if requested usage is found

### Function

```
BOOL USBHostHID_HasUsage( HID_REPORTITEM(page 585) *reportItem, WORD usagePage,
    WORD usage, WORD *pindex, BYTE* count)
```

## 7.2.8.1.11 USBHostHIDDeviceDetect Function

### File

usb\_host\_hid.h

### C

```
BOOL USBHostHIDDeviceDetect(
    BYTE deviceAddress
);
```

### Description

This function determines if a HID device is attached and ready to use.

### Remarks

This function replaces the USBHostHID\_ApiDeviceDetect() function.

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Address of the attached device.

### Return Values

Return Values	Description
TRUE	HID present and ready
FALSE	HID not present or not ready

### Function

BOOL USBHostHIDDeviceDetect( BYTE deviceAddress )

## 7.2.8.1.12 USBHostHIDDeviceStatus Function

### File

usb\_host\_hid.h

### C

```
BYTE USBHostHIDDeviceStatus(
    BYTE deviceAddress
);
```

### Description

This function determines the status of a HID device.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	address of device to query

### Return Values

Return Values	Description
USB_HID_DEVICE_NOT_FOUND( <a href="#">page 597</a> )	Illegal device address, or the device is not an HID
USB_HID_INITIALIZING( <a href="#">page 601</a> )	HID is attached and in the process of initializing
USB_PROCESSING_REPORT_DESCRIPTOR( <a href="#">page 611</a> )	HID device is detected and report descriptor is being parsed
USB_HID_NORMAL_RUNNING( <a href="#">page 605</a> )	HID Device is running normal, ready to send and receive reports
USB_HID_DEVICE_HOLDING( <a href="#">page 595</a> )	Driver has encountered error and could not recover
USB_HID_DEVICE_DETACHED( <a href="#">page 594</a> )	HID detached.

### Function

```
BYTE USBHostHIDDeviceStatus( BYTE deviceAddress )
```

## 7.2.8.1.13 USBHostHIDEEventHandler Function

This function is the event handler for this client driver.

### File

usb\_host\_hid.h

### C

```
BOOL USBHostHIDEEventHandler(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This function is the event handler for this client driver. It is called by the host layer when various events occur.

### Remarks

None

### Preconditions

The device has been initialized.

### Parameters

Parameters	Description
BYTE address	Address of the device
USB_EVENT event	Event that has occurred
void *data	Pointer to data pertinent to the event
DWORD size	Size of the data

### Return Values

Return Values	Description
TRUE	Event was handled
FALSE	Event was not handled

### Function

```
BOOL USBHostHIDEEventHandler( BYTE address,  USB_EVENT(page 862) event,
void *data, DWORD size )
```

## 7.2.8.1.14 USBHostHIDInitialize Function

This function is the initialization routine for this client driver.

### File

usb\_host\_hid.h

### C

```
BOOL USBHostHIDInitialize(
    BYTE address,
    DWORD flags,
    BYTE clientDriverID
);
```

### Description

This function is the initialization routine for this client driver. It is called by the host layer when the USB device is being enumerated. For a HID device we need to look into HID descriptor, interface descriptor and endpoint descriptor.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Address of the new device
DWORD flags	Initialization flags
BYTE clientDriverID	Client driver identification for device requests

### Return Values

Return Values	Description
TRUE	We can support the device.
FALSE	We cannot support the device.

### Function

BOOL USBHostHIDInitialize( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.8.1.15 USBHostHIDRead Macro

This function starts a Get report transfer request from the device, utilizing the function USBHostHIDTransfer([page 559](#)()) ;

### File

usb\_host\_hid.h

### C

```
#define USBHostHIDRead( deviceAddress,reportid,interface,size,data) \
    USBHostHIDTransfer( deviceAddress,1,interface,reportid,size,data)
```

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE reportid	Report ID of the requested report
BYTE interface	Interface number
BYTE size	Byte size of the data buffer
BYTE *data	Pointer to the data buffer

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_HID_DEVICE_NOT_FOUND( <a href="#">page 597</a> )	No device with specified address
USB_HID_DEVICE_BUSY( <a href="#">page 593</a> )	Device not in proper state for performing a transfer
Others	Return values from USBHostRead( <a href="#">page 334</a> ())

### Function

```
BYTE USBHostHIDRead( BYTE deviceAddress,BYTE reportid, BYTE interface,
                      BYTE size, BYTE *data)
```

## 7.2.8.1.16 USBHostHIDResetDevice Function

This function starts a HID reset.

### File

usb\_host\_hid.h

### C

```
BYTE USBHostHIDResetDevice(  
    BYTE deviceAddress  
) ;
```

### Description

This function starts a HID reset. A reset can be issued only if the device is attached and not being initialized.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Reset started
USB_MSD_DEVICE_NOT_FOUND( <a href="#">page 649</a> )	No device with specified address
USB_MSD_ILLEGAL_REQUEST( <a href="#">page 652</a> )	Device is in an illegal state for reset

### Function

BYTE USBHostHIDResetDevice( BYTE deviceAddress )

## 7.2.8.1.17 USBHostHIDResetDeviceWithWait Function

### File

usb\_host\_hid.h

### C

```
BYTE USBHostHIDResetDeviceWithWait(
    BYTE deviceAddress
);
```

### Description

This function resets a HID device, and waits until the reset is complete.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Address of the device to reset.

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Reset successful
USB_HID_RESET_ERROR( <a href="#">page 608</a> )	Error while resetting device
Others	See return values for <a href="#">USBHostHIDResetDevice</a> ( <a href="#">page 555</a> ()) and error codes that can be returned in the errorCode parameter of <a href="#">USBHostHIDTransferIsComplete</a> ( <a href="#">page 560</a> ());

### Function

```
BOOL USBHostHIDResetDeviceWithWait( BYTE deviceAddress )
```

## 7.2.8.1.18 USBHostHIDTasks Function

This function performs the maintenance tasks required by HID class

### File

usb\_host\_hid.h

### C

```
void USBHostHIDTasks();
```

### Returns

None

### Description

This function performs the maintenance tasks required by the HID class. If transfer events from the host layer are not being used, then it should be called on a regular basis by the application. If transfer events from the host layer are being used, this function is compiled out, and does not need to be called.

### Remarks

None

### Preconditions

USBHostHIDInitialize([page 553](#))() has been called.

### Function

```
void USBHostHIDTasks( void )
```

## 7.2.8.1.19 USBHostHIDTerminateTransfer Function

This function terminates a transfer that is in progress.

### File

usb\_host\_hid.h

### C

```
BYTE USBHostHIDTerminateTransfer(
    BYTE deviceAddress,
    BYTE direction,
    BYTE interfaceNum
);
```

### Description

This function terminates a transfer that is in progress.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE direction	Transfer direction. Valid values are: <ul style="list-style-type: none"><li>• 1 = In (Read)</li><li>• 0 = Out (Write)</li></ul>
BYTE interfaceNum	Interface number

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Transfer terminated
USB_HID_DEVICE_NOT_FOUND( <a href="#">page 597</a> )	No device with specified address

### Function

BYTE USBHostHIDTerminateTransfer( BYTE deviceAddress, BYTE direction, BYTE interfaceNum )

## 7.2.8.1.20 USBHostHIDTransfer Function

This function starts a HID transfer.

### File

usb\_host\_hid.h

### C

```
BYTE USBHostHIDTransfer(
    BYTE deviceAddress,
    BYTE direction,
    BYTE interfaceNum,
    WORD reportid,
    WORD size,
    BYTE * data
);
```

### Description

This function starts a HID transfer. A read/write wrapper is provided in application interface file to access this function.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE direction	1=read, 0=write
BYTE interfaceNum	Interface number
BYTE reportid	Report ID of the requested report
BYTE size	Byte size of the data buffer
BYTE *data	Pointer to the data buffer

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_HID_DEVICE_NOT_FOUND( <a href="#">page 597</a> )	No device with specified address
USB_HID_DEVICE_BUSY( <a href="#">page 593</a> )	Device not in proper state for performing a transfer
Others	Return values from USBHostIssueDeviceRequest(), USBHostRead( <a href="#">page 334</a> ()), and USBHostWrite( <a href="#">page 346</a> ())

### Function

```
USBHostHIDTransfer( BYTE deviceAddress, BYTE direction, BYTE interfaceNum,
    BYTE reportid, BYTE size, BYTE *data)
```

## 7.2.8.1.21 USBHostHIDTransferIsComplete Function

This function indicates whether or not the last transfer is complete.

### File

usb\_host\_hid.h

### C

```
BOOL USBHostHIDTransferIsComplete(
    BYTE deviceAddress,
    BYTE * errorCode,
    BYTE * byteCount
);
```

### Description

This function indicates whether or not the last transfer is complete. If the functions returns TRUE, the returned byte count and error code are valid. Since only one transfer can be performed at once and only one endpoint can be used, we only need to know the device address.

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE *errorCode	Error code from last transfer
DWORD *byteCount	Number of bytes transferred

### Return Values

Return Values	Description
TRUE	Transfer is complete, errorCode is valid
FALSE	Transfer is not complete, errorCode is not valid

### Function

```
BOOL USBHostHIDTransferIsComplete( BYTE deviceAddress,
    BYTE *errorCode, DWORD *byteCount )
```

## 7.2.8.1.22 USBHostHIDWrite Macro

This function starts a Set report transfer request to the device, utilizing the function `USBHostHIDTransfer()`([page 559](#))();

### File

`usb_host_hid.h`

### C

```
#define USBHostHIDWrite( address,reportid,interface,size,data ) \
    USBHostHIDTransfer( address,0,interface,reportid,size,data )
```

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE reportid	Report ID of the requested report
BYTE interface	Interface number
BYTE size	Byte size of the data buffer
BYTE *data	Pointer to the data buffer

### Return Values

Return Values	Description
<code>USB_SUCCESS</code> ( <a href="#">page 948</a> )	Request started successfully
<code>USB_HID_DEVICE_NOT_FOUND</code> ( <a href="#">page 597</a> )	No device with specified address
<code>USB_HID_DEVICE_BUSY</code> ( <a href="#">page 593</a> )	Device not in proper state for performing a transfer
Others	Return values from <code>USBHostIssueDeviceRequest()</code> , and <code>USBHostWrite()</code> ( <a href="#">page 346</a> )()

### Function

`BYTE USBHostHIDWrite( BYTE deviceAddress,BYTE reportid, BYTE interface,`  
`BYTE size, BYTE *data)`

## 7.2.8.2 Data Types and Constants

### Enumerations

	Name	Description
◆	HIDReportTypeEnum( <a href="#">page 589</a> )	This is type HIDReportTypeEnum.
◆	USB_HID_RPT_DESC_ERROR( <a href="#">page 610</a> )	HID parser error codes This enumerates the error encountered during the parsing of report descriptor. In case of any error parsing is stopped and the error is flagged. Device is not attached successfully.

### Macros

	Name	Description
»	DEVICE_CLASS_HID( <a href="#">page 565</a> )	HID Interface Class Code
»	DSC_HID( <a href="#">page 566</a> )	HID Descriptor Code
»	DSC_PHY( <a href="#">page 567</a> )	Physical Descriptor Code
»	DSC_RPT( <a href="#">page 568</a> )	Report Descriptor Code
»	EVENT_HID_ATTACH( <a href="#">page 569</a> )	A HID device has attached. The returned data pointer points to a USB_HID_DEVICE_ID( <a href="#">page 596</a> ) structure.
»	EVENT_HID_BAD_REPORT_DESCRIPTOR( <a href="#">page 570</a> )	There was a problem parsing the report descriptor of the attached device. Communication with the device is not allowed, and the device should be detached.
»	EVENT_HID_DETACH( <a href="#">page 571</a> )	A HID device has detached. The returned data pointer points to a byte with the previous address of the detached device.
»	EVENT_HID_NONE( <a href="#">page 572</a> )	No event occurred (NULL event)
»	EVENT_HID_OFFSET( <a href="#">page 573</a> )	If the application has not defined an offset for HID events, set it to 0.
»	EVENT_HID_READ_DONE( <a href="#">page 574</a> )	#define EVENT_HID_TRANSFER EVENT_HID_BASE + EVENT_HID_OFFSET( <a href="#">page 573</a> ) + 3 // Unused - value retained for legacy. A HID Read transfer has completed. The returned data pointer points to a HID_TRANSFER_DATA( <a href="#">page 587</a> ) structure, with information about the transfer.
»	EVENT_HID_RESET( <a href="#">page 575</a> )	HID reset complete. The returned data pointer is NULL.
»	EVENT_HID_RESET_ERROR( <a href="#">page 576</a> )	An error occurred while trying to do a HID reset. The returned data pointer is NULL.
»	EVENT_HID_RPT_DESC_PARSED( <a href="#">page 577</a> )	A Report Descriptor has been parsed. The returned data pointer is NULL. The application must collect details, or simply return TRUE if the application is already aware of the data format.
»	EVENT_HID_WRITE_DONE( <a href="#">page 578</a> )	A HID Write transfer has completed. The returned data pointer points to a HID_TRANSFER_DATA( <a href="#">page 587</a> ) structure, with information about the transfer.
»	USB_HID_CLASS_ERROR( <a href="#">page 590</a> )	
»	USB_HID_COMMAND_FAILED( <a href="#">page 591</a> )	Command failed at the device.
»	USB_HID_COMMAND_PASSED( <a href="#">page 592</a> )	Command was successful.
»	USB_HID_DEVICE_BUSY( <a href="#">page 593</a> )	A transfer is currently in progress.
»	USB_HID_DEVICE_DETACHED( <a href="#">page 594</a> )	Device is detached.
»	USB_HID_DEVICE_HOLDING( <a href="#">page 595</a> )	Device is holding due to error
»	USB_HID_DEVICE_NOT_FOUND( <a href="#">page 597</a> )	Device with the specified address is not available.
»	USB_HID_ILLEGAL_REQUEST( <a href="#">page 600</a> )	Cannot perform requested operation.

	<a href="#">USB_HID_INITIALIZING</a> ( <a href="#">page 601</a> )	Device is initializing.
	<a href="#">USB_HID_INTERFACE_ERROR</a> ( <a href="#">page 602</a> )	The interface layer cannot support the device.
	<a href="#">USB_HID_NO_REPORT_DESCRIPTOR</a> ( <a href="#">page 604</a> )	No report descriptor found
	<a href="#">USB_HID_NORMAL_RUNNING</a> ( <a href="#">page 605</a> )	Device is running and available for data transfers.
	<a href="#">USB_HID_PHASE_ERROR</a> ( <a href="#">page 606</a> )	Command had a phase error at the device.
	<a href="#">USB_HID_REPORT_DESCRIPTOR_BAD</a> ( <a href="#">page 607</a> )	Report Descriptor for not proper
	<a href="#">USB_HID_RESET_ERROR</a> ( <a href="#">page 608</a> )	An error occurred while resetting the device.
	<a href="#">USB_HID_RESETTING_DEVICE</a> ( <a href="#">page 609</a> )	Device is being reset.
	<a href="#">USB_PROCESSING_REPORT_DESCRIPTOR</a> ( <a href="#">page 611</a> )	Parser is processing report descriptor.

## Structures

	<b>Name</b>	<b>Description</b>
	<a href="#">_HID_COLLECTION</a> ( <a href="#">page 579</a> )	HID Collection Details This structure contains information about each collection encountered in the report descriptor.
	<a href="#">_HID_DATA_DETAILS</a> ( <a href="#">page 580</a> )	HID Data Details This structure defines the objects used by the application to access required report. Application must use parser interface functions to fill these details. e.g. <a href="#">USBHostHID_ApiFindValue</a> ( <a href="#">page 541</a> )
	<a href="#">_HID_GLOBALS</a> ( <a href="#">page 582</a> )	HID Global Item Information This structure contains information about each Global Item of the report descriptor.
	<a href="#">_HID_ITEM_INFO</a> ( <a href="#">page 583</a> )	HID Item Information This structure contains information about each Item of the report descriptor.
	<a href="#">_HID_REPORT</a> ( <a href="#">page 584</a> )	HID Report details This structure contains information about each report exchanged with the device.
	<a href="#">_HID_REPORTITEM</a> ( <a href="#">page 585</a> )	HID Report Details This structure contains information about each Report encountered in the report descriptor.
	<a href="#">_HID_STRINGITEM</a> ( <a href="#">page 586</a> )	HID String Item Details This structure contains information about each Report encountered in the report descriptor.
	<a href="#">_HID_TRANSFER_DATA</a> ( <a href="#">page 587</a> )	HID Transfer Information This structure is used when the event handler is used to notify the upper layer of transfer completion ( <a href="#">EVENT_HID_READ_DONE</a> ( <a href="#">page 574</a> ) or <a href="#">EVENT_HID_WRITE_DONE</a> ( <a href="#">page 578</a> )).
	<a href="#">_HID_USAGEITEM</a> ( <a href="#">page 588</a> )	HID Report Details This structure contains information about each Usage Item encountered in the report descriptor.
	<a href="#">_USB_HID_DEVICE_ID</a> ( <a href="#">page 596</a> )	HID Device ID Information This structure contains identification information about an attached device.
	<a href="#">_USB_HID_DEVICE_RPT_INFO</a> ( <a href="#">page 598</a> )	Report Descriptor Information This structure contains top level information of the report descriptor. This information is important and is used to understand the information during the course of parsing. This structure also stores temporary data needed during parsing the report descriptor. All of this information may not be of much importance to the application.

	<code>_USB_HID_ITEM_LIST</code> ( <a href="#">page 603</a> )	<p>List of Items</p> <p>This structure contains array of pointers to all the Items in the report descriptor. HID parser will populate the lists while parsing the report descriptor. This data is used by interface functions provided in file <code>usb_host_hid_interface.c</code> to retrieve data from the report received from the device. Application can also access these details to retrieve the intended information incase provided interface function fail to do so.</p>
	<code>HID_COLLECTION</code> ( <a href="#">page 579</a> )	<p>HID Collection Details</p> <p>This structure contains information about each collection encountered in the report descriptor.</p>
	<code>HID_DATA_DETAILS</code> ( <a href="#">page 580</a> )	<p>HID Data Details</p> <p>This structure defines the objects used by the application to access required report. Application must use parser interface functions to fill these details. e.g. <code>USBHostHID_ApiFindValue</code>(<a href="#">page 541</a>)</p>
	<code>HID_DESIGITEM</code> ( <a href="#">page 581</a> )	<p>HID String Item Details</p> <p>This structure contains information about each Report encountered in the report descriptor.</p>
	<code>HID_GLOBALS</code> ( <a href="#">page 582</a> )	<p>HID Global Item Information</p> <p>This structure contains information about each Global Item of the report descriptor.</p>
	<code>HID_ITEM_INFO</code> ( <a href="#">page 583</a> )	<p>HID Item Information</p> <p>This structure contains information about each Item of the report descriptor.</p>
	<code>HID_REPORT</code> ( <a href="#">page 584</a> )	<p>HID Report details</p> <p>This structure contains information about each report exchanged with the device.</p>
	<code>HID_REPORTITEM</code> ( <a href="#">page 585</a> )	<p>HID Report Details</p> <p>This structure contains information about each Report encountered in the report descriptor.</p>
	<code>HID_STRINGITEM</code> ( <a href="#">page 586</a> )	<p>HID String Item Details</p> <p>This structure contains information about each Report encountered in the report descriptor.</p>
	<code>HID_TRANSFER_DATA</code> ( <a href="#">page 587</a> )	<p>HID Transfer Information</p> <p>This structure is used when the event handler is used to notify the upper layer of transfer completion (<code>EVENT_HID_READ_DONE</code>(<a href="#">page 574</a>) or <code>EVENT_HID_WRITE_DONE</code>(<a href="#">page 578</a>)).</p>
	<code>HID_USAGEITEM</code> ( <a href="#">page 588</a> )	<p>HID Report Details</p> <p>This structure contains information about each Usage Item encountered in the report descriptor.</p>
	<code>USB_HID_DEVICE_ID</code> ( <a href="#">page 596</a> )	<p>HID Device ID Information</p> <p>This structure contains identification information about an attached device.</p>
	<code>USB_HID_DEVICE_RPT_INFO</code> ( <a href="#">page 598</a> )	<p>Report Descriptor Information</p> <p>This structure contains top level information of the report descriptor. This information is important and is used to understand the information during the course of parsing. This structure also stores temporary data needed during parsing the report descriptor. All of this information may not be of much importance to the application.</p>
	<code>USB_HID_ITEM_LIST</code> ( <a href="#">page 603</a> )	<p>List of Items</p> <p>This structure contains array of pointers to all the Items in the report descriptor. HID parser will populate the lists while parsing the report descriptor. This data is used by interface functions provided in file <code>usb_host_hid_interface.c</code> to retrieve data from the report received from the device. Application can also access these details to retrieve the intended information incase provided interface function fail to do so.</p>

**Description**

## 7.2.8.2.1 DEVICE\_CLASS\_HID Macro

### File

usb\_host\_hid.h

### C

```
#define DEVICE_CLASS_HID 0x03 /* HID Interface Class Code */
```

### Description

HID Interface Class Code

## 7.2.8.2.2 DSC\_HID Macro

### File

usb\_host\_hid.h

### C

```
#define DSC_HID 0x21 /* HID Descriptor Code */
```

### Description

HID Descriptor Code

### 7.2.8.2.3 DSC\_PHY Macro

**File**

usb\_host\_hid.h

**C**

```
#define DSC_PHY 0x23 /* Physical Descriptor Code */
```

**Description**

Physical Descriptor Code

## 7.2.8.2.4 DSC\_RPT Macro

### File

usb\_host\_hid.h

### C

```
#define DSC_RPT 0x2200 /* Report Descriptor Code */
```

### Description

Report Descriptor Code

## 7.2.8.2.5 EVENT\_HID\_ATTACH Macro

### File

usb\_host\_hid.h

### C

```
#define EVENT_HID_ATTACH EVENT_HID_BASE + EVENT_HID_OFFSET + 7
```

### Description

A HID device has attached. The returned data pointer points to a USB\_HID\_DEVICE\_ID([page 596](#)) structure.

## 7.2.8.2.6 EVENT\_HID\_BAD\_REPORT\_DESCRIPTOR Macro

### File

usb\_host\_hid.h

### C

```
#define EVENT_HID_BAD_REPORT_DESCRIPTOR EVENT_HID_BASE + EVENT_HID_OFFSET + 9
```

### Description

There was a problem parsing the report descriptor of the attached device. Communication with the device is not allowed, and the device should be detached.

## 7.2.8.2.7 EVENT\_HID\_DETACH Macro

### File

usb\_host\_hid.h

### C

```
#define EVENT_HID_DETACH EVENT_HID_BASE + EVENT_HID_OFFSET + 8
```

### Description

A HID device has detached. The returned data pointer points to a byte with the previous address of the detached device.

## 7.2.8.2.8 EVENT\_HID\_NONE Macro

### File

usb\_host\_hid.h

### C

```
#define EVENT_HID_NONE EVENT_HID_BASE + EVENT_HID_OFFSET + 0
```

### Description

No event occurred (NULL event)

## 7.2.8.2.9 EVENT\_HID\_OFFSET Macro

### File

usb\_host\_hid.h

### C

```
#define EVENT_HID_OFFSET 0
```

### Description

If the application has not defined an offset for HID events, set it to 0.

### 7.2.8.2.10 EVENT\_HID\_READ\_DONE Macro

**File**

usb\_host\_hid.h

**C**

```
#define EVENT_HID_READ_DONE EVENT_HID_BASE + EVENT_HID_OFFSET + 4
```

**Description**

#define EVENT\_HID\_TRANSFER EVENT\_HID\_BASE + EVENT\_HID\_OFFSET([page 573](#)) + 3 // Unused - value retained for legacy. A HID Read transfer has completed. The returned data pointer points to a HID\_TRANSFER\_DATA([page 587](#)) structure, with information about the transfer.

### 7.2.8.2.11 EVENT\_HID\_RESET Macro

**File**

usb\_host\_hid.h

**C**

```
#define EVENT_HID_RESET EVENT_HID_BASE + EVENT_HID_OFFSET + 6
```

**Description**

HID reset complete. The returned data pointer is NULL.

### 7.2.8.2.12 EVENT\_HID\_RESET\_ERROR Macro

**File**

usb\_host\_hid.h

**C**

```
#define EVENT_HID_RESET_ERROR EVENT_HID_BASE + EVENT_HID_OFFSET + 10
```

**Description**

An error occurred while trying to do a HID reset. The returned data pointer is NULL.

### 7.2.8.2.13 EVENT\_HID\_RPT\_DESC\_PARSED Macro

**File**

usb\_host\_hid.h

**C**

```
#define EVENT_HID_RPT_DESC_PARSED EVENT_HID_BASE + EVENT_HID_OFFSET + 1
```

**Description**

A Report Descriptor has been parsed. The returned data pointer is NULL. The application must collect details, or simply return TRUE if the application is already aware of the data format.

### 7.2.8.2.14 EVENT\_HID\_WRITE\_DONE Macro

**File**

usb\_host\_hid.h

**C**

```
#define EVENT_HID_WRITE_DONE EVENT_HID_BASE + EVENT_HID_OFFSET + 5
```

**Description**

A HID Write transfer has completed. The returned data pointer points to a HID\_TRANSFER\_DATA([page 587](#)) structure, with information about the transfer.

## 7.2.8.2.15 HID\_COLLECTION Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _HID_COLLECTION {
    DWORD data;
    WORD usagePage;
    BYTE firstUsageItem;
    BYTE usageItems;
    BYTE firstReportItem;
    BYTE reportItems;
    BYTE parent;
    BYTE firstChild;
    BYTE nextSibling;
} HID_COLLECTION;
```

### Members

Members	Description
DWORD data;	Collection raw data
WORD usagePage;	Usage page associated with current level of collection
BYTE firstUsageItem;	Index of First Usage Item in the current collection
BYTE usageItems;	Number of Usage Items in the current collection
BYTE firstReportItem;	Index of First report Item in the current collection
BYTE reportItems;	Number of report Items in the current collection
BYTE parent;	Index to Parent collection
BYTE firstChild;	Index to next child collection in the report descriptor
BYTE nextSibling;	Index to next child collection in the report descriptor

### Description

HID Collection Details

This structure contains information about each collection encountered in the report descriptor.

## 7.2.8.2.16 HID\_DATA\_DETAILS Structure

### File

usb\_host\_hid.h

### C

```
typedef struct _HID_DATA_DETAILS {
    WORD reportLength;
    WORD reportID;
    BYTE bitOffset;
    BYTE bitLength;
    BYTE count;
    BYTE signExtend;
    BYTE interfaceNum;
} HID_DATA_DETAILS;
```

### Members

Members	Description
WORD reportLength;	reportLength - the expected length of the parent report.
WORD reportID;	reportID - report ID - the first byte of the parent report.
BYTE bitOffset;	BitOffset - bit offset within the report.
BYTE bitLength;	bitlength - length of the data in bits.
BYTE count;	count - what's left of the message after this data.
BYTE signExtend;	extend - sign extend the data.
BYTE interfaceNum;	interfaceNum - informs HID layer about interface number.

### Description

#### HID Data Details

This structure defines the objects used by the application to access required report. Application must use parser interface functions to fill these details. e.g. USBHostHID\_ApiFindValue([page 541](#))

## 7.2.8.2.17 HID\_DESIGITEM Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _HID_STRINGITEM {
    BOOL isRange;
    WORD index;
    WORD minimum;
    WORD maximum;
} HID_STRINGITEM, HID_DESIGITEM;
```

### Members

Members	Description
BOOL isRange;	If range of String Item is valid
WORD index;	String index for a String descriptor; allows a string to be associated with a particular item or control
WORD minimum;	Specifies the first string index when assigning a group of sequential strings to controls in an array or bitmap
WORD maximum;	Specifies the last string index when assigning a group of sequential strings to controls in an array or bitmap

### Description

#### HID String Item Details

This structure contains information about each Report encountered in the report descriptor.

## 7.2.8.2.18 HID\_GLOBALS Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _HID_GLOBALS {
    WORD usagePage;
    LONG logicalMinimum;
    LONG logicalMaximum;
    LONG physicalMinimum;
    LONG physicalMaximum;
    LONG unitExponent;
    LONG unit;
    WORD reportIndex;
    BYTE reportID;
    BYTE reportSize;
    BYTE reportCount;
} HID_GLOBALS;
```

### Members

Members	Description
WORD usagePage;	Specifies current Usage Page
LONG logicalMinimum;	This is the minimum value that a variable or array item will report
LONG logicalMaximum;	This is the maximum value that a variable or array item will report
LONG physicalMinimum;	Minimum value for the physical extent of a variable item
LONG physicalMaximum;	Maximum value for the physical extent of a variable item
LONG unitExponent;	Value of the unit exponent in base 10
LONG unit;	Unit values
WORD reportIndex;	Counter to keep track of report being processed in the parser
BYTE reportID;	Report ID. All the reports are preceded by a single byte report ID
BYTE reportSize;	Size of current report in bytes
BYTE reportCount;	This field determines number of fields in the report

### Description

HID Global Item Information

This structure contains information about each Global Item of the report descriptor.

## 7.2.8.2.19 HID\_ITEM\_INFO Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _HID_ITEM_INFO {
    union {
        struct {
            BYTE ItemSize : 2;
            BYTE ItemType : 2;
            BYTE ItemTag : 4;
        }
        BYTE val;
    } ItemDetails;
    union {
        LONG sItemData;
        DWORD uItemData;
        BYTE bItemData[4];
    } Data;
} HID_ITEM_INFO;
```

### Members

Members	Description
BYTE ItemSize : 2;	Numeric expression specifying size of data
BYTE ItemType : 2;	This field identifies type of item(Main, Global or Local)
BYTE ItemTag : 4;	This field specifies the function of the item
BYTE val;	to access the data in byte format
LONG sItemData;	Item Data is stored in signed format
DWORD uItemData;	Item Data is stored in unsigned format

### Description

HID Item Information

This structure contains information about each Item of the report descriptor.

## 7.2.8.2.20 HID\_REPORT Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _HID_REPORT {
    WORD reportID;
    WORD inputBits;
    WORD outputBits;
    WORD featureBits;
} HID_REPORT;
```

### Members

Members	Description
WORD reportID;	Report ID of the associated report
WORD inputBits;	If input report then length of report in bits
WORD outputBits;	If output report then length of report in bits
WORD featureBits;	If feature report then length of report in bits

### Description

HID Report details

This structure contains information about each report exchanged with the device.

## 7.2.8.2.21 HID\_REPORTITEM Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _HID_REPORTITEM {
    HIDReportTypeEnum reportType;
    HID_GLOBALS globals;
    BYTE startBit;
    BYTE parent;
    DWORD dataModes;
    BYTE firstUsageItem;
    BYTE usageItems;
    BYTE firstStringItem;
    BYTE stringItems;
    BYTE firstDesignatorItem;
    BYTE designatorItems;
} HID_REPORTITEM;
```

### Members

Members	Description
HIDReportTypeEnum reportType;	Type of Report Input/Output/Feature
HID_GLOBALS globals;	Stores all the global items associated with the current report
BYTE startBit;	Starting Bit Position of the report
BYTE parent;	Index of parent collection
DWORD dataModes;	this tells the data mode is array or not
BYTE firstUsageItem;	Index to first usage item related to the report
BYTE usageItems;	Number of usage items in the current report
BYTE firstStringItem;	Index to first string item in the list
BYTE stringItems;	Number of string items in the current report
BYTE firstDesignatorItem;	Index to first designator item
BYTE designatorItems;	Number of designator items in the current report

### Description

HID Report Details

This structure contains information about each Report encountered in the report descriptor.

## 7.2.8.2.22 HID\_STRINGITEM Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _HID_STRINGITEM {
    BOOL isRange;
    WORD index;
    WORD minimum;
    WORD maximum;
} HID_STRINGITEM, HID_DESIGITEM;
```

### Members

Members	Description
BOOL isRange;	If range of String Item is valid
WORD index;	String index for a String descriptor; allows a string to be associated with a particular item or control
WORD minimum;	Specifies the first string index when assigning a group of sequential strings to controls in an array or bitmap
WORD maximum;	Specifies the last string index when assigning a group of sequential strings to controls in an array or bitmap

### Description

#### HID String Item Details

This structure contains information about each Report encountered in the report descriptor.

## 7.2.8.2.23 HID\_TRANSFER\_DATA Structure

### File

usb\_host\_hid.h

### C

```
typedef struct _HID_TRANSFER_DATA {
    DWORD dataCount;
    BYTE bErrorCode;
} HID_TRANSFER_DATA;
```

### Members

Members	Description
DWORD dataCount;	Count of bytes transferred.
BYTE bErrorCode;	Transfer error code.

### Description

HID Transfer Information

This structure is used when the event handler is used to notify the upper layer of transfer completion (EVENT\_HID\_READ\_DONE([page 574](#)) or EVENT\_HID\_WRITE\_DONE([page 578](#))).

## 7.2.8.2.24 HID\_USAGEITEM Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _HID_USAGEITEM {
    BOOL isRange;
    WORD usagePage;
    WORD usage;
    WORD usageMinimum;
    WORD usageMaximum;
} HID_USAGEITEM;
```

### Members

Members	Description
BOOL isRange;	True if Usage item has a valid MAX and MIN range
WORD usagePage;	Usage page ID associated with the Item
WORD usage;	Usage ID associated with the Item
WORD usageMinimum;	Defines the starting usage associated with an array or bitmap
WORD usageMaximum;	Defines the ending usage associated with an array or bitmap

### Description

HID Report Details

This structure contains information about each Usage Item encountered in the report descriptor.

## 7.2.8.2.25 HIDReportTypeEnum Enumeration

### File

usb\_host\_hid\_parser.h

### C

```
typedef enum {
    hidReportInput,
    hidReportOutput,
    hidReportFeature,
    hidReportUnknown
} HIDReportTypeEnum;
```

### Description

This is type HIDReportTypeEnum.

## 7.2.8.2.26 USB\_HID\_CLASS\_ERROR Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_CLASS_ERROR USB_ERROR_CLASS_DEFINED
```

### Section

HID Class Error Codes

## 7.2.8.2.27 USB\_HID\_COMMAND\_FAILED Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_COMMAND_FAILED (USB_HID_CLASS_ERROR | HID_COMMAND_FAILED) // Command failed at the device.
```

### Description

Command failed at the device.

## 7.2.8.2.28 USB\_HID\_COMMAND\_PASSED Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_COMMAND_PASSED USB_SUCCESS // Command was  
successful.
```

### Description

Command was successful.

## 7.2.8.2.29 USB\_HID\_DEVICE\_BUSY Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_DEVICE_BUSY (USB_HID_CLASS_ERROR | 0x04)           // A transfer is  
currently in progress.
```

### Description

A transfer is currently in progress.

## 7.2.8.2.30 USB\_HID\_DEVICE\_DETACHED Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_DEVICE_DETACHED 0x50      // Device is detached.
```

### Description

Device is detached.

### 7.2.8.2.31 USB\_HID\_DEVICE\_HOLDING Macro

**File**

usb\_host\_hid.h

**C**

```
#define USB_HID_DEVICE_HOLDING 0x54      // Device is holding due to error
```

**Description**

Device is holding due to error

## 7.2.8.2.32 USB\_HID\_DEVICE\_ID Structure

### File

usb\_host\_hid.h

### C

```
typedef struct _USB_HID_DEVICE_ID {
    WORD vid;
    WORD pid;
    BYTE deviceAddress;
    BYTE clientDriverID;
} USB_HID_DEVICE_ID;
```

### Members

Members	Description
WORD vid;	Vendor ID of the device
WORD pid;	Product ID of the device
BYTE deviceAddress;	Address of the device on the USB
BYTE clientDriverID;	Client driver ID for device requests

### Description

HID Device ID Information

This structure contains identification information about an attached device.

### 7.2.8.2.33 USB\_HID\_DEVICE\_NOT\_FOUND Macro

**File**

usb\_host\_hid.h

**C**

```
#define USB_HID_DEVICE_NOT_FOUND (USB_HID_CLASS_ERROR | 0x03) // Device with  
the specified address is not available.
```

**Description**

Device with the specified address is not available.

## 7.2.8.2.34 USB\_HID\_DEVICE\_RPT\_INFO Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _USB_HID_DEVICE_RPT_INFO {
    WORD reportPollingRate;
    BYTE interfaceNumber;
    BOOL haveDesignatorMax;
    BOOL haveDesignatorMin;
    BOOL haveStringMax;
    BOOL haveStringMin;
    BOOL haveUsageMax;
    BOOL haveUsageMin;
    WORD designatorMaximum;
    WORD designatorMinimum;
    WORD designatorRanges;
    WORD designators;
    WORD rangeUsagePage;
    WORD stringMaximum;
    WORD stringMinimum;
    WORD stringRanges;
    WORD usageMaximum;
    WORD usageMinimum;
    WORD usageRanges;
    BYTE collectionNesting;
    BYTE collections;
    BYTE designatorItems;
    BYTE firstUsageItem;
    BYTE firstDesignatorItem;
    BYTE firstStringItem;
    BYTE globalsNesting;
    BYTE maxCollectionNesting;
    BYTE maxGlobalsNesting;
    BYTE parent;
    BYTE reportItems;
    BYTE reports;
    BYTE sibling;
    BYTE stringItems;
    BYTE strings;
    BYTE usageItems;
    BYTE usages;
    HID_GLOBALS globals;
} USB_HID_DEVICE_RPT_INFO;
```

### Members

Members	Description
WORD reportPollingRate;	This stores the pollrate for the input report. Application can use this to decide the rate of transfer
BYTE interfaceNumber;	This stores the interface number for the current report descriptor
BOOL haveDesignatorMax;	True if report descriptor has a valid Designator Max
BOOL haveDesignatorMin;	True if report descriptor has a valid Designator Min
BOOL haveStringMax;	True if report descriptor has a valid String Max
BOOL haveStringMin;	True if report descriptor has a valid String Min
BOOL haveUsageMax;	True if report descriptor has a valid Usage Max
BOOL haveUsageMin;	True if report descriptor has a valid Usage Min
WORD designatorMaximum;	Last designator max value
WORD designatorMinimum;	Last designator min value
WORD designatorRanges;	Last designator range
WORD designators;	This tells toatal number of designator items
WORD rangeUsagePage;	current usage page during parsing

WORD stringMaximum;	current string maximum
WORD stringMinimum;	current string minimum
WORD stringRanges;	current string ranges
WORD usageMaximum;	current usage maximum
WORD usageMinimum;	current usage minimum
WORD usageRanges;	current usage ranges
BYTE collectionNesting;	this number tells depth of collection nesting
BYTE collections;	total number of collections
BYTE designatorItems;	total number of designator items
BYTE firstUsageItem;	index of first usage item for the current collection
BYTE firstDesignatorItem;	index of first designator item for the current collection
BYTE firstStringItem;	index of first string item for the current collection
BYTE globalsNesting;	On encountering every PUSH item , this is incremented , keep track of current depth of Globals
BYTE maxCollectionNesting;	Maximum depth of collections
BYTE maxGlobalsNesting;	Maximum depth of Globals
BYTE parent;	Parent collection
BYTE reportItems;	total number of report items
BYTE reports;	total number of reports
BYTE sibling;	current sibling collection
BYTE stringItems;	total number of string items , used to index the array of strings
BYTE strings;	total sumber of strings
BYTE usageItems;	total number of usage items , used to index the array of usage
BYTE usages;	total sumber of usages
HID_GLOBALS globals;	holds cuurent globals items

### Description

Report Descriptor Information

This structure contains top level information of the report descriptor. This information is important and is used to understand the information during th ecourse of parsing. This structure also stores temporary data needed during parsing the report descriptor. All of this information may not be of much importance to the application.

## 7.2.8.2.35 USB\_HID\_ILLEGAL\_REQUEST Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_ILLEGAL_REQUEST (USB_HID_CLASS_ERROR | 0x0B) // Cannot perform requested operation.
```

### Description

Cannot perform requested operation.

### 7.2.8.2.36 USB\_HID\_INITIALIZING Macro

**File**

usb\_host\_hid.h

**C**

```
#define USB_HID_INITIALIZING 0x51      // Device is initializing.
```

**Description**

Device is initializing.

## 7.2.8.2.37 USB\_HID\_INTERFACE\_ERROR Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_INTERFACE_ERROR (USB_HID_CLASS_ERROR | 0x06)           // The interface  
layer cannot support the device.
```

### Description

The interface layer cannot support the device.

## 7.2.8.2.38 USB\_HID\_ITEM\_LIST Structure

### File

usb\_host\_hid\_parser.h

### C

```
typedef struct _USB_HID_ITEM_LIST {
    HID_COLLECTION * collectionList;
    HID_DESIGITEM * designatorItemList;
    HID_GLOBALS * globalsStack;
    HID_REPORTITEM * reportItemList;
    HID_REPORT * reportList;
    HID_STRINGITEM * stringItemList;
    HID_USAGEITEM * usageItemList;
    BYTE * collectionStack;
} USB_HID_ITEM_LIST;
```

### Members

Members	Description
HID_COLLECTION * collectionList;	List of collections, see HID_COLLECTION( <a href="#">page 579</a> ) for details in the structure
HID_DESIGITEM * designatorItemList;	List of designator Items, see HID_DESIGITEM( <a href="#">page 581</a> ) for details in the structure
HID_GLOBALS * globalsStack;	List of global Items, see HID_GLOBALS( <a href="#">page 582</a> ) for details in the structure
HID_REPORTITEM * reportItemList;	List of report Items, see HID_REPORTITEM( <a href="#">page 585</a> ) for details in the structure
HID_REPORT * reportList;	List of reports , see HID_REPORT( <a href="#">page 584</a> ) for details in the structure
HID_STRINGITEM * stringItemList;	List of string item , see HID_STRINGITEM( <a href="#">page 586</a> ) for details in the structure
HID_USAGEITEM * usageItemList;	List of Usage item , see HID_USAGEITEM( <a href="#">page 588</a> ) for details in the structure
BYTE * collectionStack;	stores the array of parents ids for the collection

### Description

#### List of Items

This structure contains array of pointers to all the Items in the report descriptor. HID parser will populate the lists while parsing the report descriptor. This data is used by interface functions provided in file `usb_host_hid_interface.c` to retrieve data from the report received from the device. Application can also access these details to retrieve the intended information incase provided interface function fail to do so.

## 7.2.8.2.39 USB\_HID\_NO\_REPORT\_DESCRIPTOR Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_NO_REPORT_DESCRIPTOR (USB_HID_CLASS_ERROR | 0x05) // No  
report descriptor found
```

### Description

No report descriptor found

## 7.2.8.2.40 USB\_HID\_NORMAL\_RUNNING Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_NORMAL_RUNNING 0x53      // Device is running and available for data transfers.
```

### Description

Device is running and available for data transfers.

## 7.2.8.2.41 USB\_HID\_PHASE\_ERROR Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_PHASE_ERROR (USB_HID_CLASS_ERROR | HID_PHASE_ERROR)      // Command had a  
phase error at the device.
```

### Description

Command had a phase error at the device.

## 7.2.8.2.42 USB\_HID\_REPORT\_DESCRIPTOR\_BAD Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_REPORT_DESCRIPTOR_BAD (USB_HID_CLASS_ERROR | 0x07) // Report  
Descriptor for not proper
```

### Description

Report Descriptor for not proper

## 7.2.8.2.43 USB\_HID\_RESET\_ERROR Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_RESET_ERROR (USB_HID_CLASS_ERROR | 0x0A) // An error occurred while  
resetting the device.
```

### Description

An error occurred while resetting the device.

## 7.2.8.2.44 USB\_HID\_RESETTING\_DEVICE Macro

### File

usb\_host\_hid.h

### C

```
#define USB_HID_RESETTING_DEVICE 0x55      // Device is being reset.
```

### Description

Device is being reset.

## 7.2.8.2.45 USB\_HID\_RPT\_DESC\_ERROR Enumeration

### File

usb\_host\_hid\_parser.h

### C

```
typedef enum {
    HID_ERR = 0,
    HID_ERR_NotEnoughMemory,
    HID_ERR_NullPointer,
    HID_ERR_UnexpectedEndCollection,
    HID_ERR_UnexpectedPop,
    HID_ERR_MissingEndCollection,
    HID_ERR_MissingTopLevelCollection,
    HID_ERR_NoReports,
    HID_ERR_UnmatchedUsageRange,
    HID_ERR_UnmatchedStringRange,
    HID_ERR_UnmatchedDesignatorRange,
    HID_ERR_UnexpectedEndOfDescriptor,
    HID_ERR_BadLogicalMin,
    HID_ERR_BadLogicalMax,
    HID_ERR_BadLogical,
    HID_ERR_ZeroReportSize,
    HID_ERR_ZeroReportID,
    HID_ERR_ZeroReportCount,
    HID_ERR_BadUsageRangePage,
    HID_ERR_BadUsageRange
} USB_HID_RPT_DESC_ERROR;
```

### Members

Members	Description
HID_ERR = 0	No error
HID_ERR_NotEnoughMemory	If not enough Heap can be allocated, make sure sufficient dynamic memory is allocated for the parser
HID_ERR_NullPointer	Pointer to report descriptor is NULL
HID_ERR_UnexpectedEndCollection	End of collection not expected
HID_ERR_UnexpectedPop	POP not expected
HID_ERR_MissingEndCollection	No end of collection found
HID_ERR_MissingTopLevelCollection	Atleast one collection must be present
HID_ERR_NoReports	atlest one report must be present
HID_ERR_UnmatchedUsageRange	Either Minimum or Maximum for usage range missing
HID_ERR_UnmatchedStringRange	Either Minimum or Maximum for string range missing
HID_ERR_UnmatchedDesignatorRange	Either Minimum or Maximum for designator range missing
HID_ERR_UnexpectedEndOfDescriptor	Report descriptor not formatted properly
HID_ERR_BadLogicalMin	Logical Min greater than report size
HID_ERR_BadLogicalMax	Logical Max greater than report size
HID_ERR_BadLogical	If logical Min is greater than Max
HID_ERR_ZeroReportSize	Report size is zero
HID_ERR_ZeroReportID	report ID is zero
HID_ERR_ZeroReportCount	Number of reports is zero
HID_ERR_BadUsageRangePage	Bad Usage page range
HID_ERR_BadUsageRange	Bad Usage range

### Description

HID parser error codes

This enumerates the error encountered during the parsing of report descriptor. In case of any error parsing is stopped and the error is flagged. Device is not attached successfully.

### 7.2.8.2.46 USB\_PROCESSING\_REPORT\_DESCRIPTOR Macro

**File**

usb\_host\_hid.h

**C**

```
#define USB_PROCESSING_REPORT_DESCRIPTOR 0x52      // Parser is processing report descriptor.
```

**Description**

Parser is processing report descriptor.

---

## 7.2.9 Mass Storage Client Driver

This client driver provides USB Embedded Host support for mass storage devices.

**Description**

This client driver provides USB Embedded Host support for mass storage devices. Mass storage devices use USB Bulk transfers to efficiently transfer large amounts of data. Bulk transfers may utilize all remaining bandwidth on the bus after all of the Control, Interrupt, and Isochronous transfers for the frame have completed. The exact amount of time required for a bulk transfer will depend on the amount of other traffic that is on the bus. Therefore, Bulk transfers should be used only for non-time critical operations.

This implementation of the Mass Storage Class provides support for the Bulk Only Transport.

See [AN1142 - USB Mass Storage Class on an Embedded Host](#) for more information about the Mass Storage Class and this client driver.

## 7.2.9.1 Interface Routines

### Functions

	<b>Name</b>	<b>Description</b>
☞	USBHostMSDDeviceStatus( <a href="#">page 613</a> )	This function determines the status of a mass storage device.
☞	USBHostMSDEventHandler( <a href="#">page 614</a> )	This function is the event handler for this client driver.
☞	USBHostMSDInitialize( <a href="#">page 615</a> )	This function is the initialization routine for this client driver.
☞	USBHostMSDResetDevice( <a href="#">page 617</a> )	This function starts a bulk-only mass storage reset.
☞	USBHostMSDSCSIEventHandler( <a href="#">page 618</a> )	This function is called when various events occur in the USB Host Mass Storage client driver.
☞	USBHostMSDSCSIIInitialize( <a href="#">page 619</a> )	This function is called when a USB Mass Storage device is being enumerated.
☞	USBHostMSDSCSISectorRead( <a href="#">page 620</a> )	This function reads one sector.
☞	USBHostMSDSCSISectorWrite( <a href="#">page 621</a> )	This function writes one sector.
☞	USBHostMSDTerminateTransfer( <a href="#">page 622</a> )	This function terminates a mass storage transfer.
☞	USBHostMSDTransfer( <a href="#">page 623</a> )	This function starts a mass storage transfer.
☞	USBHostMSDTransferIsComplete( <a href="#">page 624</a> )	This function indicates whether or not the last transfer is complete.

### Macros

	<b>Name</b>	<b>Description</b>
☞	USBHostMSDRead( <a href="#">page 616</a> )	This function starts a mass storage read, utilizing the function <code>USBHostMSDTransfer(<a href="#">page 623</a>)();</code>
☞	USBHostMSDWWrite( <a href="#">page 625</a> )	This function starts a mass storage write, utilizing the function <code>USBHostMSDTransfer(<a href="#">page 623</a>)();</code>

### Description

## 7.2.9.1.1 USBHostMSDDeviceStatus Function

### File

usb\_host\_msd.h

### C

```
BYTE USBHostMSDDeviceStatus(
    BYTE deviceAddress
);
```

### Description

This function determines the status of a mass storage device.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	address of device to query

### Return Values

Return Values	Description
USB_MSD_DEVICE_NOT_FOUND( <a href="#">page 649</a> )	Illegal device address, or the device is not an MSD
USB_MSD_INITIALIZING( <a href="#">page 653</a> )	MSD is attached and in the process of initializing
USB_MSD_NORMAL_RUNNING( <a href="#">page 656</a> )	MSD is in normal running mode
USB_MSD_RESETTING_DEVICE( <a href="#">page 660</a> )	MSD is resetting
USB_MSD_DEVICE_DETACHED( <a href="#">page 648</a> )	MSD detached. Should not occur
USB_MSD_ERROR_STATE( <a href="#">page 651</a> )	MSD is holding due to an error. No communication is allowed.
Other	Return codes from USBHostDeviceStatus( <a href="#">page 328</a> )() will also be returned if the device is in the process of enumerating.

### Function

BYTE USBHostMSDDeviceStatus( BYTE deviceAddress )

## 7.2.9.1.2 USBHostMSDEventHandler Function

This function is the event handler for this client driver.

### File

usb\_host\_msd.h

### C

```
BOOL USBHostMSDEventHandler(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This function is the event handler for this client driver. It is called by the host layer when various events occur.

### Remarks

None

### Preconditions

The device has been initialized.

### Parameters

Parameters	Description
BYTE address	Address of the device
USB_EVENT event	Event that has occurred
void *data	Pointer to data pertinent to the event
WORD size	Size of the data

### Return Values

Return Values	Description
TRUE	Event was handled
FALSE	Event was not handled

### Function

```
BOOL USBHostMSDEventHandler( BYTE address, USB_EVENT(event) page 862 event,
    void *data, DWORD size )
```

### 7.2.9.1.3 USBHostMSDInitialize Function

This function is the initialization routine for this client driver.

#### File

usb\_host\_msd.h

#### C

```
BOOL USBHostMSDInitialize(
    BYTE address,
    DWORD flags,
    BYTE clientDriverID
);
```

#### Description

This function is the initialization routine for this client driver. It is called by the host layer when the USB device is being enumerated. For a mass storage device, we need to make sure that we have room for a new device, and that the device has at least one bulk IN and one bulk OUT endpoint.

#### Remarks

None

#### Preconditions

None

#### Parameters

Parameters	Description
BYTE address	Address of the new device
DWORD flags	Initialization flags
BYTE clientDriverID	ID to send when issuing a Device Request via USBHostSendDeviceRequest(), USBHostSetDeviceConfiguration( <a href="#">page 338</a> ()), or USBHostSetDeviceInterface().

#### Return Values

Return Values	Description
TRUE	We can support the device.
FALSE	We cannot support the device.

#### Function

BOOL USBHostMSDInitialize( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.9.1.4 USBHostMSDRead Macro

### File

usb\_host\_msd.h

### C

```
#define USBHostMSDRead( deviceAddress,deviceLUN,commandBlock,commandBlockLength,data,dataLength ) \
    USBHostMSDTransfer( deviceAddress, deviceLUN, 1, commandBlock, commandBlockLength, \
    data, dataLength )
```

### Description

This function starts a mass storage read, utilizing the function USBHostMSDTransfer([page 623](#)());

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE deviceLUN	Device LUN to access
BYTE *commandBlock	Pointer to the command block for the CBW
BYTE commandBlockLength	Length of the command block
BYTE *data	Pointer to the data buffer
DWORD dataLength	Byte size of the data buffer

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_MSD_DEVICE_NOT_FOUND( <a href="#">page 649</a> )	No device with specified address
USB_MSD_DEVICE_BUSY( <a href="#">page 647</a> )	Device not in proper state for performing a transfer
USB_MSD_INVALID_LUN( <a href="#">page 654</a> )	Specified LUN does not exist

### Function

```
BYTE USBHostMSDRead( BYTE deviceAddress, BYTE deviceLUN, BYTE *commandBlock,
BYTE commandBlockLength, BYTE *data, DWORD dataLength );
```

## 7.2.9.1.5 USBHostMSDResetDevice Function

This function starts a bulk-only mass storage reset.

### File

usb\_host\_msd.h

### C

```
BYTE USBHostMSDResetDevice(  
    BYTE deviceAddress  
) ;
```

### Description

This function starts a bulk-only mass storage reset. A reset can be issued only if the device is attached and not being initialized.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Reset started
USB_MSD_DEVICE_NOT_FOUND( <a href="#">page 649</a> )	No device with specified address
USB_MSD_ILLEGAL_REQUEST( <a href="#">page 652</a> )	Device is in an illegal state for reset

### Function

BYTE USBHostMSDResetDevice( BYTE deviceAddress )

## 7.2.9.1.6 USBHostMSDSCSIEventHandler Function

### File

usb\_host\_msd\_scsi.h

### C

```
BOOL USBHostMSDSCSIEventHandler(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This function is called when various events occur in the USB Host Mass Storage client driver.

### Remarks

None

### Preconditions

The device has been initialized.

### Parameters

Parameters	Description
BYTE address	Address of the device
USB_EVENT event	Event that has occurred
void *data	Pointer to data pertinent to the event
DWORD size	Size of the data

### Return Values

Return Values	Description
TRUE	Event was handled
FALSE	Event was not handled

### Function

```
BOOL USBHostMSDSCSIEventHandler( BYTE address, USB_EVENT(page 862) event,
                                void *data, DWORD size )
```

## 7.2.9.1.7 USBHostMSDSCSIIInitialize Function

### File

usb\_host\_msd\_scsi.h

### C

```
BOOL USBHostMSDSCSIIInitialize(
    BYTE address,
    DWORD flags,
    BYTE clientDriverID
);
```

### Description

This function is called when a USB Mass Storage device is being enumerated.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Address of the new device
DWORD flags	Initialization flags
BYTE clientDriverID	ID for this layer. Not used by the media interface layer.

### Return Values

Return Values	Description
TRUE	We can support the device.
FALSE	We cannot support the device.

### Function

BOOL USBHostMSDSCSIIInitialize( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.9.1.8 USBHostMSDSCSISectorRead Function

This function reads one sector.

### File

usb\_host\_msd\_scsi.h

### C

```
BYTE USBHostMSDSCSISectorRead(
    DWORD sectorAddress,
    BYTE * dataBuffer
);
```

### Description

This function uses the SCSI command READ10 to read one sector. The size of the sector was determined in the USBHostMSDSCSIMediaInitialize() function. The data is stored in the application buffer.

### Remarks

The READ10 command block is as follows:

Byte/Bit	7	6	5	4	3	2	1	0
0					Operation Code (0x28)			
1	[ RDPROTECT ]		DPO	FUA	-	FUA_NV	-	
2	[ (MSB)							
3					Logical Block Address			
4								
5						(LSB) ]		
6	[ - ]				Group Number			
7	[ (MSB)				Transfer Length		(LSB) ]	
8								
9	[ ]				Control			

### Preconditions

None

### Parameters

Parameters	Description
DWORD sectorAddress	address of sector to read
BYTE *dataBuffer	buffer to store data

### Return Values

Return Values	Description
TRUE	read performed successfully
FALSE	read was not successful

### Function

BYTE USBHostMSDSCSISectorRead( DWORD sectorAddress, BYTE \*dataBuffer)

## 7.2.9.1.9 USBHostMSDSCSISectorWrite Function

This function writes one sector.

### File

usb\_host\_msd\_scsi.h

### C

```
BYTE USBHostMSDSCSISectorWrite(
    DWORD sectorAddress,
    BYTE * dataBuffer,
    BYTE allowWriteToZero
);
```

### Description

This function uses the SCSI command WRITE10 to write one sector. The size of the sector was determined in the USBHostMSDSCSIMediaInitialize() function. The data is read from the application buffer.

### Remarks

To follow convention, this function blocks until the write is complete.

The WRITE10 command block is as follows:

Byte/Bit	7	6	5	4	3	2	1	0
0			Operation	Code (0x2A)				
1	[	WRPROTECT	]	DPO	FUA	-	FUA_NV	-
2	[ (MSB)							
3			Logical	Block Address				
4								
5							(LSB)	]
6	[	-	][		Group Number			]
7	[ (MSB)			Transfer Length			(LSB)	]
8								
9	[			Control				]

### Preconditions

None

### Parameters

Parameters	Description
DWORD sectorAddress	address of sector to write
BYTE *dataBuffer	buffer with application data
BYTE allowWriteToZero	If a write to sector 0 is allowed.

### Return Values

Return Values	Description
TRUE	write performed successfully
FALSE	write was not successful

### Function

BYTE USBHostMSDSCSISectorWrite( DWORD sectorAddress, BYTE \*dataBuffer, BYTE allowWriteToZero )

## 7.2.9.1.10 USBHostMSDTerminateTransfer Function

### File

usb\_host\_msd.h

### C

```
void USBHostMSDTerminateTransfer(
    BYTE deviceAddress
);
```

### Returns

None

### Description

This function terminates a mass storage transfer.

### Remarks

After executing this function, the application may have to reset the device in order for the device to continue working properly.

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address

### Function

```
void USBHostMSDTerminateTransfer( BYTE deviceAddress )
```

## 7.2.9.1.11 USBHostMSDTransfer Function

This function starts a mass storage transfer.

### File

usb\_host\_msd.h

### C

```
BYTE USBHostMSDTransfer(
    BYTE deviceAddress,
    BYTE deviceLUN,
    BYTE direction,
    BYTE * commandBlock,
    BYTE commandBlockLength,
    BYTE * data,
    DWORD dataLength
);
```

### Description

This function starts a mass storage transfer. Usually, applications will probably utilize a read/write wrapper to access this function.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE deviceLUN	Device LUN to access
BYTE direction	1=read, 0=write
BYTE *commandBlock	Pointer to the command block for the CBW
BYTE commandBlockLength	Length of the command block
BYTE *data	Pointer to the data buffer
DWORD dataLength	Byte size of the data buffer

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_MSD_DEVICE_NOT_FOUND( <a href="#">page 649</a> )	No device with specified address
USB_MSD_DEVICE_BUSY( <a href="#">page 647</a> )	Device not in proper state for performing a transfer
USB_MSD_INVALID_LUN( <a href="#">page 654</a> )	Specified LUN does not exist

### Function

```
BYTE USBHostMSDTransfer( BYTE deviceAddress, BYTE deviceLUN,
    BYTE direction, BYTE *commandBlock, BYTE commandBlockLength,
    BYTE *data, DWORD dataLength )
```

## 7.2.9.1.12 USBHostMSDTransferIsComplete Function

This function indicates whether or not the last transfer is complete.

### File

usb\_host\_msd.h

### C

```
BOOL USBHostMSDTransferIsComplete(
    BYTE deviceAddress,
    BYTE * errorCode,
    DWORD * byteCount
);
```

### Description

This function indicates whether or not the last transfer is complete. If the functions returns TRUE, the returned byte count and error code are valid. Since only one transfer can be performed at once and only one endpoint can be used, we only need to know the device address.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE *errorCode	Error code from last transfer
DWORD *byteCount	Number of bytes transferred

### Return Values

Return Values	Description
TRUE	Transfer is complete, errorCode is valid
FALSE	Transfer is not complete, errorCode is not valid

### Function

```
BOOL USBHostMSDTransferIsComplete( BYTE deviceAddress,
                                    BYTE *errorCode, DWORD *byteCount )
```

## 7.2.9.1.13 USBHostMSDWrite Macro

### File

usb\_host\_msd.h

### C

```
#define USBHostMSDWrite( deviceAddress,deviceLUN,commandBlock,commandBlockLength,data,dataLength ) \
    USBHostMSDTransfer( deviceAddress, deviceLUN, 0, commandBlock, commandBlockLength, \
    data, dataLength )
```

### Description

This function starts a mass storage write, utilizing the function USBHostMSDTransfer([page 623](#)());

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE deviceAddress	Device address
BYTE deviceLUN	Device LUN to access
BYTE *commandBlock	Pointer to the command block for the CBW
BYTE commandBlockLength	Length of the command block
BYTE *data	Pointer to the data buffer
DWORD dataLength	Byte size of the data buffer

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	Request started successfully
USB_MSD_DEVICE_NOT_FOUND( <a href="#">page 649</a> )	No device with specified address
USB_MSD_DEVICE_BUSY( <a href="#">page 647</a> )	Device not in proper state for performing a transfer
USB_MSD_INVALID_LUN( <a href="#">page 654</a> )	Specified LUN does not exist

### Function

```
BYTE USBHostMSDWrite( BYTE deviceAddress, BYTE deviceLUN, BYTE *commandBlock,
    BYTE commandBlockLength, BYTE *data, DWORD dataLength );
```

## 7.2.9.2 Data Types and Constants

### Macros

	Name	Description
↳	DEVICE_CLASS_MASS_STORAGE( <a href="#">page 627</a> )	Class code for Mass Storage.
↳	DEVICE_INTERFACE_PROTOCOL_BULK_ONLY( <a href="#">page 628</a> )	Protocol code for Bulk-only mass storage.
↳	DEVICE_SUBCLASS_CD_DVD( <a href="#">page 629</a> )	SubClass code for a CD/DVD drive (not supported).
↳	DEVICE_SUBCLASS_FLOPPY_INTERFACE( <a href="#">page 630</a> )	SubClass code for a floppy disk interface (not supported).
↳	DEVICE_SUBCLASS_RBC( <a href="#">page 631</a> )	SubClass code for Reduced Block Commands (not supported).
↳	DEVICE_SUBCLASS_REMOVABLE( <a href="#">page 632</a> )	SubClass code for removable media (not supported).
↳	DEVICE_SUBCLASS_SCSI( <a href="#">page 633</a> )	SubClass code for a SCSI interface device (supported).
↳	DEVICE_SUBCLASS_TAPE_DRIVE( <a href="#">page 634</a> )	SubClass code for a tape drive (not supported).
↳	EVENT_MSD_MAX_LUN( <a href="#">page 635</a> )	Set maximum LUN for the device
↳	EVENT_MSD_NONE( <a href="#">page 636</a> )	No event occurred (NULL event)
↳	EVENT_MSD_OFFSET( <a href="#">page 637</a> )	If the application has not defined an offset for MSD events, set it to 0.
↳	EVENT_MSD_RESET( <a href="#">page 638</a> )	MSD reset complete
↳	EVENT_MSD_TRANSFER( <a href="#">page 639</a> )	A MSD transfer has completed
↳	MSD_COMMAND_FAILED( <a href="#">page 640</a> )	Transfer failed. Returned in dCSWStatus.
↳	MSD_COMMAND_PASSED( <a href="#">page 641</a> )	Transfer was successful. Returned in dCSWStatus.
↳	MSD_PHASE_ERROR( <a href="#">page 642</a> )	Transfer phase error. Returned in dCSWStatus.
↳	USB_MSD_CBW_ERROR( <a href="#">page 643</a> )	The CBW was not transferred successfully.
↳	USB_MSD_COMMAND_FAILED( <a href="#">page 644</a> )	Command failed at the device.
↳	USB_MSD_COMMAND_PASSED( <a href="#">page 645</a> )	Command was successful.
↳	USB_MSD_CSW_ERROR( <a href="#">page 646</a> )	The CSW was not transferred successfully.
↳	USB_MSD_DEVICE_BUSY( <a href="#">page 647</a> )	A transfer is currently in progress.
↳	USB_MSD_DEVICE_DETACHED( <a href="#">page 648</a> )	Device is detached.
↳	USB_MSD_DEVICE_NOT_FOUND( <a href="#">page 649</a> )	Device with the specified address is not available.
↳	USB_MSD_ERROR( <a href="#">page 650</a> )	Error code offset.
↳	USB_MSD_ERROR_STATE( <a href="#">page 651</a> )	Device is holding due to a MSD error.
↳	USB_MSD_ILLEGAL_REQUEST( <a href="#">page 652</a> )	Cannot perform requested operation.
↳	USB_MSD_INITIALIZING( <a href="#">page 653</a> )	Device is initializing.
↳	USB_MSD_INVALID_LUN( <a href="#">page 654</a> )	Invalid LUN specified.
↳	USB_MSD_MEDIA_INTERFACE_ERROR( <a href="#">page 655</a> )	The media interface layer cannot support the device.
↳	USB_MSD_NORMAL_RUNNING( <a href="#">page 656</a> )	Device is running and available for data transfers.
↳	USB_MSD_OUT_OF_MEMORY( <a href="#">page 657</a> )	No dynamic memory is available.
↳	USB_MSD_PHASE_ERROR( <a href="#">page 658</a> )	Command had a phase error at the device.
↳	USB_MSD_RESET_ERROR( <a href="#">page 659</a> )	An error occurred while resetting the device.
↳	USB_MSD_RESETTING_DEVICE( <a href="#">page 660</a> )	Device is being reset.

### Description

## 7.2.9.2.1 DEVICE\_CLASS\_MASS\_STORAGE Macro

### File

usb\_host\_msd.h

### C

```
#define DEVICE_CLASS_MASS_STORAGE 0x08      // Class code for Mass Storage.
```

### Description

Class code for Mass Storage.

## 7.2.9.2.2 DEVICE\_INTERFACE\_PROTOCOL\_BULK\_ONLY Macro

### File

usb\_host\_msd.h

### C

```
#define DEVICE_INTERFACE_PROTOCOL_BULK_ONLY 0x50      // Protocol code for Bulk-only mass storage.
```

### Description

Protocol code for Bulk-only mass storage.

### 7.2.9.2.3 DEVICE\_SUBCLASS\_CD\_DVD Macro

**File**

usb\_host\_msdu.h

**C**

```
#define DEVICE_SUBCLASS_CD_DVD 0x02      // SubClass code for a CD/DVD drive (not supported).
```

**Description**

SubClass code for a CD/DVD drive (not supported).

## 7.2.9.2.4 DEVICE\_SUBCLASS\_FLOPPY\_INTERFACE Macro

### File

usb\_host\_msdu.h

### C

```
#define DEVICE_SUBCLASS_FLOPPY_INTERFACE 0x04      // SubClass code for a floppy disk
interface (not supported).
```

### Description

SubClass code for a floppy disk interface (not supported).

## 7.2.9.2.5 DEVICE\_SUBCLASS\_RBC Macro

### File

usb\_host\_msd.h

### C

```
#define DEVICE_SUBCLASS_RBC 0x01      // SubClass code for Reduced Block Commands (not supported).
```

### Description

SubClass code for Reduced Block Commands (not supported).

## 7.2.9.2.6 DEVICE\_SUBCLASS\_REMOVABLE Macro

### File

usb\_host\_msd.h

### C

```
#define DEVICE_SUBCLASS_REMOVABLE 0x05      // SubClass code for removable media (not
                                             supported).
```

### Description

SubClass code for removable media (not supported).

## 7.2.9.2.7 DEVICE\_SUBCLASS\_SCSI Macro

### File

usb\_host\_msdu.h

### C

```
#define DEVICE_SUBCLASS_SCSI 0x06      // SubClass code for a SCSI interface device  
(supported).
```

### Description

SubClass code for a SCSI interface device (supported).

## 7.2.9.2.8 DEVICE\_SUBCLASS\_TAPE\_DRIVE Macro

### File

usb\_host\_msd.h

### C

```
#define DEVICE_SUBCLASS_TAPE_DRIVE 0x03      // SubClass code for a tape drive (not supported).
```

### Description

SubClass code for a tape drive (not supported).

## 7.2.9.2.9 EVENT\_MSD\_MAX\_LUN Macro

### File

usb\_host\_msd.h

### C

```
#define EVENT_MSD_MAX_LUN EVENT_MSD_BASE + EVENT_MSD_OFFSET + 3 // Set maximum LUN for  
the device
```

### Description

Set maximum LUN for the device

## 7.2.9.2.10 EVENT\_MSD\_NONE Macro

### File

usb\_host\_msd.h

### C

```
#define EVENT_MSD_NONE EVENT_MSD_BASE + EVENT_MSD_OFFSET + 0 // No event occurred (NULL event)
```

### Description

No event occurred (NULL event)

## 7.2.9.2.11 EVENT\_MSD\_OFFSET Macro

### File

usb\_host\_msd.h

### C

```
#define EVENT_MSD_OFFSET 0
```

### Description

If the application has not defined an offset for MSD events, set it to 0.

## 7.2.9.2.12 EVENT\_MSD\_RESET Macro

**File**

usb\_host\_msd.h

**C**

```
#define EVENT_MSD_RESET EVENT_MSD_BASE + EVENT_MSD_OFFSET + 2 // MSD reset complete
```

**Description**

MSD reset complete

### 7.2.9.2.13 EVENT\_MSD\_TRANSFER Macro

**File**

usb\_host\_msd.h

**C**

```
#define EVENT_MSD_TRANSFER EVENT_MSD_BASE + EVENT_MSD_OFFSET + 1 // A MSD transfer has  
completed
```

**Description**

A MSD transfer has completed

## 7.2.9.2.14 MSD\_COMMAND\_FAILED Macro

**File**

usb\_host\_msd.h

**C**

```
#define MSD_COMMAND_FAILED 0x01      // Transfer failed. Returned in dCSWStatus.
```

**Description**

Transfer failed. Returned in dCSWStatus.

## 7.2.9.2.15 MSD\_COMMAND\_PASSED Macro

**File**

usb\_host\_msd.h

**C**

```
#define MSD_COMMAND_PASSED 0x00      // Transfer was successful. Returned in dCSWStatus.
```

**Description**

Transfer was successful. Returned in dCSWStatus.

## 7.2.9.2.16 MSD\_PHASE\_ERROR Macro

### File

usb\_host\_msd.h

### C

```
#define MSD_PHASE_ERROR 0x02      // Transfer phase error. Returned in dCSWStatus.
```

### Description

Transfer phase error. Returned in dCSWStatus.

## 7.2.9.2.17 USB\_MSD\_CBW\_ERROR Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_CBW_ERROR (USB_MSD_ERROR | 0x04)           // The CBW was not
                                                               transferred successfully.
```

### Description

The CBW was not transferred successfully.

## 7.2.9.2.18 USB\_MSD\_COMMAND\_FAILED Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_COMMAND_FAILED (USB_MSD_ERROR | MSD_COMMAND_FAILED) // Command failed at the device.
```

### Description

Command failed at the device.

## 7.2.9.2.19 USB\_MSD\_COMMAND\_PASSED Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_COMMAND_PASSED USB_SUCCESS          // Command was
successful.
```

### Description

Command was successful.

## 7.2.9.2.20 USB\_MSD\_CSW\_ERROR Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_CSW_ERROR (USB_MSD_ERROR | 0x05)           // The CSW was not
                                                               transferred successfully.
```

### Description

The CSW was not transferred successfully.

## 7.2.9.2.21 USB\_MSD\_DEVICE\_BUSY Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_DEVICE_BUSY (USB_MSD_ERROR | 0x07)           // A transfer is currently  
in progress.
```

### Description

A transfer is currently in progress.

## 7.2.9.2.22 USB\_MSD\_DEVICE\_DETACHED Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_DEVICE_DETACHED 0x50      // Device is detached.
```

### Description

Device is detached.

## 7.2.9.2.23 USB\_MSD\_DEVICE\_NOT\_FOUND Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_DEVICE_NOT_FOUND (USB_MSD_ERROR | 0x06) // Device with the  
specified address is not available.
```

### Description

Device with the specified address is not available.

## 7.2.9.2.24 USB\_MSD\_ERROR Macro

**File**

usb\_host\_msd.h

**C**

```
#define USB_MSD_ERROR USB_ERROR_CLASS_DEFINED           // Error code offset.
```

**Description**

Error code offset.

## 7.2.9.2.25 USB\_MSD\_ERROR\_STATE Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_ERROR_STATE 0x55      // Device is holding due to a MSD error.
```

### Description

Device is holding due to a MSD error.

## 7.2.9.2.26 USB\_MSD\_ILLEGAL\_REQUEST Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_ILLEGAL_REQUEST (USB_MSD_ERROR | 0x0B)           // Cannot perform  
requested operation.
```

### Description

Cannot perform requested operation.

## 7.2.9.2.27 USB\_MSD\_INITIALIZING Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_INITIALIZING 0x51      // Device is initializing.
```

### Description

Device is initializing.

## 7.2.9.2.28 USB\_MSD\_INVALID\_LUN Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_INVALID_LUN (USB_MSD_ERROR | 0x08)           // Invalid LUN specified.
```

### Description

Invalid LUN specified.

## 7.2.9.2.29 USB\_MSD\_MEDIA\_INTERFACE\_ERROR Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_MEDIA_INTERFACE_ERROR (USB_MSD_ERROR | 0x09)           // The media
interface layer cannot support the device.
```

### Description

The media interface layer cannot support the device.

## 7.2.9.2.30 USB\_MSD\_NORMAL\_RUNNING Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_NORMAL_RUNNING 0x52      // Device is running and available for data transfers.
```

### Description

Device is running and available for data transfers.

### 7.2.9.2.31 USB\_MSD\_OUT\_OF\_MEMORY Macro

**File**

usb\_host\_msd.h

**C**

```
#define USB_MSD_OUT_OF_MEMORY (USB_MSD_ERROR | 0x03)           // No dynamic memory is
available.
```

**Description**

No dynamic memory is available.

## 7.2.9.2.32 USB\_MSD\_PHASE\_ERROR Macro

### File

usb\_host\_msd.h

### C

```
#define USB_MSD_PHASE_ERROR (USB_MSD_ERROR | MSD_PHASE_ERROR) // Command had a phase  
error at the device.
```

### Description

Command had a phase error at the device.

### 7.2.9.2.33 USB\_MSD\_RESET\_ERROR Macro

**File**

usb\_host\_msd.h

**C**

```
#define USB_MSD_RESET_ERROR (USB_MSD_ERROR | 0x0A)           // An error occurred while  
resetting the device.
```

**Description**

An error occurred while resetting the device.

### 7.2.9.2.34 USB\_MSD\_RESETTING\_DEVICE Macro

**File**

usb\_host\_msd.h

**C**

```
#define USB_MSD_RESETTING_DEVICE 0x53      // Device is being reset.
```

**Description**

Device is being reset.

---

## 7.2.10 Printer Client Driver

This client driver provides USB Embedded Host support for printer devices.

**Description**

Many USB printers utilize the USB Printer Class to communicate with a USB Host. This class defines the USB transfer type, the endpoint structure,a device requests that can be performed. The actual commands sent to the printer, however, are dictated by the printer language used by the particular printer.

Many different printer languages are utilized by the wide variety of printers on the market. Typically, low end printers receive printer-specific binary data, utilizing the processing power of the USB Host to perform all of the complex calculations required to translate text and graphics to a simple binary representation. This works well when a PC is the USB Host, but it is not conducive to an embedded application with limited resources.

Many printers on the market use a command based printer language, relying on the printer itself to interpret commands to produce the desired output. Some languages are standardized across printers from a particular manufacturer, and some are used across multiple manufacturer. This method lends itself better to embedded applications by allowing the printer to take on some of the computational overhead. Microchip provides support for some printer languages, including ESC/POS, PostScript, and PCL 5. Additional printer language can be implemented. Refer to the USB Embedded Host Printer Class application notes for more details on implementing printer language support.

Printer support is loosely divided into two categories: full sheet and point-of-sale (POS). Full sheet printers print on standard letter sized paper, and use printer languages such as PostScript and PCL 5. POS printers typically print on paper rolls, and use printer languages such as ESC/POS. The difference between printing on these two types of printers will be shown below.

**Coordinate System - Full Sheet Printers**

Locations on the printed page are specified in terms of (X,Y) coordinates. The (0,0) location on the page is located at the upper left corner, in either portrait or landscape mode. Ascending values of X proceed right across the page, and ascending values of Y proceed down the page. The scale of the coordinate system is 72 dots per inch, giving a maximum position of (611,791) in the portrait orientation, and (791,611) in the landscape orientation.

**Standard vs. Page Mode - POS Printers**

All POS printers support Standard Mode printing. In this mode, the printer prints the output as soon as it receives the command. Output is printed one line at a time, and vertical position is determined simply by the previous lines that were printed. Many POS printers also support Page Mode, where an entire "page" can be described before it is printed. Currently, only Standard Mode is supported.

**Colors - Full Sheet Printers**

Currently, only black and white printing is supported. All printing is performed with opaque colors; if a white object is printed over a previously printed black object, the white object will be visible on the printed output. Therefore, it is important to consider the order in which the objects should be printed.

## Colors - POS Printers

Most POS printers support only one color. Some printers, particularly impact printers that utilize a printer ribbon, can print in two colors. If the printer supports two color printing, use the commands `USB_PRINTER_POS_COLOR_BLACK` and `USB_PRINTER_POS_COLOR_RED` to specify the color.

## Printing Commands

The application receives the event `EVENT_PRINTER_ATTACH`([page 718](#)) when a USB printer successfully attaches. The application can then send printing commands to the printer, utilizing either `USBHostPrinterCommand`([page 667](#))() or `USBHostPrinterCommandWithReadyWait`([page 670](#))().

## Starting a Print Job

To start a print job, issue the command `USB_PRINTER_JOB_START` (`USB_PRINTER_COMMAND`([page 773](#)) enum). This will reset the printer back to its default settings.

## Page Orientation - Full Sheet Printers

The page orientation must be set immediately after starting the print job, before any other printing commands. It cannot be changed in the middle of a page. To set portrait orientation, issue the command `USB_PRINTER_ORIENTATION_PORTRAIT` (`USB_PRINTER_COMMAND`([page 773](#)) enum). To set landscape orientation, issue the command `USB_PRINTER_ORIENTATION_LANDSCAPE` (`USB_PRINTER_COMMAND`([page 773](#)) enum). The default orientation is portrait.

## Set Position - Full Sheet Printers

Many printer commands will be performed at the current location of the printer cursor. To move the printer cursor to the desired location, issue the command `USB_PRINTER_SET_POSITION` (`USB_PRINTER_COMMAND`([page 773](#)) enum).

## Set Justification - POS Printers

Set the horizontal justification of the printed items to left, center, or right justification by issuing the command `USB_PRINTER_POS_JUSTIFICATION_LEFT`, `USB_PRINTER_POS_JUSTIFICATION_CENTER`, or `USB_PRINTER_POS_JUSTIFICATION_RIGHT` (`USB_PRINTER_COMMAND`([page 773](#)) enum).

## Stop the Job

To finish the print job, issue the command `USB_PRINTER_JOB_STOP` (`USB_PRINTER_COMMAND`([page 773](#)) enum). This will print the page and reset the printer for the next job.

## Selecting Fonts - Full Sheet Printers

Before printing text, select the desired font by issuing the command `USB_PRINTER_FONT_NAME` (`USB_PRINTER_COMMAND`([page 773](#)) enum). The available fonts, supported by most printers, are listed in the `USB_PRINTER_FONTS`([page 784](#)) enumeration. Select the size of the font in points by issuing the command `USB_PRINTER_FONT_SIZE` (`USB_PRINTER_COMMAND`([page 773](#)) enum). The font can be made italic by issuing the command `USB_PRINTER_FONT_ITALIC` (`USB_PRINTER_COMMAND`([page 773](#)) enum), and returned to upright by issuing the command `USB_PRINTER_FONT_UPRIGHT` (`USB_PRINTER_COMMAND`([page 773](#)) enum). The font can be made bold by issuing the command `USB_PRINTER_FONT_BOLD` (`USB_PRINTER_COMMAND`([page 773](#)) enum), and returned to medium weight by issuing the command `USB_PRINTER_FONT_MEDIUM` (`USB_PRINTER_COMMAND`([page 773](#)) enum).

Note: When the printer receives the font selection commands described above, the printer will select its best matching internal font. Some printers may not be able to support all fonts at all sizes and with all italic and bold combinations. Be sure to test the output on the target printer to ensure that the output appears as desired. In general, PostScript printers provide the best font support.

Bitmapped fonts are currently not supported.

## Selecting Fonts - POS Printers

Before printing text, select the desired font by issuing the command `USB_PRINTER_FONT_NAME` (`USB_PRINTER_COMMAND`([page 773](#)) enum). The available fonts, supported by most printers, are listed in the `USB_PRINTER_FONTS_POS`([page 785](#)) enumeration. The font name also includes the font size, so the command `USB_PRINTER_FONT_SIZE` (`USB_PRINTER_COMMAND`([page 773](#)) enum) is not supported by POS printers. The font can be made bold by issuing the command `USB_PRINTER_FONT_BOLD` (`USB_PRINTER_COMMAND`([page 773](#)) enum), and returned to medium weight by issuing the command `USB_PRINTER_FONT_MEDIUM` (`USB_PRINTER_COMMAND`([page 773](#)) enum). Use the command `USB_PRINTER_POS_FONT_UNDERLINE` (`USB_PRINTER_COMMAND`([page 773](#)) enum) to enable and disable underlining. If the printer has the ability to do reverse text printing (white characters on a black background), use the command `USB_PRINTER_POS_FONT_REVERSE` (`USB_PRINTER_COMMAND`([page 773](#)) enum) to enable and disable reverse text printing.

User defined characters and fonts are not currently supported.

## Printing Text - Full Sheet Printers

To print text, first set the printer cursor to the desired location, and select the desired font, as described above. Initialize text printing by issuing the command `USB_PRINTER_TEXT_START` (`USB_PRINTER_COMMAND`([page 773](#)) enum). After this command, issue the command `USB_PRINTER_TEXT` (`USB_PRINTER_COMMAND`([page 773](#)) enum) with the desired text string to print. Then issue the command `USB_PRINTER_TEXT_STOP` (`USB_PRINTER_COMMAND`([page 773](#)) enum).

This sequence of commands is required in order to support the various ways that the different printer languages handle text printing. Do not insert any other printer commands in this sequence, or the print will fail.

Different printers handle an embedded carriage returns and line feeds differently. For maximum compatibility across all printers, print each line of text separately.

## Printing Text - POS Printers

The three command sequence described above can also be for printing text to POS printers. To simplify text printing in standard mode, use the command `USB_PRINTER_POS_TEXT_LINE` (`USB_PRINTER_COMMAND`([page 773](#)) enum) to print a single, null terminated string.

## Printing Bitmapped Images

The printer languages supplied with USB Embedded Host Printer Class Support can print bitmapped images that are compatible with the Microchip Graphics Library bitmapped images. The images must be specified with one bit per pixel. A bit value of 0 indicates the color black, and a bit value of 1 indicates the color white. Images are opaque, not transparent. Image data begins at the top left corner, with the data proceeding from left to right, then top to bottom.

To print a bitmapped image, issue the command `USB_PRINTER_IMAGE_START` (`USB_PRINTER_COMMAND`([page 773](#)) enum) to initialize the image print. Be sure to examine the structure `USB_PRINTER_IMAGE_INFO`([page 793](#)), required by this command, and fill in all of the members appropriately for the image. Note that the position of the image on the paper is specified in the structure, so the printer cursor does not have to be explicitly set before this command. Next, send the image data to the printer, one line at a time. For each line, issue the command `USB_PRINTER_IMAGE_DATA_HEADER` (`USB_PRINTER_COMMAND`([page 773](#)) enum), then issue the command `USB_PRINTER_IMAGE_DATA` (`USB_PRINTER_COMMAND`([page 773](#)) enum) with a pointer to the row of bitmapped data. Be sure to correctly indicate the source of the data (RAM, ROM, or external memory). After all of the data has been transferred, issue the command `USB_PRINTER_IMAGE_STOP` (`USB_PRINTER_COMMAND`([page 773](#)) enum) to terminate image printing.

This sequence of commands is required in order to support the various ways that the different printer languages handle bitmapped image printing. Do not insert any other printer commands in this sequence, or the print will fail.

POS printers require image data in a slightly modified format from full sheet printers. Refer to the function `USBHostPrinterPOSImageFormat`([page 686](#)()) for further information about printing to POS printers.

NOTE: Some printer languages use the reverse polarity to specify black and white. For compatibility, the printer language

drivers will automatically convert the image data to the format required by the particular printer, as long as the image data is located in ROM (USB\_PRINTER\_TRANSFER\_FROM\_ROM([page 803](#))) or it is copied from a RAM buffer (USB\_PRINTER\_TRANSFER\_COPY\_DATA([page 801](#))). If the data is to be sent directly from its original RAM location, the data must already be in the format required by the printer language. Refer to the main printer language documentation to see if the default polarity differs from 0=black, 1=white.

#### **Vector Graphics - Full Sheet Printers**

Some printer languages offer the ability to perform vector graphics, or the ability to print shapes such as lines and arcs via special commands instead of bitmaps. If vector graphics support is enabled, many additional commands are available to easily print shapes. Refer to the enumeration USB\_PRINTER\_COMMAND([page 773](#)) for the list of commands and which ones are supported only if vector graphics is enabled.

#### **Multiple Page Output - Full Sheet Printers**

If the print job contains multiple pages, issue the command USB\_PRINTER\_EJECT\_PAGE (USB\_PRINTER\_COMMAND([page 773](#)) enum) to print and eject the current page. After this command, previous settings for orientation, font, and line type settings should be assumed to be undefined. Re-issue these commands at the beginning of each page to ensure correct output.

See [AN1233 - USB Printer Class on an Embedded Host](#) for more information about the Printer Class and this client driver.

## 7.2.10.1 Interface Routines

### Functions

	Name	Description
≡	PrintScreen( <a href="#">page 666</a> )	This routine will extract the image that is currently on the specified portion of the graphics display, and print it at the specified location.
≡	USBHostPrinterCommand( <a href="#">page 667</a> )	This is the primary user interface function for the printer client driver. It is used to issue all printer commands.
≡	USBHostPrinterCommandReady( <a href="#">page 669</a> )	This interface is used to check if the client driver has space available to enqueue another transfer.
≡	USBHostPrinterDeviceDetached( <a href="#">page 672</a> )	This interface is used to check if the device has been detached from the bus.
≡	USBHostPrinterEventHandler( <a href="#">page 673</a> )	This routine is called by the Host layer to notify the printer client of events that occur.
≡	USBHostPrinterGetRxLength( <a href="#">page 674</a> )	This function retrieves the number of bytes copied to user's buffer by the most recent call to the USBHostPrinterRead( <a href="#">page 690</a> ()) function.
≡	USBHostPrinterGetStatus( <a href="#">page 675</a> )	This function issues the Printer class-specific Device Request to obtain the printer status.
≡	USBHostPrinterInitialize( <a href="#">page 676</a> )	This function is called by the USB Embedded Host layer when a printer attaches.
≡	USBHostPrinterLanguageESCPOS( <a href="#">page 677</a> )	This function executes printer commands for an ESC/POS printer.
≡	USBHostPrinterLanguageESCPOSIssupported( <a href="#">page 679</a> )	This function determines if the printer with the given device ID string supports the ESC/POS printer language.
≡	USBHostPrinterLanguagePCL5( <a href="#">page 680</a> )	This function executes printer commands for a PCL 5 printer.
≡	USBHostPrinterLanguagePCL5IsSupported( <a href="#">page 682</a> )	This function determines if the printer with the given device ID string supports the PCL 5 printer language.
≡	USBHostPrinterLanguagePostScript( <a href="#">page 683</a> )	This function executes printer commands for a PostScript printer.
≡	USBHostPrinterLanguagePostScriptIsSupported( <a href="#">page 685</a> )	This function determines if the printer with the given device ID string supports the PostScript printer language.
≡	USBHostPrinterPOSIImageDataFormat( <a href="#">page 686</a> )	This function formats data for a bitmapped image into the format required for sending to a POS printer.
≡	USBHostPrinterRead( <a href="#">page 690</a> )	Use this routine to receive from the device and store it into memory.
≡	USBHostPrinterReset( <a href="#">page 691</a> )	This function issues the Printer class-specific Device Request to perform a soft reset.
≡	USBHostPrinterRxIsBusy( <a href="#">page 692</a> )	This interface is used to check if the client driver is currently busy receiving data from the device.
≡	USBHostPrinterWrite( <a href="#">page 693</a> )	Use this routine to transmit data from memory to the device. This routine will not usually be called by the application directly. The application will use the USBHostPrinterCommand( <a href="#">page 667</a> ()) function, which will call the appropriate printer language support function, which will utilize this routine.
≡	USBHostPrinterWriteComplete( <a href="#">page 694</a> )	This interface is used to check if the client driver is currently transmitting data to the printer, or if it is between transfers but still has transfers queued.

**Macros**

<b>Name</b>	<b>Description</b>
<a href="#">USBHostPrinterCommandWithReadyWait</a> ( <a href="#">page 670</a> )	This function is intended to be a short-cut to perform blocking calls to <a href="#">USBHostPrinterCommand</a> ( <a href="#">page 667</a> ()). While there is no space available in the printer queue ( <a href="#">USBHostPrinterCommandReady</a> ( <a href="#">page 669</a> ()) returns FALSE), <a href="#">USBTasks</a> ( <a href="#">page 968</a> ()) is called. When space becomes available, <a href="#">USBHostPrinterCommand</a> ( <a href="#">page 667</a> ()) is called. The return value from <a href="#">USBHostPrinterCommand</a> ( <a href="#">page 667</a> ()) is returned in the returnCode parameter.
<a href="#">USBHostPrinterPosition</a> ( <a href="#">page 688</a> )	This function is used to simplify the call to the printer command <b>USB_PRINTER_SET_POSITION</b> by generating the value needed for the specified (X,Y) coordinate.
<a href="#">USBHostPrinterPositionRelative</a> ( <a href="#">page 689</a> )	This function is used to simplify the call to some of the printer graphics commands by generating the value needed for the specified change in X and change in Y coordinates.

**Description**

## 7.2.10.1.1 PrintScreen Function

This routine will extract the image that is currently on the specified portion of the graphics display, and print it at the specified location.

### File

usb\_host\_printer\_primitives.h

### C

```
SHORT PrintScreen(
    BYTE address,
    USB_PRINT_SCREEN_INFO * printScreenInfo
);
```

### Description

This routine is intended for use in an application that is using the Graphics Library to control a graphics display. This routine will extract the image that is currently on the specified portion of the graphics display, and print it at the specified location. Since the display may be in color and the printer can print only black and white, the pixel color to interpret as black must be specified in the USB\_PRINT\_SCREEN\_INFO([page 772](#)) structure.

The function can be compiled as either a blocking function or a non-blocking function. When compiled as a blocking function, the routine will wait to enqueue all printer instructions. If an error occurs, then this function will return the error. If all printer instructions are enqueued successfully, the function will return -1. When compiled as a non-blocking function, this function will return 0 if the operation is proceeding correctly but has not yet completed. The application must continue to call this function, with the same parameters, until a non-zero value is returned. A value of -1 indicates that all printer instructions have been enqueued successfully. Any other value is an error code, and the state machine will be set back to the beginning state.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	USB address of the printer.
USB_PRINT_SCREEN_INFO *printScreenInfo	Information about the screen area to print, how to interpret the screen image, and how and where to print the image. Note that the width and height members of the structure do not need to be filled in by the application.

### Return Values

Return Values	Description
0	Non-blocking configuration only. Image output is not yet complete, but is proceeding normally.
(-1)	Image output was completed successfully.
other	Printing was aborted due to an error. See the return values for USBHostPrinterCommand( <a href="#">page 667</a> ()). Note that the return code USB_PRINTER_SUCCESS will not be returned. Instead, (-1) will be returned upon successful completion.

### Function

SHORT PrintScreen( BYTE address, USB\_PRINT\_SCREEN\_INFO([page 772](#)) \*printScreenInfo )

## 7.2.10.1.2 USBHostPrinterCommand Function

This is the primary user interface function for the printer client driver. It is used to issue all printer commands.

### File

usb\_host\_printer.h

### C

```
BYTE USBHostPrinterCommand(
    BYTE deviceAddress,
    USB_PRINTER_COMMAND command,
    USB_DATA_POINTER data,
    DWORD size,
    BYTE flags
);
```

### Returns

See the USB\_PRINTER\_ERRORS([page 783](#)) enumeration. Also, refer to the printer language command handler function, such as USBHostPrinterLanguagePostScript([page 683](#))().

### Description

This is the primary user interface function for the printer client driver. It is used to issue all printer commands. Each generic printer command is translated to the appropriate command for the supported language and is enqueued for transfer to the printer. Before calling this routine, it is recommended to call the function USBHostPrinterCommandReady([page 669](#)()) to determine if there is space available in the printer's output queue.

### Remarks

When developing new commands, keep in mind that the function USBHostPrinterCommandReady([page 669](#)()) will be used before calling this function to see if there is space available in the output transfer queue. USBHostPrinterCommandReady([page 669](#)()) will return TRUE if a single space is available in the output queue. Therefore, each command can generate only one output transfer.

### Preconditions

None

### Example

```
if (USBHostPrinterCommandReady( address ))
{
    USBHostPrinterCommand( address, USB_PRINTER_JOB_START, USB_NULL, 0, 0 );
}
```

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
USB_PRINTER_COMMAND command	Command to execute. See the enumeration USB_PRINTER_COMMAND( <a href="#">page 773</a> ) for the list of valid commands and their requirements.
USB_DATA_POINTER data	Pointer to the required data. Note that the caller must set transferFlags appropriately to indicate if the pointer is a RAM pointer or a ROM pointer.
DWORD size	Size of the data. For some commands, this parameter is used to hold the data itself.
BYTE transferFlags	Flags that indicate details about the transfer operation. Refer to these flags <ul style="list-style-type: none"> <li>• USB_PRINTER_TRANSFER_COPY_DATA(<a href="#">page 801</a>)</li> <li>• USB_PRINTER_TRANSFER_STATIC_DATA(<a href="#">page 805</a>)</li> <li>• USB_PRINTER_TRANSFER_NOTIFY(<a href="#">page 804</a>)</li> <li>• USB_PRINTER_TRANSFER_FROM_ROM(<a href="#">page 803</a>)</li> <li>• USB_PRINTER_TRANSFER_FROM_RAM(<a href="#">page 802</a>)</li> </ul>

**Function**

BYTE USBHostPrinterCommand( BYTE deviceAddress, USB\_PRINTER\_COMMAND([page 773](#)) command,  
USB\_DATA\_POINTER([page 767](#)) data, DWORD size, BYTE flags )

### 7.2.10.1.3 USBHostPrinterCommandReady Function

#### File

usb\_host\_printer.h

#### C

```
BOOL USBHostPrinterCommandReady(
    BYTE deviceAddress
);
```

#### Description

This interface is used to check if the client driver has space available to enqueue another transfer.

#### Remarks

Use the definitions `USB_DATA_POINTER_RAM`([page 768](#))() and `USB_DATA_POINTER_ROM`([page 769](#))() to cast data pointers. For example:

```
USBHostPrinterCommand( address, USB_PRINTER_TEXT, USB_DATA_POINTER_RAM(buffer),
strlen(buffer), 0 );
```

This routine will return TRUE if a single transfer can be enqueued. Since this routine is the check to see if `USBHostPrinterCommand`([page 667](#))() can be called, every command can generate at most one transfer.

#### Preconditions

None

#### Example

```
if (USBHostPrinterCommandReady( address ))
{
    USBHostPrinterCommand( address, USB_PRINTER_JOB_START, USB_NULL, 0, 0 );
}
```

#### Parameters

Parameters	Description
deviceAddress	USB Address of the device

#### Return Values

Return Values	Description
TRUE	The printer client driver has room for at least one more transfer request, or the device is not attached. The latter allows this routine to be called without generating an infinite loop if the device detaches.
FALSE	The transfer queue is full.

#### Function

BOOL USBHostPrinterCommandReady( BYTE deviceAddress )

## 7.2.10.1.4 USBHostPrinterCommandWithReadyWait Macro

### File

usb\_host\_printer.h

### C

```
#define USBHostPrinterCommandWithReadyWait( returnType, deviceAddress, command, data, size,
flags ) \
{ \
    \
    while ( !USBHostPrinterCommandReady( deviceAddress ) ) \
        USBTasks(); \
        \
        *(returnType) = USBHostPrinterCommand( deviceAddress, command, data, size, \
flags ); \
    } \
}
```

### Returns

See the USB\_PRINTER\_ERRORS([page 783](#)) enumeration. Also, refer to the printer language command handler function, such as USBHostPrinterLanguagePostScript([page 683](#)).

### Description

This function is intended to be a short-cut to perform blocking calls to USBHostPrinterCommand([page 667](#)()). While there is no space available in the printer queue (USBHostPrinterCommandReady([page 669](#)()) returns FALSE), USBTasks([page 968](#)()) is called. When space becomes available, USBHostPrinterCommand([page 667](#)()) is called. The return value from USBHostPrinterCommand([page 667](#)()) is returned in the returnType parameter.

### Remarks

Use the definitions USB\_DATA\_POINTER\_RAM([page 768](#)()) and USB\_DATA\_POINTER\_ROM([page 769](#)()) to cast data pointers. For example:

```
USBHostPrinterCommandWithReadyWait( &rc, address, USB_PRINTER_TEXT,
USB_DATA_POINTER_RAM(buffer), strlen(buffer), 0 );
```

In the event that the device detaches during this routine, USBHostPrinterCommandReady([page 669](#)()) will return TRUE, and this function will return USB\_PRINTER\_UNKNOWN\_DEVICE.

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
USB_PRINTER_COMMAND command	Command to execute. See the enumeration USB_PRINTER_COMMAND( <a href="#">page 773</a> ) for the list of valid commands and their requirements.
USB_DATA_POINTER data	Pointer to the required data. Note that the caller must set transferFlags appropriately to indicate if the pointer is a RAM pointer or a ROM pointer.
DWORD size	Size of the data. For some commands, this parameter is used to hold the data itself.
BYTE transferFlags	Flags that indicate details about the transfer operation. Refer to these flags <ul style="list-style-type: none"> <li>• USB_PRINTER_TRANSFER_COPY_DATA(<a href="#">page 801</a>)</li> <li>• USB_PRINTER_TRANSFER_STATIC_DATA(<a href="#">page 805</a>)</li> <li>• USB_PRINTER_TRANSFER_NOTIFY(<a href="#">page 804</a>)</li> <li>• USB_PRINTER_TRANSFER_FROM_ROM(<a href="#">page 803</a>)</li> <li>• USB_PRINTER_TRANSFER_FROM_RAM(<a href="#">page 802</a>)</li> </ul>

**Function**

```
BYTE USBHostPrinterCommandWithReadyWait( BYTE &returnCode,  
BYTE deviceAddress,          USB_PRINTER_COMMAND(page 773) command,  
USB_DATA_POINTER(page 767) data, DWORD size, BYTE flags )
```

## 7.2.10.1.5 USBHostPrinterDeviceDetached Function

### File

usb\_host\_printer.h

### C

```
BOOL USBHostPrinterDeviceDetached(
    BYTE deviceAddress
);
```

### Description

This interface is used to check if the device has been detached from the bus.

### Remarks

The event EVENT\_PRINTER\_DETACH([page 719](#)) can also be used to detect a detach.

### Preconditions

None

### Example

```
if (USBHostPrinterDeviceDetached( deviceAddress ))
{
    // Handle detach
}
```

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device.

### Return Values

Return Values	Description
TRUE	The device has been detached, or an invalid deviceAddress is given.
FALSE	The device is attached

### Function

BOOL USBHostPrinterDeviceDetached( BYTE deviceAddress )

## 7.2.10.1.6 USBHostPrinterEventHandler Function

This routine is called by the Host layer to notify the printer client of events that occur.

### File

usb\_host\_printer.h

### C

```
BOOL USBHostPrinterEventHandler(
    BYTE address,
    USB_EVENT event,
    void * data,
    DWORD size
);
```

### Description

This routine is called by the Host layer to notify the printer client of events that occur. If the event is recognized, it is handled and the routine returns TRUE. Otherwise, it is ignored and the routine returns FALSE.

This routine can notify the application with the following events:

- EVENT\_PRINTER\_ATTACH([page 718](#))
- EVENT\_PRINTER\_DETACH([page 719](#))
- EVENT\_PRINTER\_TX\_DONE([page 725](#))
- EVENT\_PRINTER\_RX\_DONE([page 723](#))
- EVENT\_PRINTER\_REQUEST\_DONE([page 721](#))
- EVENT\_PRINTER\_UNSUPPORTED([page 727](#))

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Address of device with the event
USB_EVENT event	The bus event that occurred
void *data	Pointer to event-specific data
DWORD size	Size of the event-specific data

### Return Values

Return Values	Description
TRUE	The event was handled
FALSE	The event was not handled

### Function

```
BOOL USBHostPrinterEventHandler ( BYTE address, USB_EVENT(page 862) event,
                                void *data, DWORD size )
```

## 7.2.10.1.7 USBHostPrinterGetRxLength Function

### File

usb\_host\_printer.h

### C

```
DWORD USBHostPrinterGetRxLength(  
    BYTE deviceAddress  
) ;
```

### Returns

Returns the number of bytes most recently received from the Printer device with address deviceAddress.

### Description

This function retrieves the number of bytes copied to user's buffer by the most recent call to the USBHostPrinterRead([page 690](#)()) function.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device

### Function

DWORD USBHostPrinterGetRxLength( BYTE deviceAddress )

## 7.2.10.1.8 USBHostPrinterGetStatus Function

This function issues the Printer class-specific Device Request to obtain the printer status.

### File

usb\_host\_printer.h

### C

```
BYTE USBHostPrinterGetStatus(  
    BYTE deviceAddress,  
    BYTE * status  
) ;
```

### Returns

See the return values for the USBHostIssueDeviceRequest() function.

### Description

This function issues the Printer class-specific Device Request to obtain the printer status. The returned status should have the following format, per the USB specification. Any deviation will be due to the specific printer implementation.

- Bit 5 - Paper Empty; 1 = paper empty, 0 = paper not empty
- Bit 4 - Select; 1 = selected, 0 = not selected
- Bit 3 - Not Error; 1 = no error, 0 = error
- All other bits are reserved.

The \*status parameter is not updated until the EVENT\_PRINTER\_REQUEST\_DONE([page 721](#)) event is thrown. Until that point the value of \*status is unknown.

The \*status parameter will only be updated if this function returns USB\_SUCCESS([page 948](#)). If this function returns with any other error code then the EVENT\_PRINTER\_REQUEST\_DONE([page 721](#)) event will not be thrown and the status field will not be updated.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Parameters

Parameters	Description
deviceAddress	USB Address of the device
*status	pointer to the returned status byte

### Function

```
BYTE USBHostPrinterGetStatus( BYTE deviceAddress, BYTE *status )
```

## 7.2.10.1.9 USBHostPrinterInitialize Function

This function is called by the USB Embedded Host layer when a printer attaches.

### File

usb\_host\_printer.h

### C

```
BOOL USBHostPrinterInitialize(
    BYTE address,
    DWORD flags,
    BYTE clientDriverID
);
```

### Description

This routine is a call out from the USB Embedded Host layer to the USB printer client driver. It is called when a "printer" device has been connected to the host. Its purpose is to initialize and activate the USB Printer client driver.

### Remarks

Multiple client drivers may be used in a single application. The USB Embedded Host layer will call the initialize routine required for the attached device.

### Preconditions

The device has been configured.

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
DWORD flags	Initialization flags
BYTE clientDriverID	Client driver identification for device requests

### Return Values

Return Values	Description
TRUE	Initialization was successful
FALSE	Initialization failed

### Function

BOOL USBHostPrinterInitialize ( BYTE address, DWORD flags, BYTE clientDriverID )

## 7.2.10.1.10 USBHostPrinterLanguageESCPOS Function

This function executes printer commands for an ESC/POS printer.

### File

usb\_host\_printer\_esc\_pos.h

### C

```
BYTE USBHostPrinterLanguageESCPOS (
    BYTE address,
    USB_PRINTER_COMMAND command,
    USB_DATA_POINTER data,
    DWORD size,
    BYTE transferFlags
);
```

### Description

This function executes printer commands for an ESC/POS printer. When the application issues a printer command, the printer client driver determines what language to use to communicate with the printer, and transfers the command to that language support routine. As much as possible, commands are designed to produce the same output regardless of what printer language is used.

Not all printer commands support data from both RAM and ROM. Unless otherwise noted, the data pointer is assumed to point to RAM, regardless of the value of transferFlags. Refer to the specific command to see if ROM data is supported.

### Remarks

When developing new commands, keep in mind that the function `USBHostPrinterCommandReady`([page 669](#)) will be used before calling this function to see if there is space available in the output transfer queue. `USBHostPrinterCommandReady`([page 669](#)) will return TRUE if a single space is available in the output queue. Therefore, each command can generate only one output transfer.

Multiple printer languages may be used in a single application. The USB Embedded Host Printer Client Driver will call the routine required for the attached device.

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
USB_PRINTER_COMMAND command	Command to execute. See the enumeration <code>USB_PRINTER_COMMAND</code> ( <a href="#">page 773</a> ) for the list of valid commands and their requirements.
USB_DATA_POINTER data	Pointer to the required data. Note that the caller must set transferFlags appropriately to indicate if the pointer is a RAM pointer or a ROM pointer.
DWORD size	Size of the data. For some commands, this parameter is used to hold the data itself.
BYTE transferFlags	Flags that indicate details about the transfer operation. Refer to these flags <ul style="list-style-type: none"> <li>• <code>USB_PRINTER_TRANSFER_COPY_DATA</code>(<a href="#">page 801</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_STATIC_DATA</code>(<a href="#">page 805</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_NOTIFY</code>(<a href="#">page 804</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_FROM_ROM</code>(<a href="#">page 803</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_FROM_RAM</code>(<a href="#">page 802</a>)</li> </ul>

### Return Values

Return Values	Description
<code>USB_PRINTER_SUCCESS</code>	The command was executed successfully.

USB_PRINTER_UNKNOWN_DEVICE	A printer with the indicated address is not attached
USB_PRINTER_TOO_MANY_DEVICES	The printer status array does not have space for another printer.
USB_PRINTER_OUT_OF_MEMORY	Not enough available heap space to execute the command.
other	See possible return codes from the function USBHostPrinterWrite( <a href="#">page 693</a> ()).

**Function**

BYTE USBHostPrinterLanguageESCPOS( BYTE address,

    USB\_PRINTER\_COMMAND([page 773](#)) command, USB\_DATA\_POINTER([page 767](#)) data, DWORD size, BYTE transferFlags )

## 7.2.10.1.11 USBHostPrinterLanguageESCPOSIssupported Function

### File

usb\_host\_printer\_esc\_pos.h

### C

```
BOOL USBHostPrinterLanguageESCPOSIssupported(
    char * deviceID,
    USB_PRINTER_FUNCTION_SUPPORT * support
);
```

### Description

This function determines if the printer with the given device ID string supports the ESC/POS printer language.

### Remarks

The caller must first locate the "COMMAND SET:" section of the device ID string. To ensure that only the "COMMAND SET:" section of the device ID string is checked, the ";" at the end of the section should be temporarily replaced with a NULL. Otherwise, this function may find the printer language string in the comments or other section, and incorrectly indicate that the printer supports the language.

Device ID strings are case sensitive.

See the file header comments for this file (usb\_host\_printer\_esc\_pos.h) for cautions regarding dynamic printer language selection with POS printers.

### Preconditions

None

### Parameters

Parameters	Description
char *deviceID	Pointer to the "COMMAND SET:" portion of the device ID string of the attached printer.
USB_PRINTER_FUNCTION_SUPPORT *support	Pointer to returned information about what types of functions this printer supports.

### Return Values

Return Values	Description
TRUE	The printer supports ESC/POS.
FALSE	The printer does not support ESC/POS.

### Function

```
BOOL USBHostPrinterLanguageESCPOSIssupported( char *deviceID,
    USB_PRINTER_FUNCTION_SUPPORT(page 786 *support )
```

## 7.2.10.1.12 USBHostPrinterLanguagePCL5 Function

This function executes printer commands for a PCL 5 printer.

### File

usb\_host\_printer\_pcl\_5.h

### C

```
BYTE USBHostPrinterLanguagePCL5(
    BYTE address,
    USB_PRINTER_COMMAND command,
    USB_DATA_POINTER data,
    DWORD size,
    BYTE transferFlags
);
```

### Description

This function executes printer commands for a PCL 5 printer. When the application issues a printer command, the printer client driver determines what language to use to communicate with the printer, and transfers the command to that language support routine. As much as possible, commands are designed to produce the same output regardless of what printer language is used.

Not all printer commands support data from both RAM and ROM. Unless otherwise noted, the data pointer is assumed to point to RAM, regardless of the value of transferFlags. Refer to the specific command to see if ROM data is supported.

### Remarks

When developing new commands, keep in mind that the function `USBHostPrinterCommandReady`([page 669](#)) will be used before calling this function to see if there is space available in the output transfer queue. `USBHostPrinterCommandReady`([page 669](#)) will return TRUE if a single space is available in the output queue. Therefore, each command can generate only one output transfer.

Multiple printer languages may be used in a single application. The USB Embedded Host Printer Client Driver will call the routine required for the attached device.

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
USB_PRINTER_COMMAND command	Command to execute. See the enumeration <code>USB_PRINTER_COMMAND</code> ( <a href="#">page 773</a> ) for the list of valid commands and their requirements.
USB_DATA_POINTER data	Pointer to the required data. Note that the caller must set transferFlags appropriately to indicate if the pointer is a RAM pointer or a ROM pointer.
DWORD size	Size of the data. For some commands, this parameter is used to hold the data itself.
BYTE transferFlags	Flags that indicate details about the transfer operation. Refer to these flags <ul style="list-style-type: none"> <li>• <code>USB_PRINTER_TRANSFER_COPY_DATA</code>(<a href="#">page 801</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_STATIC_DATA</code>(<a href="#">page 805</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_NOTIFY</code>(<a href="#">page 804</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_FROM_ROM</code>(<a href="#">page 803</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_FROM_RAM</code>(<a href="#">page 802</a>)</li> </ul>

### Return Values

Return Values	Description
<code>USB_PRINTER_SUCCESS</code>	The command was executed successfully.

USB_PRINTER_UNKNOWN_DEVICE	A printer with the indicated address is not attached
USB_PRINTER_TOO_MANY_DEVICES	The printer status array does not have space for another printer.
USB_PRINTER_OUT_OF_MEMORY	Not enough available heap space to execute the command.
other	See possible return codes from the function USBHostPrinterWrite( <a href="#">page 693</a> ()).

**Function**

BYTE USBHostPrinterLanguagePCL5( BYTE address,

    USB\_PRINTER\_COMMAND([page 773](#)) command, USB\_DATA\_POINTER([page 767](#)) data, DWORD size, BYTE transferFlags )

## 7.2.10.1.13 USBHostPrinterLanguagePCL5IsSupported Function

This function determines if the printer with the given device ID string supports the PCL 5 printer language.

### File

usb\_host\_printer\_pcl\_5.h

### C

```
BOOL USBHostPrinterLanguagePCL5IsSupported(
    char * deviceID,
    USB_PRINTER_FUNCTION_SUPPORT * support
);
```

### Description

This function determines if the printer with the given device ID string supports the PCL 5 printer language.

Unfortunately, printer language support is not always advertised correctly by the printer. Some printers advertise only PCL 6 support when they also support PCL 5. Therefore, this routine will return TRUE if any PCL language support is advertised. It is therefore highly recommended to test the target application with the specific printer(s) that will be utilized.

### Remarks

The caller must first locate the "COMMAND SET:" section of the device ID string. To ensure that only the "COMMAND SET:" section of the device ID string is checked, the ";" at the end of the section should be temporarily replaced with a NULL. Otherwise, this function may find the printer language string in the comments or other section, and incorrectly indicate that the printer supports the language.

Device ID strings are case sensitive.

### Preconditions

None

### Parameters

Parameters	Description
char *deviceID	Pointer to the "COMMAND SET:" portion of the device ID string of the attached printer.
USB_PRINTER_FUNCTION_SUPPORT *support	Pointer to returned information about what types of functions this printer supports.

### Return Values

Return Values	Description
TRUE	The printer supports PCL 5.
FALSE	The printer does not support PCL 5.

### Function

```
BOOL USBHostPrinterLanguagePCL5IsSupported( char *deviceID,
                                            USB_PRINTER_FUNCTION_SUPPORT(page 786 *support )
```

## 7.2.10.1.14 USBHostPrinterLanguagePostScript Function

This function executes printer commands for a PostScript printer.

### File

usb\_host\_printer\_postscript.h

### C

```
BYTE USBHostPrinterLanguagePostScript(
    BYTE address,
    USB_PRINTER_COMMAND command,
    USB_DATA_POINTER data,
    DWORD size,
    BYTE transferFlags
);
```

### Description

This function executes printer commands for a PostScript printer. When the application issues a printer command, the printer client driver determines what language to use to communicate with the printer, and transfers the command to that language support routine. As much as possible, commands are designed to produce the same output regardless of what printer language is used.

Not all printer commands support data from both RAM and ROM. Unless otherwise noted, the data pointer is assumed to point to RAM, regardless of the value of transferFlags. Refer to the specific command to see if ROM data is supported.

### Remarks

When developing new commands, keep in mind that the function `USBHostPrinterCommandReady`([page 669](#)) will be used before calling this function to see if there is space available in the output transfer queue. `USBHostPrinterCommandReady`([page 669](#)) will return TRUE if a single space is available in the output queue. Therefore, each command can generate only one output transfer.

Multiple printer languages may be used in a single application. The USB Embedded Host Printer Client Driver will call the routine required for the attached device.

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
USB_PRINTER_COMMAND command	Command to execute. See the enumeration <code>USB_PRINTER_COMMAND</code> ( <a href="#">page 773</a> ) for the list of valid commands and their requirements.
USB_DATA_POINTER data	Pointer to the required data. Note that the caller must set transferFlags appropriately to indicate if the pointer is a RAM pointer or a ROM pointer.
DWORD size	Size of the data. For some commands, this parameter is used to hold the data itself.
BYTE transferFlags	Flags that indicate details about the transfer operation. Refer to these flags <ul style="list-style-type: none"> <li>• <code>USB_PRINTER_TRANSFER_COPY_DATA</code>(<a href="#">page 801</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_STATIC_DATA</code>(<a href="#">page 805</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_NOTIFY</code>(<a href="#">page 804</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_FROM_ROM</code>(<a href="#">page 803</a>)</li> <li>• <code>USB_PRINTER_TRANSFER_FROM_RAM</code>(<a href="#">page 802</a>)</li> </ul>

### Return Values

Return Values	Description
<code>USB_PRINTER_SUCCESS</code>	The command was executed successfully.

USB_PRINTER_UNKNOWN_DEVICE	A printer with the indicated address is not attached
USB_PRINTER_TOO_MANY_DEVICES	The printer status array does not have space for another printer.
USB_PRINTER_OUT_OF_MEMORY	Not enough available heap space to execute the command.
other	See possible return codes from the function USBHostPrinterWrite( <a href="#">page 693</a> ()).

**Function**

BYTE USBHostPrinterLanguagePostScript( BYTE address,

    USB\_PRINTER\_COMMAND([page 773](#)) command, USB\_DATA\_POINTER([page 767](#)) data, DWORD size, BYTE transferFlags )

## 7.2.10.1.15 USBHostPrinterLanguagePostScriptIsSupported Function

### File

usb\_host\_printer\_postscript.h

### C

```
BOOL USBHostPrinterLanguagePostScriptIsSupported(
    char * deviceID,
    USB_PRINTER_FUNCTION_SUPPORT * support
);
```

### Description

This function determines if the printer with the given device ID string supports the PostScript printer language.

### Remarks

The caller must first locate the "COMMAND SET:" section of the device ID string. To ensure that only the "COMMAND SET:" section of the device ID string is checked, the ";" at the end of the section should be temporarily replaced with a NULL. Otherwise, this function may find the printer language string in the comments or other section, and incorrectly indicate that the printer supports the language.

Device ID strings are case sensitive.

### Preconditions

None

### Parameters

Parameters	Description
char *deviceID	Pointer to the "COMMAND SET:" portion of the device ID string of the attached printer.
USB_PRINTER_FUNCTION_SUPPORT *support	Pointer to returned information about what types of functions this printer supports.

### Return Values

Return Values	Description
TRUE	The printer supports PostScript.
FALSE	The printer does not support PostScript.

### Function

```
BOOL USBHostPrinterLanguagePostScriptIsSupported( char *deviceID,
                                                USB_PRINTER_FUNCTION_SUPPORT(page 786 *support )
```

## 7.2.10.1.16 USBHostPrinterPOSIImageDateFormat Function

This function formats data for a bitmapped image into the format required for sending to a POS printer.

### File

usb\_host\_printer\_esc\_pos.h

### C

```
USB_DATA_POINTER USBHostPrinterPOSIImageDateFormat(
    USB_DATA_POINTER image,
    BYTE imageLocation,
    WORD imageHeight,
    WORD imageWidth,
    WORD * currentRow,
    BYTE byteDepth,
    BYTE * imageData
);
```

### Returns

The function returns a pointer to the next byte of image data.

### Description

This function formats data for a bitmapped image into the format required for sending to a POS printer. Bitmapped images are stored one row of pixels at a time. Suppose we have an image with vertical black bars, eight pixels wide and eight pixels deep. The image would appear as the following pixels, where 0 indicates a black dot and 1 indicates a white dot:

```
0 1 0 1 0 1 0 1
0 1 0 1 0 1 0 1
0 1 0 1 0 1 0 1
0 1 0 1 0 1 0 1
0 1 0 1 0 1 0 1
0 1 0 1 0 1 0 1
0 1 0 1 0 1 0 1
0 1 0 1 0 1 0 1
```

The stored bitmap of the data would contain the data bytes, where each byte is one row of data:

```
0x55 0x55 0x55 0x55 0x55 0x55 0x55 0x55
```

When printing to a full sheet printer, eight separate USB\_PRINTER\_IMAGE\_DATA\_HEADER / USB\_PRINTER\_IMAGE\_DATA command combinations are required to print this image.

POS printers, however, require image data formated either 8 dots or 24 dots deep, depending on the desired (and supported) vertical print density. For a POS printer performing an 8-dot vertical density print, the data needs to be in this format:

```
0x00 0xFF 0x00 0xFF 0x00 0xFF 0x00 0xFF
```

When printing to a POS printer, only one USB\_PRINTER\_IMAGE\_DATA\_HEADER / USB\_PRINTER\_IMAGE\_DATA command combination is required to print this image.

This function supports 8-dot and 24-dot vertical densities by specifying the byteDepth parameter as either 1 (8-dot) or 3 (24-dot).

### Remarks

This routine currently does not support 36-dot density printing. Since the output for 36-dot vertical density is identical to 24-dot vertical density, 24-dot vertical density should be used instead.

This routine does not yet support reading from external memory.

### Preconditions

None

### Example

The following example code will send a complete bitmapped image to a POS printer.

```

WORD currentRow;
BYTE depthBytes;
BYTE *imageDataPOS;
USB_PRINTER_IMAGE_INFO imageInfo;
BYTE returnCode;

#if defined (__C30__)
    BYTE __prog__ *ptr;
    ptr = (BYTE __prog__ *)logoMCHP.address;
#elif defined (__PIC32MX__)
    const BYTE *ptr;
    ptr = (const BYTE *)logoMCHP.address;
#endif

imageInfo.densityVertical = 24; // 24-dot density
imageInfo.densityHorizontal = 2; // Double density

// Extract the image height and width
imageInfo.width = ((WORD)ptr[5] << 8) + ptr[4];
imageInfo.height = ((WORD)ptr[3] << 8) + ptr[2];

depthBytes = imageInfo.densityVertical / 8;
imageDataPOS = (BYTE *)malloc( imageInfo.width *
                               depthBytes );

if (imageDataPOS == NULL)
{
    // Error - not enough heap space
}

USBHostPrinterCommandWithReadyWait( &returnCode,
                                   printerInfo.deviceAddress, USB_PRINTER_IMAGE_START,
                                   USB_DATA_POINTER_RAM(&imageInfo),
                                   sizeof(USB_PRINTER_IMAGE_INFO),
                                   0 );

ptr += 10; // skip the header info

currentRow = 0;
while (currentRow < imageInfo.height)
{
    USBHostPrinterCommandWithReadyWait( &returnCode,
                                       printerInfo.deviceAddress,
                                       USB_PRINTER_IMAGE_DATA_HEADER, USB_NULL,
                                       imageInfo.width, 0 );

    ptr = USBHostPrinterPOSIImageDataFormat(
        USB_DATA_POINTER_ROM(ptr),
        USB_PRINTER_TRANSFER_FROM_ROM, imageInfo.height,
        imageInfo.width, &currentRow, depthBytes,
        imageDataPOS ).pointerROM;

    USBHostPrinterCommandWithReadyWait( &returnCode,
                                       printerInfo.deviceAddress, USB_PRINTER_IMAGE_DATA,
                                       USB_DATA_POINTER_RAM(imageDataPOS), imageInfo.width,
                                       USB_PRINTER_TRANSFER_COPY_DATA );
}

free( imageDataPOS );

USBHostPrinterCommandWithReadyWait( &returnCode,
                                   printerInfo.deviceAddress, USB_PRINTER_IMAGE_STOP,
                                   USB_NULL, 0, 0 );

```

## Function

USB\_DATA\_POINTER([page 767](#)) USBHostPrinterPOSIImageDataFormat( USB\_DATA\_POINTER([page 767](#)) image,  
 BYTE imageLocation, WORD imageHeight, WORD imageWidth, WORD \*currentRow,  
 BYTE byteDepth, BYTE \*imageData )

## 7.2.10.1.17 USBHostPrinterPosition Macro

This function is used to simplify the call to the printer command USB\_PRINTER\_SET\_POSITION by generating the value needed for the specified (X,Y) coordinate.

### File

usb\_host\_printer.h

### C

```
#define USBHostPrinterPosition( X, Y ) (((DWORD)(X) << 16) | ((DWORD)(Y) & 0xFFFF))
```

### Returns

DWORD value that can be used in the USBHostPrinterCommand([page 667](#)()) function call with the command USB\_PRINTER\_SET\_POSITION.

### Description

This function is used to simplify the call to the printer command USB\_PRINTER\_SET\_POSITION by generating the value needed for the specified (X,Y) coordinate. The USB\_PRINTER\_SET\_POSITION command requires that the (X,Y) coordinate be passed in the (DWORD) size parameter of the USBHostPrinterCommand([page 667](#)()) function. This function takes the specified coordinate and packs it in the DWORD as required.

### Remarks

None

### Preconditions

None

### Example

```
USBHostPrinterCommand( printer, USB_PRINTER_SET_POSITION, USB_NULL,
                      USBHostPrinterPosition( 100, 100 ), 0 );
```

### Parameters

Parameters	Description
X	X coordinate (horizontal)
Y	Y coordinate (vertical)

### Function

DWORD USBHostPrinterPosition( WORD X, WORD Y )

## 7.2.10.1.18 USBHostPrinterPositionRelative Macro

This function is used to simplify the call to some of the printer graphics commands by generating the value needed for the specified change in X and change in Y coordinates.

### File

usb\_host\_printer.h

### C

```
#define USBHostPrinterPositionRelative( dX, dY ) (((DWORD)(dX) << 16) | ((DWORD)(dY) & 0xFFFF))
```

### Returns

DWORD value that can be used in the USBHostPrinterCommand([page 667](#)()) function call with the commands USB\_PRINTER\_GRAPHICS\_MOVE\_RELATIVE and USB\_PRINTER\_GRAPHICS\_LINE\_TO\_RELATIVE.

### Description

This function is used to simplify the call to some of the printer graphics commands by generating the value needed for the specified change in X and change in Y coordinates. The USB\_PRINTER\_GRAPHICS\_MOVE\_RELATIVE and the USB\_PRINTER\_GRAPHICS\_LINE\_TO\_RELATIVE commands requires that the change in the (X,Y) coordinates be passed in the (DWORD) size parameter of the USBHostPrinterCommand([page 667](#)()) function. This function takes the specified coordinate changes and packs them in the DWORD as required.

### Remarks

None

### Preconditions

None

### Example

```
USBHostPrinterCommand( printer, USB_PRINTER_GRAPHICS_LINE_TO_RELATIVE, USB_NULL,
                      USBHostPrinterPositionRelative( 0, -100 ), 0 );
```

### Parameters

Parameters	Description
dX	Change in the X coordinate (horizontal)
dY	Change in the Y coordinate (vertical)

### Function

DWORD USBHostPrinterPositionRelative( SHORT dX, SHORT dY )

## 7.2.10.1.19 USBHostPrinterRead Function

### File

usb\_host\_printer.h

### C

```
BYTE USBHostPrinterRead(
    BYTE deviceAddress,
    void * buffer,
    DWORD length,
    BYTE transferFlags
);
```

### Description

Use this routine to receive from the device and store it into memory.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Example

```
if ( !USBHostPrinterRxIsBusy( deviceAddress ) )
{
    USBHostPrinterRead( deviceAddress, &buffer, sizeof(buffer), 0 );
}
```

### Parameters

Parameters	Description
deviceAddress	USB Address of the device.
buffer	Pointer to the data buffer
length	Number of bytes to be transferred
transferFlags	Flags for how to perform the operation

### Return Values

Return Values	Description
USB_SUCCESS( <a href="#">page 948</a> )	The Read was started successfully
(USB error code)	The Read was not started. See <a href="#">USBHostRead(<a href="#">page 334</a>)</a> for a list of errors.

### Function

```
BYTE USBHostPrinterRead( BYTE deviceAddress, BYTE *buffer, DWORD length,
                        BYTE transferFlags )
```

## 7.2.10.1.20 USBHostPrinterReset Function

### File

usb\_host\_printer.h

### C

```
BYTE USBHostPrinterReset(  
    BYTE deviceAddress  
) ;
```

### Returns

See the return values for the USBHostIssueDeviceRequest() function.

### Description

This function issues the Printer class-specific Device Request to perform a soft reset.

### Remarks

Not all printers support this command.

### Preconditions

The device must be connected and enumerated.

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device

### Function

BYTE USBHostPrinterReset( BYTE deviceAddress )

## 7.2.10.1.21 USBHostPrinterRxIsBusy Function

This interface is used to check if the client driver is currently busy receiving data from the device.

### File

usb\_host\_printer.h

### C

```
BOOL USBHostPrinterRxIsBusy(
    BYTE deviceAddress
);
```

### Description

This interface is used to check if the client driver is currently busy receiving data from the device.

### Remarks

None

### Preconditions

None

### Example

```
if ( !USBHostPrinterRxIsBusy( deviceAddress ) )
{
    USBHostPrinterRead( deviceAddress, &buffer, sizeof( buffer ) );
}
```

### Parameters

Parameters	Description
deviceAddress	USB Address of the device

### Return Values

Return Values	Description
TRUE	The device is receiving data or an invalid deviceAddress is given.
FALSE	The device is not receiving data

### Function

BOOL USBHostPrinterRxIsBusy( BYTE deviceAddress )

## 7.2.10.1.22 USBHostPrinterWrite Function

### File

usb\_host\_printer.h

### C

```
BYTE USBHostPrinterWrite(
    BYTE deviceAddress,
    void * buffer,
    DWORD length,
    BYTE flags
);
```

### Description

Use this routine to transmit data from memory to the device. This routine will not usually be called by the application directly. The application will use the `USBHostPrinterCommand()` function, which will call the appropriate printer language support function, which will utilize this routine.

### Remarks

None

### Preconditions

The device must be connected and enumerated.

### Parameters

Parameters	Description
BYTE deviceAddress	USB Address of the device.
void *buffer	Pointer to the data buffer
DWORD length	Number of bytes to be transferred
BYTE transferFlags	Flags for how to perform the operation

### Return Values

Return Values	Description
USB_SUCCESS	The Write was started successfully.
USB_PRINTER_UNKNOWN_DEVICE	Device not found or has not been initialized.
USB_PRINTER_BUSY	The printer's output queue is full.
(USB error code)	The Write was not started. See <code>USBHostWrite()</code> for a list of errors.

### Function

```
BYTE USBHostPrinterWrite( BYTE deviceAddress, void *buffer, DWORD length,
                           BYTE transferFlags )
```

## 7.2.10.1.23 USBHostPrinterWriteComplete Function

### File

usb\_host\_printer.h

### C

```
BOOL USBHostPrinterWriteComplete(
    BYTE deviceAddress
);
```

### Description

This interface is used to check if the client driver is currently transmitting data to the printer, or if it is between transfers but still has transfers queued.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
deviceAddress	USB Address of the device

### Return Values

Return Values	Description
TRUE	The device is done transmitting data or an invalid deviceAddress is given.
FALSE	The device is transmitting data or has a transfer in the queue.

### Function

BOOL USBHostPrinterWriteComplete( BYTE deviceAddress )

## 7.2.10.2 Data Types and Constants

### Enumerations

	Name	Description
◆	USB_PRINTER_COMMAND( <a href="#">page 773</a> )	USB Printer Client Driver Commands The main interface to the USB Printer Client Driver is through the function <code>USBHostPrinterCommand(<a href="#">page 667</a>())</code> . These are the commands that can be passed to that function.
◆	USB_PRINTER_ERRORS( <a href="#">page 783</a> )	Printer Errors These are errors that can be returned by the printer client driver. Note that USB Embedded Host errors can also be returned.
◆	USB_PRINTER_FONTS( <a href="#">page 784</a> )	Printer Fonts This enumeration defines the various printer fonts. If new fonts are added, they must be added at the end of the list, just before the <code>USB_PRINTER_FONT_MAX_FONT</code> definition, as the printer language support files may utilize them for indexing purposes.
◆	USB_PRINTER_FONTS_POS( <a href="#">page 785</a> )	POS Printer Fonts This enumeration defines the various printer fonts used by POS printers. If new fonts are added, they must be added at the end of the list, just before the <code>USB_PRINTER_FONT_POS_MAX_FONT</code> definition, as the printer language support files may utilize them for indexing purposes.
◆	USB_PRINTER_POS_BARCODE_FORMAT( <a href="#">page 798</a> )	Bar Code Formats These are the bar code formats for printing bar codes on POS printers. They are used in conjunction with the <code>USB_PRINTER_POS_BARCODE</code> command ( <code>USB_PRINTER_COMMAND(<a href="#">page 773</a>)</code> ). Bar code information is passed using the <code>sBarcode</code> structure within the <code>USB_PRINTER_GRAPHICS_PARAMETERS(<a href="#">page 789</a>)</code> union. The exact values to send for each bar code type can vary for the particular POS printer, and not all printers support all bar code types. Be sure to test the output on the target printer, and adjust the values specified in <code>usb_host_printer_esc_pos.c</code> if necessary. Refer to the printer's technical documentation for the required values. Do not alter this... more( <a href="#">page 798</a> )

### Macros

	Name	Description
↳	_USB_HOST_PRINTER_PRIMITIVES_H( <a href="#">page 703</a> )	This is macro <code>_USB_HOST_PRINTER_PRIMITIVES_H</code> .
↳	BARCODE_CODE128_CODESET_A_CHAR( <a href="#">page 704</a> )	For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE A. This code set should be used if control characters (0x00-0x1F) are included in the data.
↳	BARCODE_CODE128_CODESET_A_STRING( <a href="#">page 705</a> )	For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE A. This code set should be used if control characters (0x00-0x1F) are included in the data.

 BARCODE_CODE128_CODESET_B_CHAR( <a href="#">page 706</a> )	For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE B. This code set should be used if lower case letters and higher ASCII characters (0x60-0x7F) are included in the data.
 BARCODE_CODE128_CODESET_B_STRING( <a href="#">page 707</a> )	For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE B. This code set should be used if lower case letters and higher ASCII characters (0x60-0x7F) are included in the data.
 BARCODE_CODE128_CODESET_C_CHAR( <a href="#">page 708</a> )	For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE C. This code set can be used only if the data values are between 0 and 99 (0x00-0x63).
 BARCODE_CODE128_CODESET_C_STRING( <a href="#">page 709</a> )	For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE C. This code set can be used only if the data values are between 0 and 99 (0x00-0x63).
 BARCODE_CODE128_CODESET_CHAR( <a href="#">page 710</a> )	For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the first data byte of the bar code data, which begins the character code specification. The next byte must be 'A', 'B', or 'C'.
 BARCODE_CODE128_CODESET_STRING( <a href="#">page 711</a> )	For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the first data byte of the bar code data, which begins the character code specification. The next byte must be 'A', 'B', or 'C'.
 BARCODE_TEXT_12x24( <a href="#">page 712</a> )	For use with POS printers. May not be valid for all printers. Print the bar code text in 12x24 dot font. Do not alter this value.
 BARCODE_TEXT_18x36( <a href="#">page 713</a> )	For use with POS printers. May not be valid for all printers. Print the bar code text in 18x36 dot font. Do not alter this value.
 BARCODE_TEXT_ABOVE( <a href="#">page 714</a> )	For use with POS printers. Print readable text above the bar code. Do not alter this value.
 BARCODE_TEXT_ABOVE_AND_BELOW( <a href="#">page 715</a> )	For use with POS printers. Print readable text above and below the bar code. Do not alter this value.
 BARCODE_TEXT_BELOW( <a href="#">page 716</a> )	For use with POS printers. Print readable text below the bar code. Do not alter this value.
 BARCODE_TEXT OMIT( <a href="#">page 717</a> )	For use with POS printers. Do not print readable bar code text. Do not alter this value.

	EVENT_PRINTER_ATTACH( <a href="#">page 718</a> )	This event indicates that a Printer device has been attached. When <code>USB_HOST_APP_EVENT_HANDLER</code> ( <a href="#">page 325</a> ) is called with this event, the <code>*data</code> parameter points to a structure of the type <code>USB_PRINTER_DEVICE_ID</code> ( <a href="#">page 782</a> ), which provides important information about the attached printer. The size parameter is the size of this structure.
	EVENT_PRINTER_DETACH( <a href="#">page 719</a> )	This event indicates that the specified device has been detached from the USB. When <code>USB_HOST_APP_EVENT_HANDLER</code> ( <a href="#">page 325</a> ) is called with this event, <code>*data</code> points to a <code>BYTE</code> that contains the device address, and <code>size</code> is the size of a <code>BYTE</code> .
	EVENT_PRINTER_OFFSET( <a href="#">page 720</a> )	This is an optional offset for the values of the generated events. If necessary, the application can use a non-zero offset for the generic events to resolve conflicts in event number.
	EVENT_PRINTER_REQUEST_DONE( <a href="#">page 721</a> )	This event indicates that the printer request has completed. These requests occur on endpoint 0 and include getting the printer status and performing a soft reset.
	EVENT_PRINTER_REQUEST_ERROR( <a href="#">page 722</a> )	This event indicates that a bus error occurred while trying to perform a device request. The error code is returned in the <code>size</code> parameter. The <code>data</code> parameter is returned as <code>NULL</code> .
	EVENT_PRINTER_RX_DONE( <a href="#">page 723</a> )	This event indicates that a previous read request has completed. When <code>USB_HOST_APP_EVENT_HANDLER</code> ( <a href="#">page 325</a> ) is called with this event, <code>*data</code> points to the receive buffer, and <code>size</code> is the actual number of bytes read from the device.
	EVENT_PRINTER_RX_ERROR( <a href="#">page 724</a> )	This event indicates that a bus error occurred while trying to perform a read. The error code is returned in the <code>size</code> parameter. The <code>data</code> parameter is returned as <code>NULL</code> .
	EVENT_PRINTER_TX_DONE( <a href="#">page 725</a> )	This event indicates that a previous write request has completed. When <code>USB_HOST_APP_EVENT_HANDLER</code> ( <a href="#">page 325</a> ) is called with this event, <code>*data</code> points to the buffer that completed transmission, and <code>size</code> is the actual number of bytes that were written to the device.
	EVENT_PRINTER_TX_ERROR( <a href="#">page 726</a> )	This event indicates that a bus error occurred while trying to perform a write. The error code is returned in the <code>size</code> parameter. The <code>data</code> parameter is returned as <code>NULL</code> .

EVENT_PRINTER_UNSUPPORTED( <a href="#">page 727</a> )	This event indicates that a printer has attached for which we do not have printer language support. Therefore, we cannot talk to this printer. This event can also occur if there is not enough dynamic memory available to read the device ID string.
LANGUAGE_ID_STRING_ESCPOS( <a href="#">page 728</a> )	This is the string that the printer language support determination routine will look for to determine if the printer supports this printer language. This string is case sensitive. See the function <code>USBHostPrinterLanguageESCPOSIIsSupported(<a href="#">page 679</a>)</code> for more information about using or changing this string. Dynamic language determination is not recommended when using POS printers.
LANGUAGE_ID_STRING_PCL( <a href="#">page 729</a> )	This is the string that the printer language support determination routine will look for to determine if the printer supports this printer language. This string is case sensitive. Some printers that report only PCL 6 support also support PCL 5. So it is recommended to use "PCL" as the search string, rather than "PCL 5", and verify that the correct output is produced by the target printer.
LANGUAGE_ID_STRING_POSTSCRIPT( <a href="#">page 730</a> )	This is the string that the printer language support determination routine will look for to determine if the printer supports this printer language. This string is case sensitive.
LANGUAGE_SUPPORT_FLAGS_ESCPOS( <a href="#">page 731</a> )	These are the support flags that are set for this language.
LANGUAGE_SUPPORT_FLAGS_PCL3( <a href="#">page 732</a> )	These are the support flags that are set for the PCL 3 version of this language.
LANGUAGE_SUPPORT_FLAGS_PCL5( <a href="#">page 733</a> )	These are the support flags that are set for the PCL 5 version of this language.
LANGUAGE_SUPPORT_FLAGS_POSTSCRIPT( <a href="#">page 734</a> )	These are the support flags that are set for this language.
PRINTER_COLOR_BLACK( <a href="#">page 735</a> )	Indicates a black line for drawing graphics objects.
PRINTER_COLOR_WHITE( <a href="#">page 736</a> )	Indicates a white line for drawing graphics objects.
PRINTER_DEVICE_REQUEST_GET_DEVICE_ID( <a href="#">page 737</a> )	bRequest value for the GET_DEVICE_ID USB class-specific request.
PRINTER_DEVICE_REQUEST_GET_PORT_STATUS( <a href="#">page 738</a> )	bRequest value for the GET_PORT_STATUS USB class-specific request.
PRINTER_DEVICE_REQUEST_SOFT_RESET( <a href="#">page 739</a> )	bRequest value for the SOFT_RESET USB class-specific request.
PRINTER_FILL_CROSS_HATCHED( <a href="#">page 740</a> )	Indicates a cross-hatched fill for graphics objects. Requires a specified line spacing and angle.
PRINTER_FILL_HATCHED( <a href="#">page 741</a> )	Indicates a hatched fill for graphics objects. Requires a specified line spacing and angle.

<code>PRINTER_FILL_SHADED</code> ( <a href="#">page 742</a> )	Indicates a shaded fill for filled graphics objects. Requires a specified fill percentage.
<code>PRINTER_FILL_SOLID</code> ( <a href="#">page 743</a> )	Indicates a solid color fill for filled graphics objects.
<code>PRINTER_LINE_END_BUTT</code> ( <a href="#">page 744</a> )	Drawn lines will have a butt end.
<code>PRINTER_LINE_END_ROUND</code> ( <a href="#">page 745</a> )	Drawn lines will have a round end.
<code>PRINTER_LINE_END_SQUARE</code> ( <a href="#">page 746</a> )	Drawn lines will have a square end.
<code>PRINTER_LINE_JOIN_BEVEL</code> ( <a href="#">page 747</a> )	Drawn lines will be joined with a bevel.
<code>PRINTER_LINE_JOIN_MITER</code> ( <a href="#">page 748</a> )	Drawn lines will be joined with a miter.
<code>PRINTER_LINE_JOIN_ROUND</code> ( <a href="#">page 749</a> )	Drawn lines will be joined with a round.
<code>PRINTER_LINE_TYPE_DASHED</code> ( <a href="#">page 750</a> )	Indicates a dashed line for drawing graphics objects.
<code>PRINTER_LINE_TYPE_DOTTED</code> ( <a href="#">page 751</a> )	Indicates a dotted line for drawing graphics objects.
<code>PRINTER_LINE_TYPE_SOLID</code> ( <a href="#">page 752</a> )	Indicates a solid line for drawing graphics objects.
<code>PRINTER_LINE_WIDTH_NORMAL</code> ( <a href="#">page 753</a> )	Indicates a normal width line for drawing graphics objects.
<code>PRINTER_LINE_WIDTH_THICK</code> ( <a href="#">page 754</a> )	Indicates a thick line for drawing graphics objects.
<code>PRINTER_PAGE_LANDSCAPE_HEIGHT</code> ( <a href="#">page 755</a> )	The height of the page in points when in landscape mode.
<code>PRINTER_PAGE_LANDSCAPE_WIDTH</code> ( <a href="#">page 756</a> )	The width of the page in points when in landscape mode.
<code>PRINTER_PAGE_PORTRAIT_HEIGHT</code> ( <a href="#">page 757</a> )	The height of the page in points when in portrait mode.
<code>PRINTER_PAGE_PORTRAIT_WIDTH</code> ( <a href="#">page 758</a> )	The width of the page in points when in portrait mode.
<code>PRINTER_POS_BOTTOM_TO_TOP</code> ( <a href="#">page 759</a> )	POS print direction bottom to top, starting at the bottom left corner.
<code>PRINTER_POS_DENSITY_HORIZONTAL_DOUBLE</code> ( <a href="#">page 760</a> )	Image print with double horizontal density.
<code>PRINTER_POS_DENSITY_HORIZONTAL_SINGLE</code> ( <a href="#">page 761</a> )	Image print with single horizontal density.
<code>PRINTER_POS_DENSITY_VERTICAL_24</code> ( <a href="#">page 762</a> )	Image print with 24-dot vertical density.
<code>PRINTER_POS_DENSITY_VERTICAL_8</code> ( <a href="#">page 763</a> )	Image print with 8-dot vertical density.
<code>PRINTER_POS_LEFT_TO_RIGHT</code> ( <a href="#">page 764</a> )	POS print direction left to right, starting at the top left corner.
<code>PRINTER_POS_RIGHT_TO_LEFT</code> ( <a href="#">page 765</a> )	POS print direction right to left, startin at the bottom right corner.
<code>PRINTER_POS_TOP_TO_BOTTOM</code> ( <a href="#">page 766</a> )	POS print direction top to bottom, starting at the top right corner.
<code>USB_DATA_POINTER_RAM</code> ( <a href="#">page 768</a> )	Use this definition to cast a pointer being passed to the function <code>USBHostPrinterCommand</code> ( <a href="#">page 667</a> )() that points to data in RAM.
<code>USB_DATA_POINTER_ROM</code> ( <a href="#">page 769</a> )	Use this definition to cast a pointer being passed to the function <code>USBHostPrinterCommand</code> ( <a href="#">page 667</a> )() that points to data in ROM.

 USB_MAX_PRINTER_DEVICES( <a href="#">page 770</a> )	Max Number of Supported Devices This value represents the maximum number of attached devices this class driver can support. If the user does not define a value, it will be set to 1. Currently this must be set to 1, due to limitations in the USB Host layer.
 USB_NULL( <a href="#">page 771</a> )	Use this definition to pass a NULL pointer to the function <code>USBHostPrinterCommand(<a href="#">page 667</a>())</code> .
 USB_PRINTER_FUNCTION_SUPPORT_POS( <a href="#">page 787</a> )	Constant to use to set the <code>supportsPOS</code> member of the <code>USB_PRINTER_FUNCTION_SUPPORT(<a href="#">page 786</a>)</code> union.
 USB_PRINTER_FUNCTION_SUPPORT_VECTOR_GRAPHICS( <a href="#">page 788</a> )	Constant to use to set the <code>supportsVectorGraphics</code> member of the <code>USB_PRINTER_FUNCTION_SUPPORT(<a href="#">page 786</a>)</code> union.
 USB_PRINTER_TRANSFER_COPY_DATA( <a href="#">page 801</a> )	This flag indicates that the printer client driver should make a copy of the data passed to the command. This allows the application to reuse the data storage immediately instead of waiting until the transfer is sent to the printer. The client driver will allocate space in the heap for the data copy. If there is not enough available memory, the command will terminate with a <code>USB_PRINTER_OUT_OF_MEMORY</code> error. Otherwise, the original data will be copied to the temporary data space. This temporary data will be freed upon completion, regardless of whether or not the command was performed successfully. NOTE: If... more( <a href="#">page 801</a> )
 USB_PRINTER_TRANSFER_FROM_RAM( <a href="#">page 802</a> )	This flag indicates that the source of the command data is in RAM. The application can then choose whether or not to have the printer client driver make a copy of the data.
 USB_PRINTER_TRANSFER_FROM_ROM( <a href="#">page 803</a> )	This flag indicates that the source of the command data is in ROM. The data will be copied to RAM, since the USB Host layer cannot read data from ROM. If there is not enough available heap space to make a copy of the data, the command will fail. If using this flag, do not set the <code>USB_PRINTER_TRANSFER_COPY_DATA(<a href="#">page 801</a>)</code> flag.
 USB_PRINTER_TRANSFER_NOTIFY( <a href="#">page 804</a> )	This flag indicates that the application layer wants to receive an event notification when the command completes.
 USB_PRINTER_TRANSFER_STATIC_DATA( <a href="#">page 805</a> )	This flag indicates that the data will not change in the time between the printer command being issued and the data actually being sent to the printer.

 USBHOSTPRINTER_SETFLAG_COPY_DATA( <a href="#">page 806</a> )	Use this macro to set the <b>USB_PRINTER_TRANSFER_COPY_DATA</b> ( <a href="#">page 801</a> ) flag in a variable.
 USBHOSTPRINTER_SETFLAG_NOTIFY( <a href="#">page 807</a> )	Use this macro to set the <b>USB_PRINTER_TRANSFER_NOTIFY</b> ( <a href="#">page 804</a> ) flag in a variable.
 USBHOSTPRINTER_SETFLAG_STATIC_DATA( <a href="#">page 808</a> )	Use this macro to clear the <b>USB_PRINTER_TRANSFER_COPY_DATA</b> ( <a href="#">page 801</a> ) flag in a variable.

**Structures**

	<b>Name</b>	<b>Description</b>
	<b>_USB_PRINTER_DEVICE_ID</b> ( <a href="#">page 782</a> )	Printer Device ID Information This structure contains identification information about an attached device.
	<b>USB_PRINT_SCREEN_INFO</b> ( <a href="#">page 772</a> )	Print Screen Information This structure is designed for use when the USB Embedded Host Printer support is integrated with the graphics library. The structure contains the information needed to print a portion of the graphics screen as a bitmapped graphic image.
	<b>USB_PRINTER_DEVICE_ID</b> ( <a href="#">page 782</a> )	Printer Device ID Information This structure contains identification information about an attached device.
	<b>USB_PRINTER_IMAGE_INFO</b> ( <a href="#">page 793</a> )	Bitmapped Image Information This structure contains the information needed to print a bitmapped graphic image. When using a full sheet printer, utilize the resolution and the scale members to specify the size of the image. Some printer languages (e.g. PostScript) utilize a scale factor, while others (e.g. PCL 5) utilize a dots-per-inch resolution. Also, some printers that utilize the resolution specification support only certain values for the resolution. For maximum compatibility, specify both members of this structure. The following table shows example values that will generate similarly sized output.
	<b>USB_PRINTER_INTERFACE</b> ( <a href="#">page 795</a> )	USB Printer Interface Structure This structure represents the information needed to interface with a printer language. An array of these structures must be created in <code>usb_config.c</code> , so the USB printer client driver can determine what printer language to use to communicate with the printer.
	<b>USB_PRINTER_SPECIFIC_INTERFACE</b> ( <a href="#">page 800</a> )	USB Printer Specific Interface Structure This structure is used to explicitly specify what printer language to use for a particular printer, and what print functions the printer supports. It can be used when a printer supports multiple languages with one language preferred over the others. It is required for printers that do not support the <code>GET_DEVICE_ID</code> printer class request. These printers do not report what printer languages they support. Typically, these printers also do not report Printer Class support in their Interface Descriptors, and must be explicitly supported by their VID and PID in the TPL. This structure links the... more( <a href="#">page 800</a> )

**Types**

	<b>Name</b>	<b>Description</b>
	<b>USB_PRINTER_LANGUAGE_HANDLER</b> ( <a href="#">page 796</a> )	This is a typedef to use when defining a printer language command handler.

	<a href="#">USB_PRINTER_LANGUAGE_SUPPORTED</a> (  page 797)	This is a typedef to use when defining a function that determines if the printer with the given "COMMAND SET:" portion of the device ID string supports the particular printer language.
---	--	--

## Unions

	Name	Description
	<a href="#">USB_DATA_POINTER</a> (  page 767)	This type is used to represent a generic RAM or ROM pointer when passed to the function <a href="#">USBHostPrinterCommand</a> (  page 667)() or a printer language function of the type <a href="#">USB_PRINTER_LANGUAGE_HANDLER</a> (  page 796). Note that the caller must indicate whether the point is actually pointing to RAM or to ROM, so we can tell which pointer is valid. Not all printer commands can actually use data in ROM. Refer to the specific printer command in the <a href="#">USB_PRINTER_COMMAND</a> (  page 773) enumeration for more information.
	<a href="#">USB_PRINTER_FUNCTION_SUPPORT</a> (  page 786)	Printer Device Function support Information This structure contains information about the functions that the attached printer supports. See the related constants for setting these flags via the val member: <ul style="list-style-type: none"> <li>• <a href="#">USB_PRINTER_FUNCTION_SUPPORT_POS</a>( page 787)</li> <li>• <a href="#">USB_PRINTER_FUNCTION_SUPPORT_VECTOR_GRAPHICS</a>( page 788)</li> </ul>
	<a href="#">USB_PRINTER_GRAPHICS_PARAMETERS</a> (  page 789)	USB Printer Graphics Parameter Structures This union can be used to declare a variable that can hold the parameters for any printer graphics or POS printer command ( <a href="#">USB_PRINTER_COMMAND</a> (  page 773)). The union allows a single variable to be declared and then reused for any printer graphics command.

## Description

## 7.2.10.2.1 \_USB\_HOST\_PRINTER\_PRIMITIVES\_H Macro

### File

usb\_host\_printer\_primitives.h

### C

```
#define _USB_HOST_PRINTER_PRIMITIVES_H
```

### Description

This is macro \_USB\_HOST\_PRINTER\_PRIMITIVES\_H.

## 7.2.10.2.2 BARCODE\_CODE128\_CODESET\_A\_CHAR Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_CODE128_CODESET_A_CHAR 'A'
```

### Description

For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE A. This code set should be used if control characters (0x00-0x1F) are included in the data.

### 7.2.10.2.3 BARCODE\_CODE128\_CODESET\_A\_STRING Macro

**File**

usb\_host\_printer.h

**C**

```
#define BARCODE_CODE128_CODESET_A_STRING "A"
```

**Description**

For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE A. This code set should be used if control characters (0x00-0x1F) are included in the data.

## 7.2.10.2.4 BARCODE\_CODE128\_CODESET\_B\_CHAR Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_CODE128_CODESET_B_CHAR 'B'
```

### Description

For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE B. This code set should be used if lower case letters and higher ASCII characters (0x60-0x7F) are included in the data.

## 7.2.10.2.5 BARCODE\_CODE128\_CODESET\_B\_STRING Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_CODE128_CODESET_B_STRING "B"
```

### Description

For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE B. This code set should be used if lower case letters and higher ASCII characters (0x60-0x7F) are included in the data.

## 7.2.10.2.6 BARCODE\_CODE128\_CODESET\_C\_CHAR Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_CODE128_CODESET_C_CHAR 'C'
```

### Description

For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE C. This code set can be used only if the data values are between 0 and 99 (0x00-0x63).

## 7.2.10.2.7 BARCODE\_CODE128\_CODESET\_C\_STRING Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_CODE128_CODESET_C_STRING "C"
```

### Description

For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the second data byte of the bar code data to specify character code set CODE C. This code set can be used only if the data values are between 0 and 99 (0x00-0x63).

## 7.2.10.2.8 BARCODE\_CODE128\_CODESET\_CHAR Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_CODE128_CODESET_CHAR '{'
```

### Description

For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the first data byte of the bar code data, which begins the character code specification. The next byte must be 'A', 'B', or 'C'.

## 7.2.10.2.9 BARCODE\_CODE128\_CODESET\_STRING Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_CODE128_CODESET_STRING " { "
```

### Description

For use with POS printers that support Code128 bar codes (extended barcodes). This is the value of the first data byte of the bar code data, which begins the character code specification. The next byte must be 'A', 'B', or 'C'.

## 7.2.10.2.10 BARCODE\_TEXT\_12x24 Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_TEXT_12x24 1
```

### Description

For use with POS printers. May not be valid for all printers. Print the bar code text in 12x24 dot font. Do not alter this value.

## 7.2.10.2.11 BARCODE\_TEXT\_18x36 Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_TEXT_18x36 0
```

### Description

For use with POS printers. May not be valid for all printers. Print the bar code text in 18x36 dot font. Do not alter this value.

## 7.2.10.2.12 BARCODE\_TEXT\_ABOVE Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_TEXT_ABOVE 1
```

### Description

For use with POS printers. Print readable text above the bar code. Do not alter this value.

## 7.2.10.2.13 BARCODE\_TEXT\_ABOVE\_AND\_BELOW Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_TEXT_ABOVE_AND_BELOW 3
```

### Description

For use with POS printers. Print readable text above and below the bar code. Do not alter this value.

## 7.2.10.2.14 BARCODE\_TEXT\_BELOW Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_TEXT_BELOW 2
```

### Description

For use with POS printers. Print readable text below the bar code. Do not alter this value.

## 7.2.10.2.15 BARCODE\_TEXT OMIT Macro

### File

usb\_host\_printer.h

### C

```
#define BARCODE_TEXT OMIT 0
```

### Description

For use with POS printers. Do not print readable bar code text. Do not alter this value.

## 7.2.10.2.16 EVENT\_PRINTER\_ATTACH Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_ATTACH (EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+0)
```

### Description

This event indicates that a Printer device has been attached. When USB\_HOST\_APP\_EVENT\_HANDLER([page 325](#)) is called with this event, the \*data parameter points to a structure of the type USB\_PRINTER\_DEVICE\_ID([page 782](#)), which provides important information about the attached printer. The size parameter is the size of this structure.

## 7.2.10.2.17 EVENT\_PRINTER\_DETACH Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_DETACH (EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+1)
```

### Description

This event indicates that the specified device has been detached from the USB. When `USB_HOST_APP_EVENT_HANDLER`([page 325](#)) is called with this event, `*data` points to a BYTE that contains the device address, and size is the size of a BYTE.

## 7.2.10.2.18 EVENT\_PRINTER\_OFFSET Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_OFFSET 0
```

### Description

This is an optional offset for the values of the generated events. If necessary, the application can use a non-zero offset for the generic events to resolve conflicts in event number.

## 7.2.10.2.19 EVENT\_PRINTER\_REQUEST\_DONE Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_REQUEST_DONE ( EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+4 )
```

### Description

This event indicates that the printer request has completed. These requests occur on endpoint 0 and include getting the printer status and performing a soft reset.

## 7.2.10.2.20 EVENT\_PRINTER\_REQUEST\_ERROR Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_REQUEST_ERROR ( EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+7 )
```

### Description

This event indicates that a bus error occurred while trying to perform a device request. The error code is returned in the size parameter. The data parameter is returned as NULL.

## 7.2.10.2.21 EVENT\_PRINTER\_RX\_DONE Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_RX_DONE (EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+3)
```

### Description

This event indicates that a previous read request has completed. When USB\_HOST\_APP\_EVENT\_HANDLER([page 325](#)) is called with this event, \*data points to the receive buffer, and size is the actual number of bytes read from the device.

## 7.2.10.2.22 EVENT\_PRINTER\_RX\_ERROR Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_RX_ERROR (EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+6)
```

### Description

This event indicates that a bus error occurred while trying to perform a read. The error code is returned in the size parameter. The data parameter is returned as NULL.

## 7.2.10.2.23 EVENT\_PRINTER\_TX\_DONE Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_TX_DONE (EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+2)
```

### Description

This event indicates that a previous write request has completed. When USB\_HOST\_APP\_EVENT\_HANDLER([page 325](#)) is called with this event, \*data points to the buffer that completed transmission, and size is the actual number of bytes that were written to the device.

## 7.2.10.2.24 EVENT\_PRINTER\_TX\_ERROR Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_TX_ERROR (EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+5)
```

### Description

This event indicates that a bus error occurred while trying to perform a write. The error code is returned in the size parameter. The data parameter is returned as NULL.

## 7.2.10.2.25 EVENT\_PRINTER\_UNSUPPORTED Macro

### File

usb\_host\_printer.h

### C

```
#define EVENT_PRINTER_UNSUPPORTED ( EVENT_PRINTER_BASE+EVENT_PRINTER_OFFSET+8 )
```

### Description

This event indicates that a printer has attached for which we do not have printer language support. Therefore, we cannot talk to this printer. This event can also occur if there is not enough dynamic memory available to read the device ID string.

## 7.2.10.2.26 LANGUAGE\_ID\_STRING\_ESCPOS Macro

### File

usb\_host\_printer\_esc\_pos.h

### C

```
#define LANGUAGE_ID_STRING_ESCPOS "ESC"
```

### Description

This is the string that the printer language support determination routine will look for to determine if the printer supports this printer language. This string is case sensitive. See the function `USBHostPrinterLanguageESCPOSIIsSupported()` for more information about using or changing this string. Dynamic language determination is not recommended when using POS printers.

## 7.2.10.2.27 LANGUAGE\_ID\_STRING\_PCL Macro

### File

usb\_host\_printer\_pcl\_5.h

### C

```
#define LANGUAGE_ID_STRING_PCL "PCL"
```

### Description

This is the string that the printer language support determination routine will look for to determine if the printer supports this printer language. This string is case sensitive. Some printers that report only PCL 6 support also support PCL 5. So it is recommended to use "PCL" as the search string, rather than "PCL 5", and verify that the correct output is produced by the target printer.

## 7.2.10.2.28 LANGUAGE\_ID\_STRING\_POSTSCRIPT Macro

### File

usb\_host\_printer\_postscript.h

### C

```
#define LANGUAGE_ID_STRING_POSTSCRIPT "POSTSCRIPT"
```

### Description

This is the string that the printer language support determination routine will look for to determine if the printer supports this printer language. This string is case sensitive.

## 7.2.10.2.29 LANGUAGE\_SUPPORT\_FLAGS\_ESCPOS Macro

### File

usb\_host\_printer\_esc\_pos.h

### C

```
#define LANGUAGE_SUPPORT_FLAGS_ESCPOS USB_PRINTER_FUNCTION_SUPPORT_POS
```

### Description

These are the support flags that are set for this language.

## 7.2.10.2.30 LANGUAGE\_SUPPORT\_FLAGS\_PCL3 Macro

### File

usb\_host\_printer\_pcl\_5.h

### C

```
#define LANGUAGE_SUPPORT_FLAGS_PCL3 0
```

### Description

These are the support flags that are set for the PCL 3 version of this language.

## 7.2.10.2.31 LANGUAGE\_SUPPORT\_FLAGS\_PCL5 Macro

### File

usb\_host\_printer\_pcl\_5.h

### C

```
#define LANGUAGE_SUPPORT_FLAGS_PCL5 USB_PRINTER_FUNCTION_SUPPORT_VECTOR_GRAPHICS
```

### Description

These are the support flags that are set for the PCL 5 version of this language.

## 7.2.10.2.32 LANGUAGE\_SUPPORT\_FLAGS\_POSTSCRIPT Macro

### File

usb\_host\_printer\_postscript.h

### C

```
#define LANGUAGE_SUPPORT_FLAGS_POSTSCRIPT USB_PRINTER_FUNCTION_SUPPORT_VECTOR_GRAPHICS
```

### Description

These are the support flags that are set for this language.

## 7.2.10.2.33 PRINTER\_COLOR\_BLACK Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_COLOR_BLACK 0
```

### Description

Indicates a black line for drawing graphics objects.

## 7.2.10.2.34 PRINTER\_COLOR\_WHITE Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_COLOR_WHITE 1
```

### Description

Indicates a white line for drawing graphics objects.

## 7.2.10.2.35 PRINTER\_DEVICE\_REQUEST\_GET\_DEVICE\_ID Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_DEVICE_REQUEST_GET_DEVICE_ID 0x00
```

### Description

bRequest value for the GET\_DEVICE\_ID USB class-specific request.

## 7.2.10.2.36 PRINTER\_DEVICE\_REQUEST\_GET\_PORT\_STATUS Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_DEVICE_REQUEST_GET_PORT_STATUS 0x01
```

### Description

bRequest value for the GET\_PORT\_STATUS USB class-specific request.

## 7.2.10.2.37 PRINTER\_DEVICE\_REQUEST\_SOFT\_RESET Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_DEVICE_REQUEST_SOFT_RESET 0x02
```

### Description

bRequest value for the SOFT\_RESET USB class-specific request.

## 7.2.10.2.38 PRINTER\_FILL\_CROSS\_HATCHED Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_FILL_CROSS_HATCHED 3
```

### Description

Indicates a cross-hatched fill for graphics objects. Requires a specified line spacing and angle.

## 7.2.10.2.39 PRINTER\_FILL\_HATCHED Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_FILL_HATCHED 2
```

### Description

Indicates a hatched fill for graphics objects. Requires a specified line spacing and angle.

## 7.2.10.2.40 PRINTER\_FILL\_SHADED Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_FILL_SHADED 1
```

### Description

Indicates a shaded fill for filled graphics objects. Requires a specified fill percentage.

## 7.2.10.2.41 PRINTER\_FILL\_SOLID Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_FILL_SOLID 0
```

### Description

Indicates a solid color fill for filled graphics objects.

## 7.2.10.2.42 PRINTER\_LINE\_END\_BUTT Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_END_BUTT 0
```

### Description

Drawn lines will have a butt end.

## 7.2.10.2.43 PRINTER\_LINE\_END\_ROUND Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_END_ROUND 1
```

### Description

Drawn lines will have a round end.

## 7.2.10.2.44 PRINTER\_LINE\_END\_SQUARE Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_END_SQUARE 2
```

### Description

Drawn lines will have a square end.

## 7.2.10.2.45 PRINTER\_LINE\_JOIN\_BEVEL Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_JOIN_BEVEL 0
```

### Description

Drawn lines will be joined with a bevel.

## 7.2.10.2.46 PRINTER\_LINE\_JOIN\_MITER Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_JOIN_MITER 1
```

### Description

Drawn lines will be joined with a miter.

## 7.2.10.2.47 PRINTER\_LINE\_JOIN\_ROUND Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_JOIN_ROUND 2
```

### Description

Drawn lines will be joined with a round.

## 7.2.10.2.48 PRINTER\_LINE\_TYPE\_DASHED Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_TYPE_DASHED 1
```

### Description

Indicates a dashed line for drawing graphics objects.

## 7.2.10.2.49 PRINTER\_LINE\_TYPE\_DOTTED Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_TYPE_DOTTED 2
```

### Description

Indicates a dotted line for drawing graphics objects.

## 7.2.10.2.50 PRINTER\_LINE\_TYPE\_SOLID Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_TYPE_SOLID 0
```

### Description

Indicates a solid line for drawing graphics objects.

## 7.2.10.2.51 PRINTER\_LINE\_WIDTH\_NORMAL Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_WIDTH_NORMAL 0
```

### Description

Indicates a normal width line for drawing graphics objects.

## 7.2.10.2.52 PRINTER\_LINE\_WIDTH\_THICK Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_LINE_WIDTH_THICK 1
```

### Description

Indicates a thick line for drawing graphics objects.

## 7.2.10.2.53 PRINTER\_PAGE\_LANDSCAPE\_HEIGHT Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_PAGE_LANDSCAPE_HEIGHT 612
```

### Description

The height of the page in points when in landscape mode.

## 7.2.10.2.54 PRINTER\_PAGE\_LANDSCAPE\_WIDTH Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_PAGE_LANDSCAPE_WIDTH 792
```

### Description

The width of the page in points when in landscape mode.

## 7.2.10.2.55 PRINTER\_PAGE\_PORTRAIT\_HEIGHT Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_PAGE_PORTRAIT_HEIGHT 792
```

### Description

The height of the page in points when in portrait mode.

## 7.2.10.2.56 PRINTER\_PAGE\_PORTRAIT\_WIDTH Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_PAGE_PORTRAIT_WIDTH 612
```

### Description

The width of the page in points when in portrait mode.

## 7.2.10.2.57 PRINTER\_POS\_BOTTOM\_TO\_TOP Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_POS_BOTTOM_TO_TOP 1
```

### Description

POS print direction bottom to top, starting at the bottom left corner.

## 7.2.10.2.58 PRINTER\_POS\_DENSITY\_HORIZONTAL\_DOUBLE Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_POS_DENSITY_HORIZONTAL_DOUBLE 2
```

### Description

Image print with double horizontal density.

## 7.2.10.2.59 PRINTER\_POS\_DENSITY\_HORIZONTAL\_SINGLE Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_POS_DENSITY_HORIZONTAL_SINGLE 1
```

### Description

Image print with single horizontal density.

## 7.2.10.2.60 PRINTER\_POS\_DENSITY\_VERTICAL\_24 Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_POS_DENSITY_VERTICAL_24 24
```

### Description

Image print with 24-dot vertical density.

## 7.2.10.2.61 PRINTER\_POS\_DENSITY\_VERTICAL\_8 Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_POS_DENSITY_VERTICAL_8 8
```

### Description

Image print with 8-dot vertical density.

## 7.2.10.2.62 PRINTER\_POS\_LEFT\_TO\_RIGHT Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_POS_LEFT_TO_RIGHT 0
```

### Description

POS print direction left to right, starting at the top left corner.

## 7.2.10.2.63 PRINTER\_POS\_RIGHT\_TO\_LEFT Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_POS_RIGHT_TO_LEFT 2
```

### Description

POS print direction right to left, startin at the bottom right corner.

## 7.2.10.2.64 PRINTER\_POS\_TOP\_TO\_BOTTOM Macro

### File

usb\_host\_printer.h

### C

```
#define PRINTER_POS_TOP_TO_BOTTOM 3
```

### Description

POS print direction top to bottom, starting at the top right corner.

## 7.2.10.2.65 USB\_DATA\_POINTER Union

### File

usb\_host\_printer.h

### C

```
typedef union {
    void * pointerRAM;
    const void * pointerROM;
} USB_DATA_POINTER;
```

### Members

Members	Description
void * pointerRAM;	Pointer to data in RAM.
const void * pointerROM;	Pointer to data in ROM.

### Description

This type is used to represent a generic RAM or ROM pointer when passed to the function `USBHostPrinterCommand()` (page 667)() or a printer language function of the type `USB_PRINTER_LANGUAGE_HANDLER()` (page 796). Note that the caller must indicate whether the point is actually pointing to RAM or to ROM, so we can tell which pointer is valid. Not all printer commands can actually use data in ROM. Refer to the specific printer command in the `USB_PRINTER_COMMAND()` (page 773) enumeration for more information.

## 7.2.10.2.66 USB\_DATA\_POINTER\_RAM Macro

### File

usb\_host\_printer.h

### C

```
#define USB_DATA_POINTER_RAM(x) ((USB_DATA_POINTER)(void *)x)
```

### Description

Use this definition to cast a pointer being passed to the function `USBHostPrinterCommand()` (page 667)() that points to data in RAM.

## 7.2.10.2.67 USB\_DATA\_POINTER\_ROM Macro

### File

usb\_host\_printer.h

### C

```
#define USB_DATA_POINTER_ROM(x) ((USB_DATA_POINTER)(const void *)x)
```

### Description

Use this definition to cast a pointer being passed to the function `USBHostPrinterCommand()` (page 667)() that points to data in ROM.

## 7.2.10.2.68 USB\_MAX\_PRINTER\_DEVICES Macro

### File

usb\_host\_printer.h

### C

```
#define USB_MAX_PRINTER_DEVICES 1
```

### Description

Max Number of Supported Devices

This value represents the maximum number of attached devices this class driver can support. If the user does not define a value, it will be set to 1. Currently this must be set to 1, due to limitations in the USB Host layer.

## 7.2.10.2.69 USB\_NULL Macro

### File

usb\_host\_printer.h

### C

```
#define USB_NULL (USB_DATA_POINTER)(void *)NULL
```

### Description

Use this definition to pass a NULL pointer to the function [USBHostPrinterCommand](#)([page 667](#)).

## 7.2.10.2.70 USB\_PRINT\_SCREEN\_INFO Structure

### File

usb\_host\_printer\_primitives.h

### C

```
typedef struct {
    WORD xL;
    WORD yT;
    WORD xR;
    WORD yB;
    WORD colorBlack;
    USB_PRINTER_FUNCTION_SUPPORT printerType;
    USB_PRINTER_IMAGE_INFO printerInfo;
} USB_PRINT_SCREEN_INFO;
```

### Members

Members	Description
WORD <b>xL</b> ;	X-axis position of the left side of the screen image.
WORD <b>yT</b> ;	Y-axis position of the top of the screen image.
WORD <b>xR</b> ;	X-axis position of the right side of the screen image.
WORD <b>yB</b> ;	Y-axis position of the bottom of the screen image.
WORD <b>colorBlack</b> ;	Screen color that should be printed as black.
USB_PRINTER_FUNCTION_SUPPORT <b>printerType</b> ;	The capabilities of the current printer, so we know what structure members are valid.
USB_PRINTER_IMAGE_INFO <b>printerInfo</b> ;	Store all the info needed to print the image. The width and height parameters will be determined by the screen coordinates specified above. The application must provide the other values.

### Description

#### Print Screen Information

This structure is designed for use when the USB Embedded Host Printer support is integrated with the graphics library. The structure contains the information needed to print a portion of the graphics screen as a bitmapped graphic image.

## 7.2.10.2.71 USB\_PRINTER\_COMMAND Enumeration

### File

usb\_host\_printer.h

### C

```
typedef enum {
    USB_PRINTER_ATTACHED,
    USB_PRINTER_DETACHED,
    USB_PRINTER_TRANSPARENT,
    USB_PRINTER_JOB_START,
    USB_PRINTER_JOB_STOP,
    USB_PRINTER_ORIENTATION_PORTRAIT,
    USB_PRINTER_ORIENTATION_LANDSCAPE,
    USB_PRINTER_FONT_NAME,
    USB_PRINTER_FONT_SIZE,
    USB_PRINTER_FONT_ITALIC,
    USB_PRINTER_FONT_UPRIGHT,
    USB_PRINTER_FONT_BOLD,
    USB_PRINTER_FONT_MEDIUM,
    USB_PRINTER_EJECT_PAGE,
    USB_PRINTER_TEXT_START,
    USB_PRINTER_TEXT,
    USB_PRINTER_TEXT_STOP,
    USB_PRINTER_SET_POSITION,
    USB_PRINTER_IMAGE_START,
    USB_PRINTER_IMAGE_DATA_HEADER,
    USB_PRINTER_IMAGE_DATA,
    USB_PRINTER_IMAGE_STOP,
    USB_PRINTER_VECTOR_GRAPHICS_START,
    USB_PRINTER_GRAPHICS_LINE_TYPE,
    USB_PRINTER_GRAPHICS_LINE_WIDTH,
    USB_PRINTER_GRAPHICS_LINE_END,
    USB_PRINTER_GRAPHICS_LINE_JOIN,
    USB_PRINTER_GRAPHICS_FILL_TYPE,
    USB_PRINTER_GRAPHICS_COLOR,
    USB_PRINTER_GRAPHICS_MOVE_TO,
    USB_PRINTER_GRAPHICS_MOVE_RELATIVE,
    USB_PRINTER_GRAPHICS_LINE,
    USB_PRINTER_GRAPHICS_LINE_TO,
    USB_PRINTER_GRAPHICS_LINE_TO_RELATIVE,
    USB_PRINTER_GRAPHICS_ARC,
    USB_PRINTER_GRAPHICS_CIRCLE,
    USB_PRINTER_GRAPHICS_CIRCLE_FILLED,
    USB_PRINTER_GRAPHICS_BEVEL,
    USB_PRINTER_GRAPHICS_BEVEL_FILLED,
    USB_PRINTER_GRAPHICS_RECTANGLE,
    USB_PRINTER_GRAPHICS_RECTANGLE_FILLED,
    USB_PRINTER_GRAPHICS_POLYGON,
    USB_PRINTER_VECTOR_GRAPHICS_END,
    USB_PRINTER_POS_START,
    USB_PRINTER_POS_PAGE_MODE,
    USB_PRINTER_POS_STANDARD_MODE,
    USB_PRINTER_POS_FEED,
    USB_PRINTER_POS_TEXT_LINE,
    USB_PRINTER_POS_CUT,
    USB_PRINTER_POS_CUT_PARTIAL,
    USB_PRINTER_POS_JUSTIFICATION_CENTER,
    USB_PRINTER_POS_JUSTIFICATION_LEFT,
    USB_PRINTER_POS_JUSTIFICATION_RIGHT,
    USB_PRINTER_POS_FONT_REVERSE,
    USB_PRINTER_POS_FONT_UNDERLINE,
    USB_PRINTER_POS_COLOR_BLACK,
    USB_PRINTER_POS_COLOR_RED,
    USB_PRINTER_POS_BARCODE,
    USB_PRINTER_POS_END
} USB_PRINTER_COMMAND;
```

## Members

Members	Description
USB_PRINTER_ATTACHED	This command is used internally by the printer client driver. Applications do not issue this command. This command informs the language support code that a new device has attached. Some language support requires the maintenance of certain information about the printing status. This command, with the USB_PRINTER_DETACHED command, allows the language support information to be maintained properly as printers are attached and detached. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_DETACHED	This command is used internally by the printer client driver. Applications do not issue this command. This command informs the language support code that a device has detached. Some language support requires the maintenance of certain information about the printing status. This command, with the USB_PRINTER_ATTACHED command, allows the language support information to be maintained properly as printers are attached and detached. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_TRANSPARENT	This command instructs the printer driver to send the buffer directly to the printer, without interpretation by the printer driver. This is normally used only when debugging new commands. The data parameter should point to the data to be sent, and size should indicate the number of bytes to send. This command supports sending data from either RAM or ROM. If the data is in ROM, be sure to set the USB_PRINTER_TRANSFER_FROM_ROM( <a href="#">page 803</a> ) flag. If the data is in RAM but the application may overwrite it, set the USB_PRINTER_TRANSFER_COPY_DATA( <a href="#">page 801</a> ) flag to tell the printer client driver to make a local copy of the data, allowing the application to overwrite the original buffer when USBHostPrinterCommand( <a href="#">page 667</a> )() terminates.
USB_PRINTER_JOB_START	This command should be issued at the beginning of every print job. It ensures that the printer is set back to a default state. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_JOB_STOP	This command should be issued at the end of every print job. It ejects the currently printing page, and ensures that the printer is set back to a default state. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_ORIENTATION_PORTRAIT	This command sets the current page orientation to portrait. This command must be issued immediately after the USB_PRINTER_JOB_START and USB_PRINTER_EJECT_PAGE commands in order for the command to take effect properly. Only one orientation command should be sent per page, or the output may not be properly generated. The default orientation is portrait. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_ORIENTATION_LANDSCAPE	This command sets the current page orientation to landscape. This command must be issued immediately after the USB_PRINTER_JOB_START and USB_PRINTER_EJECT_PAGE commands in order for the command to take effect properly. Only one orientation command should be sent per page, or the output may not be properly generated. The default orientation is portrait. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.

USB_PRINTER_FONT_NAME	This command selects the text font. To make usage easier, the size parameter is used to hold the font name indication. The data pointer should be passed in as USB_NULL( <a href="#">page 771</a> ). Refer to the enums <b>USB_PRINTER_FONTS</b> ( <a href="#">page 784</a> ) and <b>USB_PRINTER_FONTS_POS</b> ( <a href="#">page 785</a> ) for the valid values for the font name. With POS printers, the font name also indicates the font size.
USB_PRINTER_FONT_SIZE	(Full sheet printers only.) This command selects the font size in terms of points. To make usage easier, the size parameter is used to hold the font size. The data pointer should be passed in as USB_NULL( <a href="#">page 771</a> ). For POS printers, the size is specified as a scale factor. The value of bits [3:0] plus one is the vertical scale, and the value of bits [7:4] plus one is the horizontal scale. Each direction can be scaled a maximum of x10. For example, the value 0x00 is x1 scaling in both directions, and 0x95 is x10 scaling horizontally and x6 scaling vertically.
USB_PRINTER_FONT_ITALIC	This command sets the current font to italic. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_FONT_UPRIGHT	This command sets the current font to upright (not italic). The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_FONT_BOLD	This command sets the current font to bold. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_FONT_MEDIUM	This command sets the current font to regular weight (not bold). The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_EJECT_PAGE	This command ejects the currently printing page. The command <b>USB_PRINTER_JOB_STOP</b> will also eject the page. After this command, the selected paper orientation (portrait or landscape) and selected font must be reset. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_TEXT_START	This command initiates a text print. To print text, first issue a <b>USB_PRINTER_TEXT_START</b> command. Then issue a <b>USB_PRINTER_TEXT</b> command with the text to be printed, setting the transferFlags parameter correctly for the location of the source text (RAM, ROM, or external memory). Finally, use the <b>USB_PRINTER_TEXT_STOP</b> command to terminate the text print. For best compatibility across printers, do not insert other commands into this sequence. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_TEXT	This command specifies text to print. The data parameter should point to the buffer of data to send, and size should indicate how many bytes of data to print. This command supports printing text from either RAM or ROM. Be sure to set the transferFlags parameter correctly for the location of the data source. If the data is in RAM but the application may overwrite it, set the <b>USB_PRINTER_TRANSFER_COPY_DATA</b> ( <a href="#">page 801</a> ) flag to tell the printer client driver to make a local copy of the data, allowing the application to overwrite the original buffer when <b>USBHostPrinterCommand</b> ( <a href="#">page 667</a> )() terminates. Refer to the <b>USB_PRINTER_TEXT_START</b> command for the sequence required to print text.

USB_PRINTER_TEXT_STOP	This command terminates a text print. Refer to the USB_PRINTER_TEXT_START command for the sequence required to print text. The data and size parameters are not used by this command, and can be passed as USB_NULL( <a href="#">page 771</a> ) and 0 respectively. For POS printers, size is the number of lines to feed after the print. To get the best result, a minimum of one line is recommended. The data parameter is not used, and can be passed as USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_SET_POSITION	This command sets the current printing position on the page. Refer to the documentation for a description of the page coordinates. Both X and Y coordinates are passed in the size parameter. The X coordinate is passed in the most significant (upper) WORD, and the Y coordinate is passed in the least significant (lower) WORD. The macro USBHostPrinterPosition( <a href="#">page 688</a> )( X, Y ) can be used to create the parameter. POS printers support specifying the Y-axis position while in page mode only. The data pointer should be passed in as USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_IMAGE_START	This command is used to initialize the printing of a bitmapped image. This command requires a pointer to a variable of type USB_PRINTER_IMAGE_INFO( <a href="#">page 793</a> ). To print a bitmapped image, obtain the information required by the USB_PRINTER_IMAGE_INFO( <a href="#">page 793</a> ) structure, and issue this command. Each row of bitmapped data can now be sent to the printer. For each row, first issue the USB_PRINTER_IMAGE_DATA_HEADER command. Then issue the USB_PRINTER_IMAGE_DATA command, with the transferFlags parameter set appropriately for the location of the bitmapped data. After all rows of data have been sent, terminate the image print with the USB_PRINTER_IMAGE_STOP command. Be sure that adequate heap space is available, particularly when printing from ROM or external memory, and when printing to a POS printer. When printing images on POS printers, ensure that the dot density capabilities of the printer are set correctly. If they are not, the printer will print garbage characters. Refer to the Printer Client Driver section of the Help file for more information about printing images.
USB_PRINTER_IMAGE_DATA_HEADER	This command is issued before each row of bitmapped image data. The size parameter is the width of the image in terms of pixels. The *data parameter is not used and should be passed in as USB_NULL( <a href="#">page 771</a> ). Refer to the USB_PRINTER_IMAGE_START command for the sequence required to print an image. When printing images on POS printers, ensure that the dot density capabilities of the printer are set correctly. If they are not, the printer will print garbage characters.
USB_PRINTER_IMAGE_DATA	This command is issued for each row of bitmapped image data. The *data parameter should point to the data, and size should be the number of bits of data to send to the printer, which should match the value passed in the USB_PRINTER_IMAGE_DATA_HEADER command. This command supports reading image data from either RAM or ROM. Be sure to set the transferFlags parameter appropriately to indicate the location of the bitmapped data. If the data is in RAM but the application may overwrite it, set the USB_PRINTER_TRANSFER_COPY_DATA( <a href="#">page 801</a> ) flag to tell the printer client driver to make a local copy of the data, allowing the application to overwrite the original buffer when USBHostPrinterCommand( <a href="#">page 667</a> ()) terminates. Refer to the USB_PRINTER_IMAGE_START command for the sequence required to print an image. Be sure that adequate heap space is available, particularly when printing from ROM or external memory, and when printing to a POS printer. When printing images on POS printers, ensure that the dot density capabilities of the printer are set correctly. If they are not, the printer will print garbage characters. Refer to the Printer Client Driver section of the Help file for more information about printing images.

USB_PRINTER_IMAGE_STOP	This command is used to terminate printing a bitmapped image. Refer to the USB_PRINTER_IMAGE_START command for the sequence required to print an image.
USB_PRINTER_VECTOR_GRAPHICS_START	Commands between USB_PRINTER_VECTOR_GRAPHICS_START and USB_PRINTER_VECTOR_GRAPHICS_END are valid only with printers that support vector graphics. This support is determined by the interface function of the type USB_PRINTER_LANGUAGE_SUPPORTED( <a href="#">page 797</a> ) that is specified in the usb_config.c configuration file.
USB_PRINTER_GRAPHICS_LINE_TYPE	(Vector graphics support required.) This command sets the line type for drawing graphics. The line type indication is passed in the size parameter. Valid values are PRINTER_LINE_TYPE_SOLID( <a href="#">page 752</a> ), PRINTER_LINE_TYPE_DOTTED( <a href="#">page 751</a> ), and PRINTER_LINE_TYPE_DASHED( <a href="#">page 750</a> ). The data pointer parameter is not used and should be set to USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_GRAPHICS_LINE_WIDTH	(Vector graphics support required.) This command sets the width of the line for drawing vector graphics. The width indication is passed in the size parameter. For full sheet printers, valid values are PRINTER_LINE_WIDTH_NORMAL( <a href="#">page 753</a> ) and PRINTER_LINE_WIDTH_THICK( <a href="#">page 754</a> ). For POS printers, the size is specified in dots (1-255). The data pointer parameter is not used and should be set to USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_GRAPHICS_LINE_END	(Vector graphics support required.) This command sets the style of the end of the lines used for drawing vector graphics. The style indication is passed in the size parameter. Valid values are PRINTER_LINE_END_BUTT( <a href="#">page 744</a> ), PRINTER_LINE_END_ROUND( <a href="#">page 745</a> ), and PRINTER_LINE_END_SQUARE( <a href="#">page 746</a> ). The data pointer parameter is not used and should be set to USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_GRAPHICS_LINE_JOIN	(Vector graphics support required.) This command sets the style of how lines are joined when drawing vector graphics. The style indication is passed in the size parameter. Valid values are PRINTER_LINE_JOIN_BEVEL( <a href="#">page 747</a> ), PRINTER_LINE_JOIN_MITER( <a href="#">page 748</a> ), and PRINTER_LINE_JOIN_ROUND( <a href="#">page 749</a> ). The data pointer parameter is not used and should be set to USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_GRAPHICS_FILL_TYPE	(Vector graphics support required.) This command sets the fill type for drawing filled vector graphics. The data pointer should point to a data structure that matches the sFillType structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union. Valid values for the fillType member are: <ul style="list-style-type: none"> <li>• PRINTER_FILL_SOLID(<a href="#">page 743</a>). Other structure members are ignored.</li> <li>• PRINTER_FILL_SHADED(<a href="#">page 742</a>). 0 &lt;= shading &lt;= 100</li> <li>• PRINTER_FILL_HATCHED(<a href="#">page 741</a>). The spacing is specified in points, angle is specified in degrees.</li> <li>• PRINTER_FILL_CROSS_HATCHED(<a href="#">page 740</a>). The spacing is specified in points, angle is specified in degrees.</li> </ul>
USB_PRINTER_GRAPHICS_COLOR	(Vector graphics support required.) This command sets the color of the line for drawing vector graphics. The color indication is passed in the size parameter. Valid values are PRINTER_COLOR_BLACK( <a href="#">page 735</a> ) and PRINTER_COLOR_WHITE( <a href="#">page 736</a> ). The data pointer parameter is not used and should be set to USB_NULL( <a href="#">page 771</a> ).

USB_PRINTER_GRAPHICS_MOVE_TO	(Vector graphics support required.) This command moves the graphics pen to the specified position. The position is specified in terms of points. The X-axis position value is passed in the most significant word of the size parameter, and the Y-axis position value is passed in the least significant word of the size parameter. POS printers support specifying the Y-axis position while in page mode only. The data pointer parameter is not used and should be set to USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_GRAPHICS_MOVE_RELATIVE	(Vector graphics support required.) This command moves the graphics pen to the specified relative position. The change in position is specified in terms of points. The X-axis position change is passed in the most significant word of the size parameter, and the Y-axis position change is passed in the least significant word of the size parameter. POS printers do not support specifying the Y-axis position.
USB_PRINTER_GRAPHICS_LINE	(Vector graphics support required.) This command draws a line from one specified x,y position to another specified x,y position. The data pointer should point to a data structure that matches the sLine structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union.
USB_PRINTER_GRAPHICS_LINE_TO	(Vector graphics support required.) This command draws a line from the current x,y position to the specified x,y position. The new x,y position is passed in the size parameter. The X-axis position value is passed in the most significant word of the size parameter, and the Y-axis position value is passed in the least significant word of the size parameter. The data pointer parameter is not used and should be set to USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_GRAPHICS_LINE_TO_RELATIVE	(Vector graphics support required.) This command draws a line from the current x,y position to the x,y position defined by the indicated displacement. The x and y displacements are passed in the size parameter. The X-axis displacement is passed in the most significant word of the size parameter, and the Y-axis displacement is passed in the least significant word of the size parameter. The data pointer parameter is not used and should be set to USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_GRAPHICS_ARC	(Vector graphics support required.) This command draws an arc, or a piece of a circle. The data pointer should point to a data structure that matches the sArc structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union. This command can print only one arc of a circle, unlike the Graphics library, which can print multiple separated arcs of the same circle.
USB_PRINTER_GRAPHICS_CIRCLE	(Vector graphics support required.) This command draws a circle using the current pen color and width. The inside of the circle is not filled. To draw a filled circle, use the command USB_PRINTER_GRAPHICS_CIRCLE_FILLED. The data pointer should point to a data structure that matches the sCircle structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union.
USB_PRINTER_GRAPHICS_CIRCLE_FILLED	(Vector graphics support required.) This command draws a filled circle using the current pen color. To draw the outline of a circle, use the command USB_PRINTER_GRAPHICS_CIRCLE_FILLED. The data pointer should point to a data structure that matches the sCircle structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union.
USB_PRINTER_GRAPHICS_BEVEL	(Vector graphics support required.) This command draws an outlined bevel (rectangle with rounded corners) using the current pen color and width. The inside of the bevel is not filled. To draw a filled bevel, use the command USB_PRINTER_GRAPHICS_BEVEL_FILLED. The data pointer should point to a data structure that matches the sBevel structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union.

USB_PRINTER_GRAPHICS_BEVEL_FILLED	(Vector graphics support required.) This command draws a filled bevel using the current pen color. To draw the outline of a bevel, use the command USB_PRINTER_GRAPHICS_BEVEL_FILLED. The data pointer should point to a data structure that matches the sBevel structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union.
USB_PRINTER_GRAPHICS_RECTANGLE	(Vector graphics support required.) This command draws a rectangle using the current pen color and width. The inside of the rectangle is not filled. To draw a filled rectangle, use the command USB_PRINTER_GRAPHICS_RECTANGLE_FILLED. The data pointer should point to a data structure that matches the sRectangle structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union.
USB_PRINTER_GRAPHICS_RECTANGLE_FILLED	(Vector graphics support required.) This command draws a filled rectangle using the current pen color. To draw the outline of a rectangle, use the command USB_PRINTER_GRAPHICS_RECTANGLE. The data pointer should point to a data structure that matches the sRectangle structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union.
USB_PRINTER_GRAPHICS_POLYGON	(Vector graphics support required.) This command draws the outline of a polygon with a specified number of sides, using the current pen color and width. The data pointer should point to a data structure that matches the sPolygon structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union. This structure contains the number of vertices of the polygon and a pointer to an array containing x,y coordinates of the vertices. Line segments are drawn to each vertex in the order that they appear in the array.
USB_PRINTER_VECTOR_GRAPHICS_END	Commands between USB_PRINTER_VECTOR_GRAPHICS_START and USB_PRINTER_VECTOR_GRAPHICS_END are valid only with printers that support vector graphics. This support is determined by the interface function of the type USB_PRINTER_LANGUAGE_SUPPORTED( <a href="#">page 797</a> ) that is specified in the usb_config.c configuration file.
USB_PRINTER_POS_START	Commands between USB_PRINTER_POS_START and USB_PRINTER_POS_END are valid only with point-of-sale printers. This support is determined by the interface function of the type USB_PRINTER_LANGUAGE_SUPPORTED( <a href="#">page 797</a> ) that is specified in the usb_config.c configuration file.
USB_PRINTER_POS_PAGE_MODE	(POS support required.) This command sets the printer into page mode. In this mode, print commands are retained by the printer until it receives the USB_PRINTER_EJECT_PAGE command. This allows the application to create more sophisticated output. The data pointer should point to a data structure that matches the sPage structure in the USB_PRINTER_GRAPHICS_PARAMETERS( <a href="#">page 789</a> ) union. This structure contains the horizontal and vertical starting point, the horizontal and vertical print length, and the print direction and starting point. Valid values for the print direction and starting point are: <ul style="list-style-type: none"> <li>• PRINTER_POS_LEFT_TO_RIGHT(<a href="#">page 764</a>)</li> <li>• PRINTER_POS_BOTTOM_TO_TOP(<a href="#">page 759</a>)</li> <li>• PRINTER_POS_RIGHT_TO_LEFT(<a href="#">page 765</a>)</li> <li>• PRINTER_POS_TOP_TO_BOTTOM(<a href="#">page 766</a>)</li> </ul>
USB_PRINTER_POS_STANDARD_MODE	(POS support required.) This command sets the printer into standard mode. In this mode, print commands are processed and printed immediately. This is typically the default mode for a POS printer.
USB_PRINTER_POS_FEED	(POS support required.) This command feeds the specified number of lines, as dictated by the size parameter (between 0 and 255). The data parameter is not used, and should be set to USB_NULL( <a href="#">page 771</a> ).

USB_PRINTER_POS_TEXT_LINE	(POS support required.) This command is a simplified method of printing a text line to a POS printer. This command prints a single, null terminated string and feeds a specified number of lines after the print. The data pointer must point to a null terminated string located in RAM. Printing strings from ROM is not supported. The size parameter should be set to the number of lines to feed after the text is printed.
USB_PRINTER_POS_CUT	(POS support required.) This command cuts the paper completely. The data parameter is not used, and should be passed as USB_NULL( <a href="#">page 771</a> ). The least significant byte of the size parameter indicates the number of vertical motion units (printer dependent, typical values are 1/360 inch to 1/144 inch) to feed before the cut. Not all POS printer models support this command.
USB_PRINTER_POS_CUT_PARTIAL	(POS support required.) This command cuts the paper, leaving one point uncut. The data parameter is not used, and should be passed as USB_NULL( <a href="#">page 771</a> ). The least significant byte of the size parameter indicates the number of vertical motion units (printer dependent, typical values are 1/360 inch to 1/144 inch) to feed before the cut. Not all POS printer models support this command.
USB_PRINTER_POS_JUSTIFICATION_CENTER	(POS support required.) This command sets the printing justification to the center of the print area. The data and size parameters are not used, and should be set to USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_POS_JUSTIFICATION_LEFT	(POS support required.) This command sets the printing justification to the left side of the print area. The data and size parameters are not used, and should be set to USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_POS_JUSTIFICATION_RIGHT	(POS support required.) This command sets the printing justification to the right side of the print area. The data and size parameters are not used, and should be set to USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_POS_FONT_REVERSE	(POS support required.) This command enables or disables white/black reverse printing of characters. When enabled, characters are printed in white on a black background, and underlining is not performed. To enable reverse printing, set the size parameter to 1. To disable reverse printing, set the size parameter to 0. (Only the least significant bit of the size parameter is examined.) The data parameter is not used, and should be set to USB_NULL( <a href="#">page 771</a> ). Not all POS printer models support this command.
USB_PRINTER_POS_FONT_UNDERLINE	(POS support required.) This command enables or disables underlining. Underlining is not performed if reverse printing is enabled. To enable underlining, set the size parameter to 1. To disable underlining, set the size parameter to 0. (Only the least significant bit of the size parameter is examined.) The data parameter is not used, and should be set to USB_NULL( <a href="#">page 771</a> ).
USB_PRINTER_POS_COLOR_BLACK	(POS support required.) This command changes the print color to black. This command is available only with printers that support two color printing. The data and size parameters are not used, and should be set to USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_POS_COLOR_RED	(POS support required.) This command changes the print color to red. This command is available only with printers that support two color printing. The data and size parameters are not used, and should be set to USB_NULL( <a href="#">page 771</a> ) and 0 respectively.
USB_PRINTER_POS_BARCODE	(POS support required.) This command prints a bar code. Not all POS printers provide bar code support, and the types of bar codes supported may vary; check the technical documentation for the desired target printer. The data pointer should point to a data structure that matches the sBarcode structure in the <a href="#">USB_PRINTER_GRAPHICS_PARAMETERS</a> ( <a href="#">page 789</a> ) union. This structure contains the type of bar code (as specified by the <a href="#">USB_PRINTER_POS_BARCODE_FORMAT</a> ( <a href="#">page 798</a> ) enumeration) and the bar code data.

USB_PRINTER_POS_END	Commands between USB_PRINTER_POS_START and USB_PRINTER_POS_END are valid only with point-of-sale printers. This support is determined by the interface function of the type USB_PRINTER_LANGUAGE_SUPPORTED( <a href="#">page 797</a> ) that is specified in the usb_config.c configuration file.
---------------------	--

### Description

#### USB Printer Client Driver Commands

The main interface to the USB Printer Client Driver is through the function `USBHostPrinterCommand()`([page 667](#)). These are the commands that can be passed to that function.

## 7.2.10.2.72 USB\_PRINTER\_DEVICE\_ID Structure

### File

usb\_host\_printer.h

### C

```
typedef struct _USB_PRINTER_DEVICE_ID {
    WORD vid;
    WORD pid;
    USB_PRINTER_FUNCTION_SUPPORT support;
    BYTE deviceAddress;
} USB_PRINTER_DEVICE_ID;
```

### Members

Members	Description
WORD vid;	Vendor ID of the device
WORD pid;	Product ID of the device
USB_PRINTER_FUNCTION_SUPPORT support;	Function support flags.
BYTE deviceAddress;	Address of the device on the USB

### Description

Printer Device ID Information

This structure contains identification information about an attached device.

## 7.2.10.2.73 USB\_PRINTER\_ERRORS Enumeration

### File

usb\_host\_printer.h

### C

```
typedef enum {
    USB_PRINTER_SUCCESS = 0,
    USB_PRINTER_BUSY = USB_ERROR_CLASS_DEFINED,
    USB_PRINTER_UNKNOWN_COMMAND,
    USB_PRINTER_UNKNOWN_DEVICE,
    USB_PRINTER_OUT_OF_MEMORY,
    USB_PRINTER_TOO_MANY_DEVICES,
    USB_PRINTER_BAD_PARAMETER
} USB_PRINTER_ERRORS;
```

### Members

Members	Description
USB_PRINTER_SUCCESS = 0	The command was successful.
USB_PRINTER_BUSY = USB_ERROR_CLASS_DEFINED	The command cannot be performed because the printer client driver's command queue is full. Use the function USBHostPrinterCommandReady( <a href="#">page 669</a> ()) to determine if there is space available in the queue.
USB_PRINTER_UNKNOWN_COMMAND	An invalid printer command was requested. Refer to the enumeration USB_PRINTER_COMMAND( <a href="#">page 773</a> ) for the list of valid commands.
USB_PRINTER_UNKNOWN_DEVICE	A device with the indicated address is not attached or is not a printer.
USB_PRINTER_OUT_OF_MEMORY	Not enough free heap space is available to perform the command.
USB_PRINTER_TOO_MANY_DEVICES	The number of attached printers exceeds the maximum specified by USB_MAX_PRINTER_DEVICES( <a href="#">page 770</a> ). Refer to the USB configuration tool.
USB_PRINTER_BAD_PARAMETER	An invalid or out of range parameter was passed. Run time checking of graphics coordinates must be enabled by defining PRINTER_GRAPHICS_COORDINATE_CHECKING.

### Description

#### Printer Errors

These are errors that can be returned by the printer client driver. Note that USB Embedded Host errors can also be returned.

## 7.2.10.2.74 USB\_PRINTER\_FONTS Enumeration

### File

usb\_host\_printer.h

### C

```
typedef enum {
    USB_PRINTER_FONT_AVANT_GARDE = 0,
    USB_PRINTER_FONT_BOOKMAN,
    USB_PRINTER_FONT_COURIER,
    USB_PRINTER_FONT_HELVETICA,
    USB_PRINTER_FONT_HELVETICA_NARROW,
    USB_PRINTER_FONT_NEW_CENTURY_SCHOOLBOOK,
    USB_PRINTER_FONT_PALATINO,
    USB_PRINTER_FONT_TIMES_NEW_ROMAN,
    USB_PRINTER_FONT_MAX_FONT
} USB_PRINTER_FONTS;
```

### Members

Members	Description
USB_PRINTER_FONT_AVANT_GARDE = 0	Avant Garde font
USB_PRINTER_FONT_BOOKMAN	Bookman font
USB_PRINTER_FONT_COURIER	Courier font
USB_PRINTER_FONT_HELVETICA	Helvetica font
USB_PRINTER_FONT_HELVETICA_NARROW	Helvetica Narrow font
USB_PRINTER_FONT_NEW_CENTURY_SCHOOLBOOK	New Century Schoolbook font
USB_PRINTER_FONT_PALATINO	Palatino font
USB_PRINTER_FONT_TIMES_NEW_ROMAN	Times New Roman font
USB_PRINTER_FONT_MAX_FONT	Font out of range

### Description

#### Printer Fonts

This enumeration defines the various printer fonts. If new fonts are added, they must be added at the end of the list, just before the USB\_PRINTER\_FONT\_MAX\_FONT definition, as the printer language support files may utilize them for indexing purposes.

## 7.2.10.2.75 USB\_PRINTER\_FONTS\_POS Enumeration

### File

usb\_host\_printer.h

### C

```
typedef enum {
    USB_PRINTER_FONT_POS_18x36,
    USB_PRINTER_FONT_POS_18x72,
    USB_PRINTER_FONT_POS_36x36,
    USB_PRINTER_FONT_POS_36x72,
    USB_PRINTER_FONT_POS_12x24,
    USB_PRINTER_FONT_POS_12x48,
    USB_PRINTER_FONT_POS_24x24,
    USB_PRINTER_FONT_POS_24x48,
    USB_PRINTER_FONT_POS_MAX_FONT
} USB_PRINTER_FONTS_POS;
```

### Members

Members	Description
USB_PRINTER_FONT_POS_18x36	Character size 18x36
USB_PRINTER_FONT_POS_18x72	Character size 18x36, double height
USB_PRINTER_FONT_POS_36x36	Character size 18x36, double width
USB_PRINTER_FONT_POS_36x72	Character size 18x36, double height and width
USB_PRINTER_FONT_POS_12x24	Character size 12x24
USB_PRINTER_FONT_POS_12x48	Character size 12x24, double height
USB_PRINTER_FONT_POS_24x24	Character size 12x24, double width
USB_PRINTER_FONT_POS_24x48	Character size 12x24, double height and width
USB_PRINTER_FONT_POS_MAX_FONT	Font out of range

### Description

POS Printer Fonts

This enumeration defines the various printer fonts used by POS printers. If new fonts are added, they must be added at the end of the list, just before the USB\_PRINTER\_FONT\_POS\_MAX\_FONT definition, as the printer language support files may utilize them for indexing purposes.

## 7.2.10.2.76 USB\_PRINTER\_FUNCTION\_SUPPORT Union

### File

usb\_host\_printer.h

### C

```
typedef union {
    WORD val;
    struct {
        WORD supportsVectorGraphics : 1;
        WORD supportsPOS : 1;
    } supportFlags;
} USB_PRINTER_FUNCTION_SUPPORT;
```

### Members

Members	Description
WORD val;	The WORD representation of the support flags.
struct { WORD supportsVectorGraphics : 1; WORD supportsPOS : 1; } supportFlags;	Various printer function support flags.
WORD supportsVectorGraphics : 1;	The printer supports vector graphics.
WORD supportsPOS : 1;	The printer is a POS printer.

### Description

Printer Device Function support Information

This structure contains information about the functions that the attached printer supports. See the related constants for setting these flags via the val member:

- [USB\\_PRINTER\\_FUNCTION\\_SUPPORT\\_POS](#)(page 787)
- [USB\\_PRINTER\\_FUNCTION\\_SUPPORT\\_VECTOR\\_GRAPHICS](#)(page 788)

## 7.2.10.2.77 USB\_PRINTER\_FUNCTION\_SUPPORT\_POS Macro

### File

usb\_host\_printer.h

### C

```
#define USB_PRINTER_FUNCTION_SUPPORT_POS 0x0002
```

### Description

Constant to use to set the supportsPOS member of the USB\_PRINTER\_FUNCTION\_SUPPORT([page 786](#)) union.

## 7.2.10.2.78 USB\_PRINTER\_FUNCTION\_SUPPORT\_VECTOR\_GRAPHICS Macro

### File

usb\_host\_printer.h

### C

```
#define USB_PRINTER_FUNCTION_SUPPORT_VECTOR_GRAPHICS 0x0001
```

### Description

Constant to use to set the supportsVectorGraphics member of the USB\_PRINTER\_FUNCTION\_SUPPORT([page 786](#)) union.

## 7.2.10.2.79 USB\_PRINTER\_GRAPHICS\_PARAMETERS Union

### File

usb\_host\_printer.h

### C

```
typedef union {
    struct {
        WORD xL;
        WORD yT;
        WORD xR;
        WORD yB;
        WORD r1;
        WORD r2;
        WORD octant;
    } sArc;
    struct {
        BYTE height;
        BYTE type;
        BYTE textPosition;
        BYTE textFont;
        BYTE * data;
        BYTE dataLength;
        union {
            BYTE value;
            struct {
                BYTE bPrintCheckDigit : 1;
            } bits;
        } flags;
    } sBarcode;
    struct {
        WORD xL;
        WORD yT;
        WORD xR;
        WORD yB;
        WORD r;
    } sBevel;
    struct {
        WORD x;
        WORD y;
        WORD r;
    } sCircle;
    struct {
        WORD fillType;
        WORD spacing;
        WORD angle;
        WORD shading;
    } sFillType;
    struct {
        WORD x1;
        WORD y1;
        WORD x2;
        WORD y2;
    } sLine;
    struct {
        WORD startPointHorizontal;
        WORD startPointVertical;
        WORD lengthHorizontal;
        WORD lengthVertical;
        BYTE printDirection;
    } sPage;
    struct {
        SHORT numPoints;
        WORD * points;
    } sPolygon;
    struct {
        WORD xL;
        WORD yT;
    }
```

```

WORD xR;
WORD yB;
} sRectangle;
} USB_PRINTER_GRAPHICS_PARAMETERS;

```

## Members

Members	Description
struct { WORD xL; WORD yT; WORD xR; WORD yB; WORD r1; WORD r2; WORD octant; } sArc;	This structure is used by the USB_PRINTER_GRAPHICS_ARC command (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
WORD xL;	X-axis position of the upper left corner.
WORD yT;	Y-axis position of the upper left corner.
WORD xR;	X-axis position of the lower right corner.
WORD yB;	Y-axis position of the lower right corner.
WORD r1;	The inner radius of the two concentric circles that defines the thickness of the arc.
WORD r2;	The outer radius of the two concentric circles that defines the thickness of the arc.
WORD octant;	Bitmask of the octant that will be drawn. Moving in a clockwise direction from x = 0, y = +radius <ul style="list-style-type: none"> <li>• bit0 : first octant</li> <li>• bit1 : second octant</li> <li>• bit2 : third octant</li> <li>• bit3 : fourth octant</li> <li>• bit4 : fifth octant</li> <li>• bit5 : sixth octant</li> <li>• bit6 : seventh octant</li> <li>• bit7 : eighth octant</li> </ul>
struct { BYTE height; BYTE type; BYTE textPosition; BYTE textFont; BYTE * data; BYTE dataLength; union { BYTE value; struct { BYTE bPrintCheckDigit : 1; } bits; } flags; } sBarCode;	This structure is used by the USB_PRINTER_POS_BARCODE command (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
BYTE height;	Bar code height in dots.
BYTE type;	Bar code type. See the USB_PRINTER_POS_BARCODE_FORMAT( <a href="#">page 798</a> ) enumeration.

BYTE textPosition;	Position of the readable text. Valid values are BARCODE_TEXT OMIT( <a href="#">page 717</a> ), BARCODE_TEXT ABOVE( <a href="#">page 714</a> ), BARCODE_TEXT BELOW( <a href="#">page 716</a> ), BARCODE_TEXT ABOVE AND BELOW( <a href="#">page 715</a> ).
BYTE textFont;	Font of the readable text. Valid values are dependent on the particular POS printer (BARCODE_TEXT_12x24( <a href="#">page 712</a> ) and BARCODE_TEXT_18x36( <a href="#">page 713</a> ) for ESC/POS).
BYTE * data;	Pointer to the bar code data.
BYTE dataLength;	Number of bytes of bar code data.
BYTE bPrintCheckDigit : 1;	Whether or not to print an optional check digit. Valid for Code39 (USB_PRINTER_POS_BARCODE_FORMAT( <a href="#">page 798</a> )) USB_PRINTER_POS_BARCODE_CODE39 and CODABAR (USB_PRINTER_POS_BARCODE_FORMAT( <a href="#">page 798</a> )) USB_PRINTER_POS_BARCODE_CODABAR formats only.
struct { WORD xL; WORD yT; WORD xR; WORD yB; WORD r; } sBevel;	This structure is used by the USB_PRINTER_GRAPHICS_BEVEL and USB_PRINTER_GRAPHICS_BEVEL_FILLED commands (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
WORD xL;	X-axis position of the left side of the bevel.
WORD yT;	Y-axis position of the top of the bevel.
WORD xR;	X-axis position of the right side of the bevel.
WORD yB;	Y-axis position of the bottom of the bevel.
WORD r;	The radius of the circle that defines the rounded corner
struct { WORD x; WORD y; WORD r; } sCircle;	This structure is used by the USB_PRINTER_GRAPHICS_CIRCLE and USB_PRINTER_GRAPHICS_CIRCLE_FILLED commands (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
WORD x;	X-axis position of the center of the circle.
WORD y;	Y-axis position of the center of the circle.
WORD r;	Radius of the circle.
struct { WORD fillType; WORD spacing; WORD angle; WORD shading; } sFillType;	This structure is used by the USB_PRINTER_GRAPHICS_FILL_TYPE command (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
WORD fillType;	The type of fill. See USB_PRINTER_GRAPHICS_FILL_TYPE for valid values.
WORD spacing;	Line spacing for hatched fill (if supported).
WORD angle;	Line angle for hatched fill (if supported).
WORD shading;	Shading level for shaded fill. Printer support may be limited.
struct { WORD x1; WORD y1; WORD x2; WORD y2; } sLine;	This structure is used by the USB_PRINTER_GRAPHICS_LINE command (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
WORD x1;	X-axis position of the first point.
WORD y1;	Y-axis position of the first point.
WORD x2;	X-axis position of the second point.
WORD y2;	Y-axis position of the second point.

<pre>struct { WORD startPointHorizontal; WORD startPointVertical; WORD lengthHorizontal; WORD lengthVertical; BYTE printDirection; } sPage;</pre>	This structure is used by POS printers and the USB_PRINTER_POS_PAGE_MODE command (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
WORD startPointHorizontal;	The horizontal page starting point.
WORD startPointVertical;	The vertical page starting point.
WORD lengthHorizontal;	The horizontal print length.
WORD lengthVertical;	The vertical print length.
BYTE printDirection;	The print direction and starting point.
<pre>struct { SHORT numPoints; WORD * points; } sPolygon;</pre>	This structure is used by the USB_PRINTER_GRAPHICS_POLYGON command (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
SHORT numPoints;	The number of points of the polygon.
WORD * points;	The array of polygon points {x1, y1, x2, y2, ... xn, yn}.
<pre>struct { WORD xL; WORD yT; WORD xR; WORD yB; } sRectangle;</pre>	This structure is used by the USB_PRINTER_GRAPHICS_RECTANGLE and USB_PRINTER_GRAPHICS_RECTANGLE_FILLED commands (USB_PRINTER_COMMAND( <a href="#">page 773</a> )).
WORD xL;	X-axis position of the left side of the rectangle.
WORD yT;	Y-axis position of the top of the rectangle.
WORD xR;	X-axis position of the right side of the rectangle.
WORD yB;	Y-axis position of the bottom of the rectangle.

## Description

### USB Printer Graphics Parameter Structures

This union can be used to declare a variable that can hold the parameters for any printer graphics or POS printer command (USB\_PRINTER\_COMMAND([page 773](#))). The union allows a single variable to be declared and then reused for any printer graphics command.

## 7.2.10.2.80 USB\_PRINTER\_IMAGE\_INFO Structure

### File

usb\_host\_printer.h

### C

```
typedef struct {
    WORD width;
    WORD height;
    WORD positionX;
    WORD positionY;
    union {
        struct {
            WORD resolution;
            float scale;
        }
        struct {
            BYTE densityVertical;
            BYTE densityHorizontal;
        }
    }
} USB_PRINTER_IMAGE_INFO;
```

### Members

Members	Description
WORD width;	The width of the image in pixels.
WORD height;	The height of the image in pixels.
WORD positionX;	The position of the image on the X axis.
WORD positionY;	The position of the image on the Y axis.
WORD resolution;	(Full sheet printers only.) The resolution of the printed image. This parameter is not supported by all printer languages.
float scale;	(Full sheet printers only.) The scaling of the printed image. Both the X axis and the Y axis are scaled by this amount. This parameter is not supported by all printer languages.
BYTE densityVertical;	(POS printers only.) The vertical dot density of the bit image. Valid values are printer dependent. See above.
BYTE densityHorizontal;	(POS printers only.) The horizontal dot density of the bit image. Valid values are 1 (single) and 2 (double). See above.

### Description

Bitmapped Image Information

This structure contains the information needed to print a bitmapped graphic image.

When using a full sheet printer, utilize the resolution and the scale members to specify the size of the image. Some printer languages (e.g. PostScript) utilize a scale factor, while others (e.g. PCL 5) utilize a dots-per-inch resolution. Also, some printers that utilize the resolution specification support only certain values for the resolution. For maximum compatibility, specify both members of this structure. The following table shows example values that will generate similarly sized output.

Resolution (DPI)	Scale
75	1.0
100	0.75
150	0.5
200	0.37
300	0.25
600	0.13

When using a POS printer, utilize the densityVertical and densityHorizontal members to specify the size of the image. The densityHorizontal can be either single (1) or double (2). The valid values for densityVertical are printer dependent. Most printers support 8-dot, many support 8 and 24-dot, and a few support 8, 24, and 36-dot (represented by the values 8, 24, and 36 respectively). This value affects how the bit image data is sent to the printer. The set of allowable values must be

configured correctly, since the image configuration method differs depending on the set of allowed values. To maintain the aspect ratio, the following selections are recommended:

Supported Horizontal Densities	densityVertical	densityHorizontal
8-dot	8	1 (single)
8 and 24-dot	24	2 ( <b>double</b> )
8, 24, and 36-dot	24	2 ( <b>double</b> )

The 36-bit density is not recommended, as it requires a great deal of available heap space, is not supported by the `USBHostPrinterPOSImageFormat()` function, and produces the same output as the 24-dot density print.

## 7.2.10.2.81 USB\_PRINTER\_INTERFACE Structure

### File

usb\_host\_printer.h

### C

```
typedef struct {
    USB_PRINTER_LANGUAGE_HANDLER languageCommandHandler;
    USB_PRINTER_LANGUAGE_SUPPORTED isLanguageSupported;
} USB_PRINTER_INTERFACE;
```

### Members

Members	Description
USB_PRINTER_LANGUAGE_HANDLER languageCommandHandler;	Function in the printer language support file that handles all printer commands.
USB_PRINTER_LANGUAGE_SUPPORTED isLanguageSupported;	Function in the printer language support file that determines if the printer supports this particular printer language.

### Description

USB Printer Interface Structure

This structure represents the information needed to interface with a printer language. An array of these structures must be created in usb\_config.c, so the USB printer client driver can determine what printer language to use to communicate with the printer.

## 7.2.10.2.82 USB\_PRINTER\_LANGUAGE\_HANDLER Type

This is a typedef to use when defining a printer language command handler.

### File

usb\_host\_printer.h

### C

```
typedef BYTE (* USB_PRINTER_LANGUAGE_HANDLER)(BYTE address, USB_PRINTER_COMMAND command,  
USB_DATA_POINTER data, DWORD size, BYTE flags);
```

### Description

This data type defines a pointer to a call-back function that must be implemented by a printer language driver. When the user calls the printer interface function, the appropriate language driver with this prototype will be called to generate the proper commands for the requested operation.

Not all printer commands support data from both RAM and ROM. Unless otherwise noted, the data pointer is assumed to point to RAM, regardless of the value of transferFlags. Refer to the specific command to see if ROM data is supported.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BYTE address	Device's address on the bus
USB_PRINTER_COMMAND command	Command to execute. See the enumeration USB_PRINTER_COMMAND( <a href="#">page 773</a> ) for the list of valid commands and their requirements.
USB_DATA_POINTER data	Pointer to the required data. Note that the caller must set transferFlags appropriately to indicate if the pointer is a RAM pointer or a ROM pointer.
DWORD size	Size of the data. For some commands, this parameter is used to hold the data itself.
BYTE transferFlags	Flags that indicate details about the transfer operation. Refer to these flags <ul style="list-style-type: none"> <li>• <a href="#">USB_PRINTER_TRANSFER_COPY_DATA</a>(<a href="#">page 801</a>)</li> <li>• <a href="#">USB_PRINTER_TRANSFER_STATIC_DATA</a>(<a href="#">page 805</a>)</li> <li>• <a href="#">USB_PRINTER_TRANSFER_NOTIFY</a>(<a href="#">page 804</a>)</li> <li>• <a href="#">USB_PRINTER_TRANSFER_FROM_ROM</a>(<a href="#">page 803</a>)</li> <li>• <a href="#">USB_PRINTER_TRANSFER_FROM_RAM</a>(<a href="#">page 802</a>)</li> </ul>

### Return Values

Return Values	Description
USB_PRINTER_SUCCESS	The command was executed successfully.
USB_PRINTER_UNKNOWN_DEVICE	A printer with the indicated address is not attached
USB_PRINTER_TOO_MANY_DEVICES	The printer status array does not have space for another printer.
USB_PRINTER_OUT_OF_MEMORY	Not enough available heap space to execute the command.
other	See possible return codes from the function <a href="#">USBHostPrinterWrite</a> ( <a href="#">page 693</a> ()).

### Function

BYTE (\*USB\_PRINTER\_LANGUAGE\_HANDLER) ( BYTE address,

    USB\_PRINTER\_COMMAND([page 773](#)) command, USB\_DATA\_POINTER([page 767](#)) data, DWORD size, BYTE  
    flags )

## 7.2.10.2.83 USB\_PRINTER\_LANGUAGE\_SUPPORTED Type

This is a typedef to use when defining a function that determines if the printer with the given "COMMAND SET:" portion of the device ID string supports the particular printer language.

### File

usb\_host\_printer.h

### C

```
typedef BOOL (* USB_PRINTER_LANGUAGE_SUPPORTED)(char *deviceID,  
USB_PRINTER_FUNCTION_SUPPORT *support);
```

### Description

This data type defines a pointer to a call-back function that must be implemented by a printer language driver. When the user calls a function of this type, the language driver will return a BOOL indicating if the language driver supports a printer with the indicated "COMMAND SET:" portion of the device ID string. If the printer is supported, this function also returns information about the types of operations that the printer supports.

### Remarks

The caller must first locate the "COMMAND SET:" section of the device ID string. To ensure that only the "COMMAND SET:" section of the device ID string is checked, the ";" at the end of the section should be temporarily replaced with a NULL. Otherwise, this function may find the printer language string in the comments or other section, and incorrectly indicate that the printer supports the language.

Device ID strings are case sensitive.

### Preconditions

None

### Parameters

Parameters	Description
<code>char *deviceID</code>	Pointer to the "COMMAND SET:" portion of the device ID string of the attached printer.
<code>USB_PRINTER_FUNCTION_SUPPORT *support</code>	Pointer to returned information about what types of functions this printer supports.

### Return Values

Return Values	Description
<code>TRUE</code>	The printer language can be used with the attached printer.
<code>FALSE</code>	The printer language cannot be used with the attached printer.

### Function

```
BOOL (*USB_PRINTER_LANGUAGE_SUPPORTED) ( char *deviceID,  
USB_PRINTER_FUNCTION_SUPPORT(page 786) *support )
```

## 7.2.10.2.84 USB\_PRINTER\_POS\_BARCODE\_FORMAT Enumeration

### File

usb\_host\_printer.h

### C

```
typedef enum {
    USB_PRINTER_POS_BARCODE_UPC_A = 0,
    USB_PRINTER_POS_BARCODE_UPC_E,
    USB_PRINTER_POS_BARCODE_EAN13,
    USB_PRINTER_POS_BARCODE_EAN8,
    USB_PRINTER_POS_BARCODE_CODE39,
    USB_PRINTER_POS_BARCODE_ITF,
    USB_PRINTER_POS_BARCODE_CODABAR,
    USB_PRINTER_POS_BARCODE_CODE93,
    USB_PRINTER_POS_BARCODE_CODE128,
    USB_PRINTER_POS_BARCODE_EAN128,
    USB_PRINTER_POS_BARCODE_MAX
} USB_PRINTER_POS_BARCODE_FORMAT;
```

### Members

Members	Description
USB_PRINTER_POS_BARCODE_UPC_A = 0	<p>UPC-A bar code format. Typically used for making products with a unique code, as well as for coupons, periodicals, and paperback books. The data for this bar code must consist of 11 values from '0' to '9' (ASCII), and the data length for this bar code must be 11. The first digit is the number system character:</p> <ul style="list-style-type: none"> <li>• 0, 6, 7 Regular UPC codes</li> <li>• 2 Random weight items</li> <li>• 3 National Drug Code and National Health Related Items Code</li> <li>• 4 In-store marking of non-food items</li> <li>• 5 Coupons</li> <li>• 1, 8, 9 Reserved</li> </ul> <p>A check digit will be automatically calculated and appended. For more information, refer to the UPC Symbol Specification Manual from the Uniform Code Council.</p>
USB_PRINTER_POS_BARCODE_UPC_E	UPC-E bar code format. Similar to UPC-A but with restrictions. Data lengths of 6, 7, or 11 bytes are supported. Not all printers support the 6 or 7 byte widths; 11 byte data is recommended. If the data length is not 6, then the first digit (the number system character) must be set to '0'. If 11 data bytes are presented, the printer will generate a shortened 6-digit code. The check digit will be automatically calculated and appended.
USB_PRINTER_POS_BARCODE_EAN13	EAN/JAN-13 bar code format. Similar to UPC-A, but there are 12 numeric digits plus a checksum digit. The check digit will be automatically calculated and appended.
USB_PRINTER_POS_BARCODE_EAN8	EAN/JAN-8 bar code format. Similar to UPC-E, but there are 7 numeric digits, and the first digit (the number system character) must be set to '0'. The check digit will be automatically calculated and appended.
USB_PRINTER_POS_BARCODE_CODE39	CODE39 bar code format. Typically used in applications where the data length may change. This format uses encoded numeric characters, uppercase alphabet characters, and the symbols '-' (dash), '.' (period), '' (space), '\$' (dollar sign), '/' (forward slash), '+' (plus), and '%' (percent). If the bPrintCheckDigit flag is set, then the check digit will be automatically calculated and appended. Otherwise, no check digit will be printed.
USB_PRINTER_POS_BARCODE_ITF	ITF, or Interleaved 2 of 5, bar code format. Used in applications that have a fixed data length for all items. Only the digits 0-9 can be encoded, and there must be an even number of digits.

USB_PRINTER_POS_BARCODE_CODABAR	Codabar bar code format. Useful in applications that contain mostly numeric digits and variable data sizes. This format utilizes the digits 0-9, letters A-D (used as start/stop characters), '-' (dash), '\$' (dollar sign), ':' (colon), '/' (forward slash), '.' (period), and '+' (plus). If the bPrintCheckDigit flag is set, then the check digit will be automatically calculated and appended. Otherwise, no check digit will be printed.
USB_PRINTER_POS_BARCODE_CODE93	(Available only if the printer supports extended bar code formats.) CODE93 bar code format. Used in applications that require heavy error checking. It has a variable data size, and uses 128-bit ASCII characters. The start code, stop code, and check digits are added automatically.
USB_PRINTER_POS_BARCODE_CODE128	(Available only if the printer supports extended bar code formats.) Code 128 bar code format. Used in applications that require a large amount of variable length data and extra error checking. It uses 128-bit ASCII plus special symbols. The first two data bytes must be the code set selection character. The first byte must be BARCODE_CODE128_CODESET (0x7B), and the second byte must be 'A', 'B', or 'C'. In general Code A should be used if the data contains control characters (0x00 - 0x1F), and Code B should be used if the data contains lower case letters and higher ASCII values (0x60-0x7F). If an ASCII '{' (left brace, 0x7B) is contained in the data, it must be encoded as two bytes with the value 0x7B.
USB_PRINTER_POS_BARCODE_EAN128	NOT YET SUPPORTED (Available only if the printer supports extended bar code formats.) EAN-128 or UCC-128 bar code format. Used in shipping applications. Refer to the Application Standard for Shopping Container Codes from the Uniform Code Council.
USB_PRINTER_POS_BARCODE_MAX	Bar code type out of range.

## Description

### Bar Code Formats

These are the bar code formats for printing bar codes on POS printers. They are used in conjunction with the USB\_PRINTER\_POS\_BARCODE command (USB\_PRINTER\_COMMAND([page 773](#))). Bar code information is passed using the sBarCode structure within the USB\_PRINTER\_GRAPHICS\_PARAMETERS([page 789](#)) union. The exact values to send for each bar code type can vary for the particular POS printer, and not all printers support all bar code types. Be sure to test the output on the target printer, and adjust the values specified in `usb_host_printer_esc_pos.c` if necessary. Refer to the printer's technical documentation for the required values. Do not alter this enumeration.

## 7.2.10.2.85 USB\_PRINTER\_SPECIFIC\_INTERFACE Structure

### File

usb\_host\_printer.h

### C

```
typedef struct {
    WORD vid;
    WORD pid;
    WORD languageIndex;
    USB_PRINTER_FUNCTION_SUPPORT support;
} USB_PRINTER_SPECIFIC_INTERFACE;
```

### Members

Members	Description
WORD vid;	Printer vendor ID.
WORD pid;	Printer product ID.
WORD languageIndex;	Index into the usbPrinterClientLanguages[] array of USB_PRINTER_INTERFACE( <a href="#">page 795</a> ) structures defined in usb_config.c.
USB_PRINTER_FUNCTION_SUPPORT support;	Support flags that are set by this printer.

### Description

#### USB Printer Specific Interface Structure

This structure is used to explicitly specify what printer language to use for a particular printer, and what print functions the printer supports. It can be used when a printer supports multiple languages with one language preferred over the others. It is required for printers that do not support the GET\_DEVICE\_ID printer class request. These printers do not report what printer languages they support. Typically, these printers also do not report Printer Class support in their Interface Descriptors, and must be explicitly supported by their VID and PID in the TPL. This structure links the VID and PID of the printer to the index in the usbPrinterClientLanguages[] array of USB\_PRINTER\_INTERFACE([page 795](#)) structures in usb\_config.c that contains the appropriate printer language functions.

## 7.2.10.2.86 USB\_PRINTER\_TRANSFER\_COPY\_DATA Macro

### File

usb\_host\_printer.h

### C

```
#define USB_PRINTER_TRANSFER_COPY_DATA 0x01
```

### Description

This flag indicates that the printer client driver should make a copy of the data passed to the command. This allows the application to reuse the data storage immediately instead of waiting until the transfer is sent to the printer. The client driver will allocate space in the heap for the data copy. If there is not enough available memory, the command will terminate with a USB\_PRINTER\_OUT\_OF\_MEMORY error. Otherwise, the original data will be copied to the temporary data space. This temporary data will be freed upon completion, regardless of whether or not the command was performed successfully.

NOTE: If the data is located in ROM, the flag USB\_PRINTER\_TRANSFER\_FROM\_ROM([page 803](#)) must be used instead.

## 7.2.10.2.87 USB\_PRINTER\_TRANSFER\_FROM\_RAM Macro

### File

usb\_host\_printer.h

### C

```
#define USB_PRINTER_TRANSFER_FROM_RAM 0x00
```

### Description

This flag indicates that the source of the command data is in RAM. The application can then choose whether or not to have the printer client driver make a copy of the data.

## 7.2.10.2.88 USB\_PRINTER\_TRANSFER\_FROM\_ROM Macro

### File

usb\_host\_printer.h

### C

```
#define USB_PRINTER_TRANSFER_FROM_ROM 0x04
```

### Description

This flag indicates that the source of the command data is in ROM. The data will be copied to RAM, since the USB Host layer cannot read data from ROM. If there is not enough available heap space to make a copy of the data, the command will fail. If using this flag, do not set the USB\_PRINTER\_TRANSFER\_COPY\_DATA([page 801](#)) flag.

## 7.2.10.2.89 USB\_PRINTER\_TRANSFER\_NOTIFY Macro

### File

usb\_host\_printer.h

### C

```
#define USB_PRINTER_TRANSFER_NOTIFY 0x02
```

### Description

This flag indicates that the application layer wants to receive an event notification when the command completes.

## 7.2.10.2.90 USB\_PRINTER\_TRANSFER\_STATIC\_DATA Macro

### File

usb\_host\_printer.h

### C

```
#define USB_PRINTER_TRANSFER_STATIC_DATA 0x00
```

### Description

This flag indicates that the data will not change in the time between the printer command being issued and the data actually being sent to the printer.

## 7.2.10.2.91 USBHOSTPRINTER\_SETFLAG\_COPY\_DATA Macro

### File

usb\_host\_printer.h

### C

```
#define USBHOSTPRINTER_SETFLAG_COPY_DATA(x) {x |= USB_PRINTER_TRANSFER_COPY_DATA;}
```

### Description

Use this macro to set the USB\_PRINTER\_TRANSFER\_COPY\_DATA([page 801](#)) flag in a variable.

## 7.2.10.2.92 USBHOSTPRINTER\_SETFLAG\_NOTIFY Macro

### File

usb\_host\_printer.h

### C

```
#define USBHOSTPRINTER_SETFLAG_NOTIFY(x) {x |= USB_PRINTER_TRANSFER_NOTIFY;}
```

### Description

Use this macro to set the USB\_PRINTER\_TRANSFER\_NOTIFY([page 804](#)) flag in a variable.

## 7.2.10.2.93 USBHOSTPRINTER\_SETFLAG\_STATIC\_DATA Macro

### File

usb\_host\_printer.h

### C

```
#define USBHOSTPRINTER_SETFLAG_STATIC_DATA(x) {x &= ~USB_PRINTER_TRANSFER_COPY_DATA; }
```

### Description

Use this macro to clear the USB\_PRINTER\_TRANSFER\_COPY\_DATA([page 801](#)) flag in a variable.

## 7.3 On-The-Go (OTG)

This module provides support for USB OTG (On-The-Go) functionality.

### Description

USB OTG (On-The-Go)

USB OTG was defined by the USB-IF to standardize connectivity in mobile devices. USB OTG allows devices to be dual role (Host or Peripheral) and dynamically switch between the two. For example, you could have all in one product, a device that is a peripheral when plugged into a PC, a device that is an embedded host when plugged into a digital camera, a device that is an embedded host when plugged into a printer, and a device that is an embedded host when plugged into a keyboard.

A USB OTG device uses a Micro A/B style receptacle. When a Micro A plug is inserted, the device will take on the default role of being a host. When a Micro B plug is inserted, the device will take on the default role of being a peripheral. When no plug is inserted, the device will take on the role of being a peripheral.

The USB OTG layer provides an interface for a USB OTG device to dynamically switch roles between either being an embedded host or a peripheral. The USB OTG layer is called into by the the Embedded Host and Peripheral Device Stacks. The USB OTG layer is responsible for switching roles using the Host Negotiation Protocol (HNP), requesting sessions using the Session Request Protocol(SRP), providing role status to the application, and displaying any errors.

### Switching Roles using Host Negotiation Protocol (HNP)

Switching Roles is easily accomplished using the USBOTGSelectRole([page 816](#))() function call. This function is called on the A-side Host when it is ready to become a peripheral and give the B-side peripheral the opportunity to become Host.

### Requesting Sessions using Session Request Protocol (SRP)

If the A-side Host has ended a session (turned off VBUS power), the B-side can request a new VBUS session. This is easily accomplished by using the USBOTGRequestSession([page 814](#))() function call. This function should only be called on a B-side peripheral.

### Main Application

The main application should have the following code at a minimum for initialization, re-initialization of the system when a role switch occurs, maintaining the stack tasks, and maintaining the application tasks.

```
InitializeSystem();
USBOTGInitialize();

while(1)
{
    //If Role Switch Occurred Then
    if (USBOTGRoleSwitch())
    {
```

```

    //Re-Initialize
    InitializeSystem();

    //Clear Role Switch Flag
    USBOTGClearRoleSwitch();
}

//If currently a Peripheral and HNP is not Active Then
if (USBOTGCurrentRoleIs() == ROLE_DEVICE && !USBOTGHnpIsActive())
{
    //Call Device Tasks
    USBDeviceTasks();

    //Call Process IO
    ProcessIO();
}

//If currently a Host and HNP is not Active Then
else if (USBOTGCurrentRoleIs() == ROLE_HOST && !USBOTGHnpIsActive())
{
    //Call Host Tasks
    USBHostTasks();

    //Call Manage Demo
    ManageDemoState();
}
}

```

See [AN1140 USB Embedded Host Stack](#) for more information about the Embedded Host Stack layer.

See the Microchip USB Device Firmware Framework User's Guide from the [www.microchip.com/usb Documentation](http://www.microchip.com/usb) link for more information about the USB Device Stack layer.

## 7.3.1 Interface Routines

### Functions

	Name	Description
☞	USBOTGClearRoleSwitch( <a href="#">page 810</a> )	This function clears the RoleSwitch variable. After the main function detects the RoleSwitch and re-initializes the system, this function should be called to clear the RoleSwitch flag
☞	USBOTGCurrentRoleIs( <a href="#">page 811</a> )	This function returns whether the current role is ROLE_HOST( <a href="#">page 846</a> ) or ROLE_DEVICE( <a href="#">page 845</a> )
☞	USBOTGDefaultRoleIs( <a href="#">page 812</a> )	This function returns whether the default role is ROLE_HOST( <a href="#">page 846</a> ) or ROLE_DEVICE( <a href="#">page 845</a> )
☞	USBOTGInitialize( <a href="#">page 813</a> )	This function initializes an OTG application and initializes a default role of Host or Device
☞	USBOTGRequestSession( <a href="#">page 814</a> )	This function requests a Session from an A side Host using the Session Request Protocol (SRP). The function will return TRUE if the request was successful or FALSE otherwise.
☞	USBOTGRoleSwitch( <a href="#">page 815</a> )	This function returns whether a role switch occurred or not. This is used by the main application function to determine when to reinitialize the system (InitializeSystem())
☞	USBOTGSelectRole( <a href="#">page 816</a> )	This function initiates a role switch via the Host Negotiation Protocol (HNP). The parameter role that is passed to this function is the desired role to switch to.
☞	USBOTGSession( <a href="#">page 817</a> )	This function starts, ends, or toggles a VBUS session.

### Description

## 7.3.1.1 USBOTGClearRoleSwitch Function

**File**

usb\_otg.h

**C**

```
void USBOTGClearRoleSwitch();
```

**Description**

This function clears the RoleSwitch variable. After the main function detects the RoleSwitch and re-initializes the system, this function should be called to clear the RoleSwitch flag

**Remarks**

None

**Preconditions**

None

**Function**

```
void USBOTGClearRoleSwitch()
```

## 7.3.1.2 USBOTGCurrentRoleIs Function

**File**

usb\_otg.h

**C**

```
BYTE USBOTGCurrentRoleIs();
```

**Description**

This function returns whether the current role is ROLE\_HOST([page 846](#)) or ROLE\_DEVICE([page 845](#))

**Remarks**

None

**Preconditions**

None

**Return Values**

Return Values	Description
BYTE	ROLE_HOST( <a href="#">page 846</a> ) or ROLE_DEVICE( <a href="#">page 845</a> )

**Function**

```
BYTE USBOTGCurrentRoleIs()
```

### 7.3.1.3 USBOTGDefaultRoleIs Function

**File**

usb\_otg.h

**C**

```
BYTE USBOTGDefaultRoleIs();
```

**Description**

This function returns whether the default role is ROLE\_HOST([page 846](#)) or ROLE\_DEVICE([page 845](#))

**Remarks**

If using a Micro AB USB OTG Cable, the A-side plug of the cable when plugged in will assign a default role of ROLE\_HOST([page 846](#)). The B-side plug of the cable when plugged in will assign a default role of ROLE\_DEVICE([page 845](#)).

If using a Standard USB Cable, ROLE\_HOST([page 846](#)) or ROLE\_DEVICE([page 845](#)) needs to be manually configured in usb\_config.h.

Both of these items can be easily configured using the USB Config Tool which will automatically generate the appropriate information for your application

**Preconditions**

None

**Return Values**

Return Values	Description
BYTE	ROLE_HOST( <a href="#">page 846</a> ) or ROLE_DEVICE( <a href="#">page 845</a> )

**Function**

BYTE USBOTGDefaultRoleIs()

## 7.3.1.4 USBOTGInitialize Function

**File**

usb\_otg.h

**C**

```
void USBOTGInitialize();
```

**Description**

This function initializes an OTG application and initializes a default role of Host or Device

**Remarks**

#define USB\_MICRO\_AB\_OTG\_CABLE should be commented out in usb\_config.h if not using a micro AB OTG cable

**Preconditions**

None

**Function**

```
void USBOTGInitialize()
```

## 7.3.1.5 USBOTGRequestSession Function

**File**

usb\_otg.h

**C**

```
BOOL USBOTGRequestSession();
```

**Description**

This function requests a Session from an A side Host using the Session Request Protocol (SRP). The function will return TRUE if the request was successful or FALSE otherwise.

**Remarks**

This function should only be called by a B side Device.

**Preconditions**

None

**Function**

```
void USBOTGRequestSession()
```

## 7.3.1.6 USBOTGRoleSwitch Function

**File**

usb\_otg.h

**C**

```
BOOL USBOTGRoleSwitch();
```

**Description**

This function returns whether a role switch occurred or not. This is used by the main application function to determine when to reinitialize the system (InitializeSystem())

**Remarks**

None

**Preconditions**

None

**Return Values**

Return Values	Description
BOOL	TRUE or FALSE

**Function**

```
BOOL USBOTGRoleSwitch()
```

## 7.3.1.7 USBOTGSelectRole Function

### File

usb\_otg.h

### C

```
void USBOTGSelectRole(  
    BOOL role  
) ;
```

### Description

This function initiates a role switch via the Host Negotiation Protocol (HNP). The parameter role that is passed to this function is the desired role to switch to.

### Remarks

None

### Preconditions

None

### Parameters

Parameters	Description
BOOL role	ROLE_DEVICE( <a href="#">page 845</a> ) or ROLE_HOST( <a href="#">page 846</a> )

### Function

void USBOTGSelectRole(BOOL role)

## 7.3.1.8 USBOTGSession Function

### File

usb\_otg.h

### C

```
BOOL USBOTGSession(
    BYTE Value
);
```

### Description

This function starts, ends, or toggles a VBUS session.

### Remarks

This function should only be called by an A-side Host

### Preconditions

This function assumes I/O controlling DC/DC converter has already been initialized

### Parameters

Parameters	Description
Value	START_SESSION( <a href="#">page 847</a> ), END_SESSION( <a href="#">page 832</a> ), TOGGLE_SESSION( <a href="#">page 848</a> )

### Return Values

Return Values	Description
TRUE	Session Started, FALSE - Session Not Started

### Function

void USBOTGSession(BYTE Value)

---

## 7.3.2 Data Types and Constants

### Macros

	Name	Description
	CABLE_A_SIDE( <a href="#">page 819</a> )	Cable Defines
	CABLE_B_SIDE( <a href="#">page 820</a> )	This is macro CABLE_B_SIDE.
	DELAY_TA_AIDL_BDIS( <a href="#">page 821</a> )	This is macro DELAY_TA_AIDL_BDIS.
	DELAY_TA_BDIS_ACON( <a href="#">page 822</a> )	This is macro DELAY_TA_BDIS_ACON.
	DELAY_TA_BIDL_ADIS( <a href="#">page 823</a> )	150
	DELAY_TA_WAIT_BCON( <a href="#">page 824</a> )	This is macro DELAY_TA_WAIT_BCON.
	DELAY_TA_WAIT_VRISE( <a href="#">page 825</a> )	This is macro DELAY_TA_WAIT_VRISE.
	DELAY_TB_AIDL_BDIS( <a href="#">page 826</a> )	100
	DELAY_TB_ASE0_BRST( <a href="#">page 827</a> )	This is macro DELAY_TB_ASE0_BRST.

<a href="#">DELAY_TB_DATA_PLS</a>	( <a href="#">page 828</a> )	This is macro DELAY_TB_DATA_PLS.
<a href="#">DELAY_TB_SE0_SRP</a>	( <a href="#">page 829</a> )	This is macro DELAY_TB_SE0_SRP.
<a href="#">DELAY_TB_SR_P_FAIL</a>	( <a href="#">page 830</a> )	This is macro DELAY_TB_SR_P_FAIL.
<a href="#">DELAY_VBUS_SETTLE</a>	( <a href="#">page 831</a> )	This is macro DELAY_VBUS_SETTLE.
<a href="#">END_SESSION</a>	( <a href="#">page 832</a> )	This is macro END_SESSION.
<a href="#">OTG_EVENT_CONNECT</a>	( <a href="#">page 833</a> )	This is macro OTG_EVENT_CONNECT.
<a href="#">OTG_EVENT_DISCONNECT</a>	( <a href="#">page 834</a> )	OTG Events
<a href="#">OTG_EVENT_HNP_ABORT</a>	( <a href="#">page 835</a> )	This is macro OTG_EVENT_HNP_ABORT.
<a href="#">OTG_EVENT_HNP_FAILED</a>	( <a href="#">page 836</a> )	This is macro OTG_EVENT_HNP_FAILED.
<a href="#">OTG_EVENT_NONE</a>	( <a href="#">page 837</a> )	This is macro OTG_EVENT_NONE.
<a href="#">OTG_EVENT_RESUME_SIGNALING</a>	( <a href="#">page 838</a> )	This is macro OTG_EVENT_RESUME_SIGNALING.
<a href="#">OTG_EVENT_SR_P_CONNECT</a>	( <a href="#">page 839</a> )	This is macro OTG_EVENT_SR_P_CONNECT.
<a href="#">OTG_EVENT_SR_P_DPLUS_HIGH</a>	( <a href="#">page 840</a> )	This is macro OTG_EVENT_SR_P_DPLUS_HIGH.
<a href="#">OTG_EVENT_SR_P_DPLUS_LOW</a>	( <a href="#">page 841</a> )	This is macro OTG_EVENT_SR_P_DPLUS_LOW.
<a href="#">OTG_EVENT_SR_P_FAILED</a>	( <a href="#">page 842</a> )	This is macro OTG_EVENT_SR_P_FAILED.
<a href="#">OTG_EVENT_SR_P_VBUS_HIGH</a>	( <a href="#">page 843</a> )	This is macro OTG_EVENT_SR_P_VBUS_HIGH.
<a href="#">OTG_EVENT_SR_P_VBUS_LOW</a>	( <a href="#">page 844</a> )	This is macro OTG_EVENT_SR_P_VBUS_LOW.
<a href="#">ROLE_DEVICE</a>	( <a href="#">page 845</a> )	Role Defines
<a href="#">ROLE_HOST</a>	( <a href="#">page 846</a> )	This is macro ROLE_HOST.
<a href="#">START_SESSION</a>	( <a href="#">page 847</a> )	Session Defines
<a href="#">TOGGLE_SESSION</a>	( <a href="#">page 848</a> )	This is macro TOGGLE_SESSION.
<a href="#">USB_OTG_FW_DOT_VER</a>	( <a href="#">page 849</a> )	Firmware version, dot release number.
<a href="#">USB_OTG_FW_MAJOR_VER</a>	( <a href="#">page 850</a> )	Firmware version, major release number.
<a href="#">USB_OTG_FW_MINOR_VER</a>	( <a href="#">page 851</a> )	Firmware version, minor release number.

**Description**

### 7.3.2.1 CABLE\_A\_SIDE Macro

**File**

usb\_otg.h

**C**

```
#define CABLE_A_SIDE 0
```

**Description**

Cable Defines

## 7.3.2.2 CABLE\_B\_SIDE Macro

### File

usb\_otg.h

### C

```
#define CABLE_B_SIDE 1
```

### Description

This is macro CABLE\_B\_SIDE.

### 7.3.2.3 **DELAY\_TA\_AIDL\_BDIS** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TA_AIDL_BDIS 255
```

**Description**

This is macro DELAY\_TA\_AIDL\_BDIS.

## 7.3.2.4 **DELAY\_TA\_BDIS\_ACON** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TA_BDIS_ACON 1
```

**Description**

This is macro DELAY\_TA\_BDIS\_ACON.

## 7.3.2.5 **DELAY\_TA\_BIDL\_ADIS** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TA_BIDL_ADIS 10//150
```

**Description**

150

## 7.3.2.6 **DELAY\_TA\_WAIT\_BCON** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TA_WAIT_BCON 1100
```

**Description**

This is macro DELAY\_TA\_WAIT\_BCON.

## 7.3.2.7 **DELAY\_TA\_WAIT\_VRISE** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TA_WAIT_VRISE 100
```

**Description**

This is macro DELAY\_TA\_WAIT\_VRISE.

## 7.3.2.8 **DELAY\_TB\_AIDL\_BDIS** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TB_AIDL_BDIS 10 //100
```

**Description**

100

### 7.3.2.9 **DELAY\_TB\_ASE0\_BRST** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TB_ASE0_BRST 100
```

**Description**

This is macro DELAY\_TB\_ASE0\_BRST.

### 7.3.2.10 **DELAY\_TB\_DATA\_PLS** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TB_DATA_PLS 6
```

**Description**

This is macro DELAY\_TB\_DATA\_PLS.

### 7.3.2.11 **DELAY\_TB\_SE0\_SRП Macro**

**File**

usb\_otg.h

**C**

```
#define DELAY_TB_SE0_SRП 2
```

**Description**

This is macro DELAY\_TB\_SE0\_SRП.

### 7.3.2.12 **DELAY\_TB\_SR\_P\_FAIL** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_TB_SR_P_FAIL 5100
```

**Description**

This is macro DELAY\_TB\_SR\_P\_FAIL.

### 7.3.2.13 **DELAY\_VBUS\_SETTLE** Macro

**File**

usb\_otg.h

**C**

```
#define DELAY_VBUS_SETTLE 500
```

**Description**

This is macro DELAY\_VBUS\_SETTLE.

### 7.3.2.14 END\_SESSION Macro

**File**

usb\_otg.h

**C**

```
#define END_SESSION 1
```

**Description**

This is macro END\_SESSION.

### 7.3.2.15 OTG\_EVENT\_CONNECT Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_CONNECT 1
```

**Description**

This is macro OTG\_EVENT\_CONNECT.

## 7.3.2.16 OTG\_EVENT\_DISCONNECT Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_DISCONNECT 0
```

**Description**

OTG Events

### 7.3.2.17 OTG\_EVENT\_HNP\_ABORT Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_HNP_ABORT 8
```

**Description**

This is macro OTG\_EVENT\_HNP\_ABORT.

### 7.3.2.18 OTG\_EVENT\_HNP\_FAILED Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_HNP_FAILED 9
```

**Description**

This is macro OTG\_EVENT\_HNP\_FAILED.

### 7.3.2.19 OTG\_EVENT\_NONE Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_NONE 2
```

**Description**

This is macro OTG\_EVENT\_NONE.

## 7.3.2.20 OTG\_EVENT\_RESUME\_SIGNALING Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_RESUME_SIGNALING 11
```

**Description**

This is macro OTG\_EVENT\_RESUME\_SIGNALING.

### 7.3.2.21 OTG\_EVENT\_SR\_P\_CONNECT Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_SR_P_CONNECT 7
```

**Description**

This is macro OTG\_EVENT\_SR\_P\_CONNECT.

## 7.3.2.22 OTG\_EVENT\_SR\_P\_DPLUS\_HIGH Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_SR_P_DPLUS_HIGH 3
```

**Description**

This is macro OTG\_EVENT\_SR\_P\_DPLUS\_HIGH.

### 7.3.2.23 OTG\_EVENT\_SR\_P\_DPLUS\_LOW Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_SR_P_DPLUS_LOW 4
```

**Description**

This is macro OTG\_EVENT\_SR\_P\_DPLUS\_LOW.

## 7.3.2.24 OTG\_EVENT\_SR\_P\_FAILED Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_SR_P_FAILED 10
```

**Description**

This is macro OTG\_EVENT\_SR\_P\_FAILED.

## 7.3.2.25 OTG\_EVENT\_SR\_P\_VBUS\_HIGH Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_SR_P_VBUS_HIGH 5
```

**Description**

This is macro OTG\_EVENT\_SR\_P\_VBUS\_HIGH.

## 7.3.2.26 OTG\_EVENT\_SR\_P\_VBUS\_LOW Macro

**File**

usb\_otg.h

**C**

```
#define OTG_EVENT_SR_P_VBUS_LOW 6
```

**Description**

This is macro OTG\_EVENT\_SR\_P\_VBUS\_LOW.

### 7.3.2.27 ROLE\_DEVICE Macro

**File**

usb\_otg.h

**C**

```
#define ROLE_DEVICE 0
```

**Description**

Role Defines

## 7.3.2.28 ROLE\_HOST Macro

**File**

usb\_otg.h

**C**

```
#define ROLE_HOST 1
```

**Description**

This is macro ROLE\_HOST.

## 7.3.2.29 START\_SESSION Macro

**File**

usb\_otg.h

**C**

```
#define START_SESSION 0
```

**Description**

Session Defines

## 7.3.2.30 TOGGLE\_SESSION Macro

**File**

usb\_otg.h

**C**

```
#define TOGGLE_SESSION 2
```

**Description**

This is macro TOGGLE\_SESSION.

### 7.3.2.31 USB\_OTG\_FW\_DOT\_VER Macro

**File**

usb\_otg.h

**C**

```
#define USB_OTG_FW_DOT_VER 0           // Firmware version, dot release number.
```

**Description**

Firmware version, dot release number.

### 7.3.2.32 USB\_OTG\_FW\_MAJOR\_VER Macro

**File**

usb\_otg.h

**C**

```
#define USB_OTG_FW_MAJOR_VER 1           // Firmware version, major release number.
```

**Description**

Firmware version, major release number.

### 7.3.2.33 USB\_OTG\_FW\_MINOR\_VER Macro

**File**

usb\_otg.h

**C**

```
#define USB_OTG_FW_MINOR_VER 0           // Firmware version, minor release number.
```

**Description**

Firmware version, minor release number.

# 8 Symbol Reference

## 8.1 Structs, Records, Enums

The following table lists structs, records, enums in this documentation.

### Structures

	<b>Name</b>	<b>Description</b>
❖	_override_client_driver_data( <a href="#">page 866</a> )	USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA Data This data structure is passed to the application layer when a client driver is selected, in case multiple client drivers can support a particular device.
❖	_transfer_event_data( <a href="#">page 867</a> )	EVENT_TRANSFER Data This data structure is passed to the appropriate layer's USB_EVENT_HANDLER( <a href="#">page 864</a> ) when an EVT_XFER event has occurred, indicating that a transfer has completed on the USB. It provides the endpoint, direction, and actual size of the transfer.
❖	_USB_CONFIGURATION_DESCRIPTOR( <a href="#">page 859</a> )	USB Configuration Descriptor Structure This struct defines the structure of a USB Configuration Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	_USB_DEVICE_DESCRIPTOR( <a href="#">page 859</a> )	USB Device Descriptor Structure This struct defines the structure of a USB Device Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	_USB_DEVICE_QUALIFIER_DESCRIPTOR( <a href="#">page 860</a> )	
❖	_USB_ENDPOINT_DESCRIPTOR( <a href="#">page 861</a> )	USB Endpoint Descriptor Structure This struct defines the structure of a USB Endpoint Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	_USB_INTERFACE_DESCRIPTOR( <a href="#">page 865</a> )	USB Interface Descriptor Structure This struct defines the structure of a USB Interface Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	_USB_OTG_DESCRIPTOR( <a href="#">page 865</a> )	USB OTG Descriptor Structure This struct defines the structure of a USB OTG Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	_USB_STRING_DSC( <a href="#">page 866</a> )	

---

	_vbus_power_data( <a href="#">page 867</a> )	EVENT_VBUS_REQUEST_POWER and EVENT_VBUS_RELEASE_POWER Data This data structure is passed to the appropriate layer's USB_EVENT_HANDLER( <a href="#">page 864</a> ) when an EVENT_VBUS_REQUEST_POWER or EVENT_VBUS_RELEASE_POWER event has occurred, indicating that a change in Vbus power is being requested.
---	--	--

**Unions**

	Name	Description
	_BD_STAT( <a href="#">page 855</a> )	Buffer Descriptor Status Register
	_POINTER( <a href="#">page 857</a> )	This is type POINTER.
	_USTAT( <a href="#">page 868</a> )	USTAT Register Layout

---

## 8.1.1 \_\_BDT::struct@1::ADRL

Buffer Address Low

---

## 8.1.2 \_\_BDT::struct@2::ADR

Buffer Address

---

## 8.1.3 \_BD\_STAT::struct@1::BC8

bit 8 of the byte count

---

## 8.1.4 \_BD\_STAT::struct@1::BC9

bit 9 of the byte count

---

## 8.1.5 \_BD\_STAT::struct@1::INCDIS

Address Increment Disable

---

## 8.1.6 \_BD\_STAT::struct@1::KEN

BD Keep Enable

## 8.2 Types

The following table lists types in this documentation.

### Enumerations

	Name	Description
❖	USB_EVENT( <a href="#">page 862</a> )	<b>USB Events</b> This enumeration identifies USB events that occur. It is used to inform USB drivers and applications of events on the bus. It is passed as a parameter to the event-handling routine, which must match the prototype of the <b>USB_CLIENT_EVENT_HANDLER(<a href="#">page 355</a>)</b> data type, when an event occurs.

### Structures

	Name	Description
❖	DESCRIPTOR_ID( <a href="#">page 856</a> )	<b>Descriptor IDs</b> The descriptor ID type defines the information required by the HOST during a <b>GET_DESCRIPTOR</b> request
❖	USB_CONFIGURATION_DESCRIPTOR( <a href="#">page 859</a> )	<b>USB Configuration Descriptor Structure</b> This struct defines the structure of a USB Configuration Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	USB_DEVICE_DESCRIPTOR( <a href="#">page 859</a> )	<b>USB Device Descriptor Structure</b> This struct defines the structure of a USB Device Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	USB_DEVICE_QUALIFIER_DESCRIPTOR( <a href="#">page 860</a> )	
❖	USB_ENDPOINT_DESCRIPTOR( <a href="#">page 861</a> )	<b>USB Endpoint Descriptor Structure</b> This struct defines the structure of a USB Endpoint Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	USB_INTERFACE_DESCRIPTOR( <a href="#">page 865</a> )	<b>USB Interface Descriptor Structure</b> This struct defines the structure of a USB Interface Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	USB_OTG_DESCRIPTOR( <a href="#">page 865</a> )	<b>USB OTG Descriptor Structure</b> This struct defines the structure of a USB OTG Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
❖	USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA( <a href="#">page 866</a> )	<b>USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA Data</b> This data structure is passed to the application layer when a client driver is selected, in case multiple client drivers can support a particular device.

	USB_STRING_DESCRIPTOR( <a href="#">page 866</a> )	
	USB_TRANSFER_EVENT_DATA( <a href="#">page 867</a> )	EVENT_TRANSFER Data This data structure is passed to the appropriate layer's USB_EVENT_HANDLER( <a href="#">page 864</a> ) when an EVT_XFER event has occurred, indicating that a transfer has completed on the USB. It provides the endpoint, direction, and actual size of the transfer.
	USB_VBUS_POWER_EVENT_DATA( <a href="#">page 867</a> )	EVENT_VBUS_REQUEST_POWER and EVENT_VBUS_RELEASE_POWER Data This data structure is passed to the appropriate layer's USB_EVENT_HANDLER( <a href="#">page 864</a> ) when an EVENT_VBUS_REQUEST_POWER or EVENT_VBUS_RELEASE_POWER event has occurred, indicating that a change in Vbus power is being requested.

**Types**

	Name	Description
	USB_EVENT_HANDLER( <a href="#">page 864</a> )	This routine is a "call out" routine that must be implemented by any layer of the USB SW Stack (except the HAL which is at the root of the event-call tree that needs to receive events. When an event occurs, the HAL calls the next higher layer in the stack to handle the event. Each layer either handles the event or calls the layer above it to handle the event. Events are identified by the "event" parameter and may have associated data. If the higher layer was able to handle the event, it should return TRUE. If not, it should... more( <a href="#">page 864</a> )

**Unions**

	Name	Description
	BD_STAT( <a href="#">page 855</a> )	Buffer Descriptor Status Register
	BDT_ENTRY( <a href="#">page 856</a> )	BDT Entry Layout
	P_USB_AUDIO_MIDI_EVENT_PACKET( <a href="#">page 857</a> )	This is type P_USB_AUDIO_MIDI_EVENT_PACKET.
	POINTER( <a href="#">page 857</a> )	This is type POINTER.
	TRANSFER_FLAGS( <a href="#">page 858</a> )	Data Transfer Flags The following flags are used in the flags parameter of the "USBDEVTransferData" and "USBHALTransferData" routines. They can be accessed by the bitfield definitions or the macros can be OR'd together to identify the endpoint number and properties of the data transfer.
	USB_AUDIO_MIDI_EVENT_PACKET( <a href="#">page 858</a> )	This is type USB_AUDIO_MIDI_EVENT_PACKET.
	USTAT_FIELDS( <a href="#">page 868</a> )	USTAT Register Layout

---

## 8.2.1 BD\_STAT Union

**File**usb\_hal\_pic24f.h([page 986](#))**C**

```
typedef union _BD_STAT {
    struct {
        unsigned BSTALL : 1;
        unsigned DTSEN : 1;
        unsigned DTS : 1;
        unsigned UOWN : 1;
    }
    struct {
```

```

    unsigned PID0 : 1;
    unsigned PID1 : 1;
    unsigned PID2 : 1;
    unsigned PID3 : 1;
}
struct {
    unsigned PID : 4;
}
BYTE Val;
} BD_STAT;

```

**Members**

Members	Description
unsigned BSTALL : 1;	Buffer Stall Enable
unsigned DTSEN : 1;	Data Toggle Synch Enable
unsigned DTS : 1;	Data Toggle Synch Value
unsigned UOWN : 1;	USB Ownership
unsigned PID0 : 1;	Packet Identifier
unsigned PID : 4;	Packet Identifier

**Description**

Buffer Descriptor Status Register

## 8.2.2 BDT\_ENTRY Union

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```

typedef union __BDT {
    union {
        struct {
        };
        struct {
            WORD count : 10;
            WORD ADR;
        };
    };
    DWORD Val;
    WORD v[2];
} BDT_ENTRY;

```

**Description**

BDT Entry Layout

## 8.2.3 DESCRIPTOR\_ID Structure

**File**

usb\_ch9.h([page 973](#))

**C**

```

typedef struct {
    BYTE index;
    BYTE type;
    UINT16 language_id;
} DESCRIPTOR_ID;

```

**Description**

Descriptor IDs The descriptor ID type defines the information required by the HOST during a GET\_DESCRIPTOR request

## 8.2.4 P\_USB\_AUDIO\_MIDI\_EVENT\_PACKET Union

**File**

usb\_function\_midi.h([page 982](#))

**C**

```
typedef union {
    DWORD Val;
    BYTE v[4];
    union {
        struct {
            BYTE CIN : 4;
            BYTE CN : 4;
            BYTE MIDI_0;
            BYTE MIDI_1;
            BYTE MIDI_2;
        }
        struct {
            BYTE CodeIndexNumber : 4;
            BYTE CableNumber : 4;
            BYTE DATA_0;
            BYTE DATA_1;
            BYTE DATA_2;
        }
    }
} USB_AUDIO_MIDI_EVENT_PACKET, * P_USB_AUDIO_MIDI_EVENT_PACKET;
```

**Description**

This is type P\_USB\_AUDIO\_MIDI\_EVENT\_PACKET.

## 8.2.5 POINTER Union

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
typedef union _POINTER {
    struct {
        BYTE bLow;
        BYTE bHigh;
    }
    WORD _word;
    BYTE* bRam;
    WORD* wRam;
    ROM BYTE* bRom;
    ROM WORD* wRom;
} POINTER;
```

**Members**

Members	Description
WORD _word;	bLow & bHigh
BYTE* bRam;	Ram byte pointer: 2 bytes pointer pointing to 1 byte of data
WORD* wRam;	Ram word pointer: 2 bytes pointer pointing to 2 bytes of data

ROM BYTE* bRom;	Size depends on compiler setting
-----------------	----------------------------------

**Description**

This is type POINTER.

## 8.2.6 TRANSFER\_FLAGS Union

**File**

usb\_common.h([page 978](#))

**C**

```
typedef union {
    BYTE bitmap;
    struct {
        BYTE ep_num : 4;
        BYTE zero_pkt : 1;
        BYTE dts : 1;
        BYTE force_dts : 1;
        BYTE direction : 1;
    } field;
} TRANSFER_FLAGS;
```

**Description**

Data Transfer Flags

The following flags are used in the flags parameter of the "USBDEVTTransferData" and "USBHALTransferData" routines. They can be accessed by the bitfield definitions or the macros can be OR'd together to identify the endpoint number and properties of the data transfer.

7	6	5	4	3	2	1	0	- Field name
							/	
								+----- ep_num - Endpoint number
								+----- zero_pkt - End transfer with <b>short</b> or zero-sized packet
								+----- dts - 0=DATA0 packet, 1=DATA1 packet
								+----- force_dts - Force data toggle sync to match dts field
								+----- direction - Transfer direction: 0=Receive, 1=Transmit

## 8.2.7 USB\_AUDIO\_MIDI\_EVENT\_PACKET Union

**File**

usb\_function\_midi.h([page 982](#))

**C**

```
typedef union {
    DWORD Val;
    BYTE v[4];
    union {
        struct {
            BYTE CIN : 4;
            BYTE CN : 4;
            BYTE MIDI_0;
            BYTE MIDI_1;
            BYTE MIDI_2;
        }
        struct {
            BYTE CodeIndexNumber : 4;
            BYTE CableNumber : 4;
            BYTE DATA_0;
            BYTE DATA_1;
        }
    }
}
```

```

        BYTE DATA_2;
    }
}

} USB_AUDIO_MIDI_EVENT_PACKET, * P_USB_AUDIO_MIDI_EVENT_PACKET;

```

**Description**

This is type USB\_AUDIO\_MIDI\_EVENT\_PACKET.

## 8.2.8 USB\_CONFIGURATION\_DESCRIPTOR Structure

**File**

usb\_ch9.h([page 973](#))

**C**

```

typedef struct _USB_CONFIGURATION_DESCRIPTOR {
    BYTE bLength;
    BYTE bDescriptorType;
    WORD wTotalLength;
    BYTE bNumInterfaces;
    BYTE bConfigurationValue;
    BYTE iConfiguration;
    BYTE bmAttributes;
    BYTE bMaxPower;
} USB_CONFIGURATION_DESCRIPTOR;

```

**Members**

Members	Description
BYTE bLength;	Length of this descriptor.
BYTE bDescriptorType;	CONFIGURATION descriptor type (USB_DESCRIPTOR_CONFIGURATION( <a href="#">page 909</a> )).
WORD wTotalLength;	Total length of all descriptors for this configuration.
BYTE bNumInterfaces;	Number of interfaces in this configuration.
BYTE bConfigurationValue;	Value of this configuration (1 based).
BYTE iConfiguration;	Index of String Descriptor describing the configuration.
BYTE bmAttributes;	Configuration characteristics.
BYTE bMaxPower;	Maximum power consumed by this configuration.

**Description**

USB Configuration Descriptor Structure

This struct defines the structure of a USB Configuration Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.

## 8.2.9 USB\_DEVICE\_DESCRIPTOR Structure

**File**

usb\_ch9.h([page 973](#))

**C**

```

typedef struct _USB_DEVICE_DESCRIPTOR {
    BYTE bLength;
    BYTE bDescriptorType;
    WORD bcdUSB;
    BYTE bDeviceClass;
    BYTE bDeviceSubClass;

```

```

BYTE bDeviceProtocol;
BYTE bMaxPacketSize0;
WORD idVendor;
WORD idProduct;
WORD bcdDevice;
BYTE iManufacturer;
BYTE iProduct;
BYTE iSerialNumber;
BYTE bNumConfigurations;
} USB_DEVICE_DESCRIPTOR;

```

**Members**

Members	Description
BYTE bLength;	Length of this descriptor.
BYTE bDescriptorType;	DEVICE descriptor type (USB_DESCRIPTOR_DEVICE( <a href="#">page 909</a> )).
WORD bcdUSB;	USB Spec Release Number (BCD).
BYTE bDeviceClass;	Class code (assigned by the USB-IF). 0xFF-Vendor specific.
BYTE bDeviceSubClass;	Subclass code (assigned by the USB-IF).
BYTE bDeviceProtocol;	Protocol code (assigned by the USB-IF). 0xFF-Vendor specific.
BYTE bMaxPacketSize0;	Maximum packet size for endpoint 0.
WORD idVendor;	Vendor ID (assigned by the USB-IF).
WORD idProduct;	Product ID (assigned by the manufacturer).
WORD bcdDevice;	Device release number (BCD).
BYTE iManufacturer;	Index of String Descriptor describing the manufacturer.
BYTE iProduct;	Index of String Descriptor describing the product.
BYTE iSerialNumber;	Index of String Descriptor with the device's serial number.
BYTE bNumConfigurations;	Number of possible configurations.

**Description**

USB Device Descriptor Structure

This struct defines the structure of a USB Device Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.

---

## 8.2.10 USB\_DEVICE\_QUALIFIER\_DESCRIPTOR Structure

**File**

usb\_ch9.h([page 973](#))

**C**

```

typedef struct _USB_DEVICE_QUALIFIER_DESCRIPTOR {
    BYTE bLength;
    BYTE bType;
    WORD bcdUSB;
    BYTE bDeviceClass;
    BYTE bDeviceSubClass;
    BYTE bDeviceProtocol;
    BYTE bMaxPacketSize0;
    BYTE bNumConfigurations;
    BYTE bReserved;
} USB_DEVICE_QUALIFIER_DESCRIPTOR;

```

**Members**

Members	Description
BYTE bLength;	Size of this descriptor
BYTE bType;	Type, always USB_DESCRIPTOR_DEVICE_QUALIFIER( <a href="#">page 909</a> )

WORD bcdUSB;	USB spec version, in BCD
BYTE bDeviceClass;	Device class code
BYTE bDeviceSubClass;	Device sub-class code
BYTE bDeviceProtocol;	Device protocol
BYTE bMaxPacketSize0;	EP0, max packet size
BYTE bNumConfigurations;	Number of "other-speed" configurations
BYTE bReserved;	Always zero (0)

**Remarks**

A high-speed device may support "other" speeds (ie. full or low). If so, it may need to implement the the device qualifier and other speed descriptors.

**Section**

USB Device Qualifier Descriptor Structure

---

This structure describes the device qualifier descriptor. The device qualifier descriptor provides overall device information if the device supports "other" speeds.

---

## 8.2.11 USB\_ENDPOINT\_DESCRIPTOR Structure

**File**

usb\_ch9.h([page 973](#))

**C**

```
typedef struct _USB_ENDPOINT_DESCRIPTOR {
    BYTE bLength;
    BYTE bDescriptorType;
    BYTE bEndpointAddress;
    BYTE bmAttributes;
    WORD wMaxPacketSize;
    BYTE bInterval;
} USB_ENDPOINT_DESCRIPTOR;
```

**Members**

Members	Description
BYTE bLength;	Length of this descriptor.
BYTE bDescriptorType;	ENDPOINT descriptor type (USB_DESCRIPTOR_ENDPOINT( <a href="#">page 910</a> )).
BYTE bEndpointAddress;	Endpoint address. Bit 7 indicates direction (0=OUT, 1=IN).
BYTE bmAttributes;	Endpoint transfer type.
WORD wMaxPacketSize;	Maximum packet size.
BYTE bInterval;	Polling interval in frames.

**Description**

USB Endpoint Descriptor Structure

This struct defines the structure of a USB Endpoint Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.

## 8.2.12 USB\_EVENT Enumeration

### File

usb\_common.h([page 978](#))

### C

```
typedef enum {
    EVENT_NONE = 0,
    EVENT_DEVICE_STACK_BASE = 1,
    EVENT_HOST_STACK_BASE = 100,
    EVENT_HUB_ATTACH,
    EVENT_STALL,
    EVENT_VBUS_SES_REQUEST,
    EVENT_VBUS_OVERCURRENT,
    EVENT_VBUS_REQUEST_POWER,
    EVENT_VBUS_RELEASE_POWER,
    EVENT_VBUS_POWER_AVAILABLE,
    EVENT_UNSUPPORTED_DEVICE,
    EVENT_CANNOT_ENUMERATE,
    EVENT_CLIENT_INIT_ERROR,
    EVENT_OUT_OF_MEMORY,
    EVENT_UNSPECIFIED_ERROR,
    EVENT_DETACH,
    EVENT_TRANSFER,
    EVENT_SOF,
    EVENT_RESUME,
    EVENT_SUSPEND,
    EVENT_RESET,
    EVENT_DATA_ISOC_READ,
    EVENT_DATA_ISOC_WRITE,
    EVENT_OVERRIDE_CLIENT_DRIVER_SELECTION,
    EVENT_1MS,
    EVENT_GENERIC_BASE = 400,
    EVENT_MSD_BASE = 500,
    EVENT_HID_BASE = 600,
    EVENT_PRINTER_BASE = 700,
    EVENT_CDC_BASE = 800,
    EVENT_CHARGER_BASE = 900,
    EVENT_AUDIO_BASE = 1000,
    EVENT_USER_BASE = 10000,
    EVENT_BUS_ERROR = INT_MAX
} USB_EVENT;
```

### Members

Members	Description
EVENT_NONE = 0	No event occurred (NULL event)
EVENT_HUB_ATTACH	A USB hub has been attached. Hub support is not currently available.
EVENT_STALL	A stall has occurred. This event is not used by the Host stack.
EVENT_VBUS_SES_REQUEST	VBus SRP Pulse, (VBus > 2.0v), Data: BYTE Port Number (For future support)
EVENT_VBUS_OVERCURRENT	The voltage on Vbus has dropped below 4.4V/4.7V. The application is responsible for monitoring Vbus and calling <code>USBHostVbusEvent(<a href="#">page 345</a>)()</code> with this event. This event is not generated by the stack.
EVENT_VBUS_REQUEST_POWER	An enumerating device is requesting power. The data associated with this event is of the data type <code>USB_VBUS_POWER_EVENT_DATA(<a href="#">page 867</a>)</code> . Note that the requested current is specified in 2mA units, identical to the power specification in a device's Configuration Descriptor.

EVENT_VBUS_RELEASE_POWER	Release power from a detaching device. The data associated with this event is of the data type USB_VBUS_POWER_EVENT_DATA( <a href="#">page 867</a> ). The current value specified in the data can be ignored.
EVENT_VBUS_POWER_AVAILABLE	The voltage on Vbus is good, and the USB OTG module can be powered on. The application is responsible for monitoring Vbus and calling USBHostVbusEvent( <a href="#">page 345</a> )() with this event. This event is not generated by the stack. If the application issues an EVENT_VBUS_OVERCURRENT, then no power will be applied to that port, and no device can attach to that port, until the application issues the EVENT_VBUS_POWER_AVAILABLE for the port.
EVENT_UNSUPPORTED_DEVICE	The attached device is not supported by the application. The attached device is not allowed to enumerate.
EVENT_CANNOT_ENUMERATE	Cannot enumerate the attached device. This is generated if communication errors prevent the device from enumerating.
EVENT_CLIENT_INIT_ERROR	The client driver cannot initialize the the attached device. The attached is not allowed to enumerate.
EVENT_OUT_OF_MEMORY	The Host stack does not have enough heap space to enumerate the device. Check the amount of heap space allocated to the application. In MPLAB, select Project> Build Options...> Project. Select the appropriate linker tab, and inspect the "Heap size" entry.
EVENT_UNSPECIFIED_ERROR	Unspecified host error. (This error should not occur).
EVENT_DETACH	USB cable has been detached. The data associated with this event is the address of detached device, a single BYTE.
EVENT_TRANSFER	A USB transfer has completed. The data associated with this event is of the data type HOST_TRANSFER_DATA( <a href="#">page 351</a> ) if the event is generated from the host stack.
EVENT_SOF	A USB Start of Frame token has been received. This event is not used by the Host stack.
EVENT_RESUME	Device-mode resume received. This event is not used by the Host stack.
EVENT_SUSPEND	Device-mode suspend/idle event received. This event is not used by the Host stack.
EVENT_RESET	Device-mode bus reset received. This event is not used by the Host stack.
EVENT_DATA_ISOC_READ	In Host mode, an isochronous data read has completed. This event will only be passed to the DataEventHandler, which is only utilized if it is defined. Note that the DataEventHandler is called from within the USB interrupt, so it is critical that it return in time for the next isochronous data packet.
EVENT_DATA_ISOC_WRITE	In Host mode, an isochronous data write has completed. This event will only be passed to the DataEventHandler, which is only utilized if it is defined. Note that the DataEventHandler is called from within the USB interrupt, so it is critical that it return in time for the next isochronous data packet.
EVENT_OVERRIDE_CLIENT_DRIVER_SELECTION	In Host mode, this event gives the application layer the option to reject a client driver that was selected by the stack. This is needed when multiple devices are supported by class level support, but one configuration and client driver is preferred over another. Since configuration number is not guaranteed, the stack cannot do this automatically. This event is issued only when looking through configuration descriptors; the driver selected at the device level cannot be overridden, since there shouldn't be any other options to choose from.

EVENT_1MS	In host mode, this event is thrown for every millisecond that passes. Like all events, this is thrown from the USBHostTasks() or USBTasks( <a href="#">page 968</a> ()) routine so its timeliness will be determined by the rate that these functions are called. If they are not called very often, then the 1ms events will build up and be dispatched as the USBTasks( <a href="#">page 968</a> ()) or USBHostTasks() functions are called (one event per call to these functions).
EVENT_GENERIC_BASE = 400	Offset for Generic class events
EVENT_MSD_BASE = 500	Offset for Mass Storage Device class events
EVENT_HID_BASE = 600	Offset for Human Interface Device class events
EVENT_PRINTER_BASE = 700	Offset for Printer class events
EVENT_CDC_BASE = 800	Offset for CDC class events
EVENT_CHARGER_BASE = 900	Offset for Charger client driver events.
EVENT_AUDIO_BASE = 1000	Offset for Audio client driver events.
EVENT_USER_BASE = 10000	Add integral values to this event number to create user-defined events.
EVENT_BUS_ERROR = INT_MAX	There was a transfer error on the USB. The data associated with this event is of data type HOST_TRANSFER_DATA( <a href="#">page 351</a> ).

**Description**

USB Events

This enumeration identifies USB events that occur. It is used to inform USB drivers and applications of events on the bus. It is passed as a parameter to the event-handling routine, which must match the prototype of the USB\_CLIENT\_EVENT\_HANDLER([page 355](#)) data type, when an event occurs.

## 8.2.13 USB\_EVENT\_HANDLER Type

**File**

usb\_common.h([page 978](#))

**C**

```
typedef BOOL (* USB_EVENT_HANDLER)(USB_EVENT event, void *data, unsigned int size);
```

**Description**

This routine is a "call out" routine that must be implemented by any layer of the USB SW Stack (except the HAL which is at the root of the event-call tree that needs to receive events. When an event occurs, the HAL calls the next higher layer in the stack to handle the event. Each layer either handles the event or calls the layer above it to handle the event. Events are identified by the "event" parameter and may have associated data. If the higher layer was able to handle the event, it should return TRUE. If not, it should return FALSE.

**Remarks**

The function name is defined by the layer that implements it. A pointer to the function will be placed by into a table that the lower-layer will use to call it. This requires the function to use a specific call "signature" (return data type and values and data parameter types and values).

**Preconditions**

USBInitialize([page 961](#)) must have been called to initialize the USB SW Stack.

Paramters: USB\_EVENT([page 862](#)) event - Identifies the bus event that occurred void \*data - Pointer to event-specific data unsigned int size - Size of the event-specific data

**Function**

BOOL ( USB\_EVENT([page 862](#)) event,

```
void *data, unsigned int size )
```

## 8.2.14 USB\_INTERFACE\_DESCRIPTOR Structure

### File

usb\_ch9.h([page 973](#))

### C

```
typedef struct _USB_INTERFACE_DESCRIPTOR {
    BYTE bLength;
    BYTE bDescriptorType;
    BYTE bInterfaceNumber;
    BYTE bAlternateSetting;
    BYTE bNumEndpoints;
    BYTE bInterfaceClass;
    BYTE bInterfaceSubClass;
    BYTE bInterfaceProtocol;
    BYTE iInterface;
} USB_INTERFACE_DESCRIPTOR;
```

### Members

Members	Description
BYTE bLength;	Length of this descriptor.
BYTE bDescriptorType;	INTERFACE descriptor type (USB_DESCRIPTOR_INTERFACE( <a href="#">page 910</a> )).
BYTE bInterfaceNumber;	Number of this interface (0 based).
BYTE bAlternateSetting;	Value of this alternate interface setting.
BYTE bNumEndpoints;	Number of endpoints in this interface.
BYTE bInterfaceClass;	Class code (assigned by the USB-IF). 0xFF-Vendor specific.
BYTE bInterfaceSubClass;	Subclass code (assigned by the USB-IF).
BYTE bInterfaceProtocol;	Protocol code (assigned by the USB-IF). 0xFF-Vendor specific.
BYTE iInterface;	Index of String Descriptor describing the interface.

### Description

USB Interface Descriptor Structure

This struct defines the structure of a USB Interface Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.

## 8.2.15 USB\_OTG\_DESCRIPTOR Structure

### File

usb\_ch9.h([page 973](#))

### C

```
typedef struct _USB_OTG_DESCRIPTOR {
    BYTE bLength;
    BYTE bDescriptorType;
    BYTE bmAttributes;
} USB_OTG_DESCRIPTOR;
```

### Members

Members	Description
BYTE bLength;	Length of this descriptor.

BYTE bDescriptorType;	OTG descriptor type (USB_DESCRIPTOR_OTG( <a href="#">page 910</a> )).
BYTE bmAttributes;	OTG attributes.

**Description**

USB OTG Descriptor Structure

This struct defines the structure of a USB OTG Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.

## 8.2.16 USB\_OVERRIDE\_CLIENT\_DRIVER\_EVENT\_DATA Structure

**File**

usb\_common.h([page 978](#))

**C**

```
typedef struct _override_client_driver_data {
    WORD idVendor;
    WORD idProduct;
    BYTE bDeviceClass;
    BYTE bDeviceSubClass;
    BYTE bDeviceProtocol;
} USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA;
```

**Description**

USB\_OVERRIDE\_CLIENT\_DRIVER\_EVENT\_DATA Data

This data structure is passed to the application layer when a client driver is selected, in case multiple client drivers can support a particular device.

## 8.2.17 USB\_STRING\_DESCRIPTOR Structure

**File**

usb\_ch9.h([page 973](#))

**C**

```
typedef struct _USB_STRING_DSC {
    BYTE bLength;
    BYTE bDescriptorType;
} USB_STRING_DESCRIPTOR;
```

**Members**

Members	Description
BYTE bLength;	Size of this descriptor
BYTE bDescriptorType;	Type, USB_DSC_STRING

**Remarks**

The strings are in 2-byte-per-character unicode, not ASCII.

This structure only describes the "header" of the string descriptor. The actual data (either the language ID array or the array of unicode characters making up the string, must be allocated immediately following this header with no padding between them.

**Section****USB String Descriptor Structure**


---



---

This structure describes the USB string descriptor. The string descriptor provides user-readable information about various aspects of the device. The first string descriptor (string descriptor zero (0)), provides a list of the number of languages supported by the set of string descriptors for this device instead of an actual string.

---

## 8.2.18 USB\_TRANSFER\_EVENT\_DATA Structure

**File**

usb\_common.h([page 978](#))

**C**

```
typedef struct _transfer_event_data {
    TRANSFER_FLAGS flags;
    UINT32 size;
    BYTE pid;
} USB_TRANSFER_EVENT_DATA;
```

**Members**

Members	Description
TRANSFER_FLAGS flags;	Transfer flags (see above)
UINT32 size;	Actual number of bytes transferred
BYTE pid;	Packet ID

**Description**

EVENT\_TRANSFER Data

This data structure is passed to the appropriate layer's USB\_EVENT\_HANDLER([page 864](#)) when an EVT\_XFER event has occurred, indicating that a transfer has completed on the USB. It provides the endpoint, direction, and actual size of the transfer.

---

## 8.2.19 USB\_VBUS\_POWER\_EVENT\_DATA Structure

**File**

usb\_common.h([page 978](#))

**C**

```
typedef struct _vbus_power_data {
    BYTE port;
    BYTE current;
} USB_VBUS_POWER_EVENT_DATA;
```

**Members**

Members	Description
BYTE port;	Physical port number
BYTE current;	Current in 2mA units

**Description**

EVENT\_VBUS\_REQUEST\_POWER and EVENT\_VBUS\_RELEASE\_POWER Data

This data structure is passed to the appropriate layer's USB\_EVENT\_HANDLER([page 864](#)) when an EVENT\_VBUS\_REQUEST\_POWER or EVENT\_VBUS\_RELEASE\_POWER event has occurred, indicating that a change in Vbus power is being requested.

## 8.2.20 USTAT\_FIELDS Union

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
typedef union __USTAT {
    struct {
        unsigned char filler1 : 2;
        unsigned char ping_pong : 1;
        unsigned char direction : 1;
        unsigned char endpoint_number : 4;
    }
    BYTE Val;
} USTAT_FIELDS;
```

**Description**

USTAT Register Layout

## 8.3 Macros

The following table lists macros in this documentation.

**Macros**

	Name	Description
	_AD( <a href="#">page 877</a> )	Adaptive
	_AS( <a href="#">page 878</a> )	Asynchronous
	_BSTALL( <a href="#">page 878</a> )	Buffer Stall enable
	_BULK( <a href="#">page 878</a> )	Bulk Transfer
	_CTRL( <a href="#">page 878</a> )	Control Transfer
	_DAT0( <a href="#">page 879</a> )	DATA0 packet expected next
	_DAT1( <a href="#">page 879</a> )	DATA1 packet expected next
	_DE( <a href="#">page 879</a> )	Data endpoint
	_DEFAULT( <a href="#">page 879</a> )	Default Value (Bit 7 is set)
	_DTSEN( <a href="#">page 880</a> )	Data Toggle Synch enable
	_DTSMASK( <a href="#">page 880</a> )	DTS Mask

<code>_EP_IN(</code>	<code>)</code>	USB Endpoint Definitions USB Standard EP Address Format: DIR:X:X:EP3:EP2:EP1:EP0 This is used in the descriptors.
<code>_EP_OUT(</code>	<code>)</code>	This is macro _EP_OUT.
<code>_EP01_IN(</code>	<code>)</code>	This is macro _EP01_IN.
<code>_EP01_OUT(</code>	<code>)</code>	This is macro _EP01_OUT.
<code>_EP02_IN(</code>	<code>)</code>	This is macro _EP02_IN.
<code>_EP02_OUT(</code>	<code>)</code>	This is macro _EP02_OUT.
<code>_EP03_IN(</code>	<code>)</code>	This is macro _EP03_IN.
<code>_EP03_OUT(</code>	<code>)</code>	This is macro _EP03_OUT.
<code>_EP04_IN(</code>	<code>)</code>	This is macro _EP04_IN.
<code>_EP04_OUT(</code>	<code>)</code>	This is macro _EP04_OUT.
<code>_EP05_IN(</code>	<code>)</code>	This is macro _EP05_IN.
<code>_EP05_OUT(</code>	<code>)</code>	This is macro _EP05_OUT.
<code>_EP06_IN(</code>	<code>)</code>	This is macro _EP06_IN.
<code>_EP06_OUT(</code>	<code>)</code>	This is macro _EP06_OUT.
<code>_EP07_IN(</code>	<code>)</code>	This is macro _EP07_IN.
<code>_EP07_OUT(</code>	<code>)</code>	This is macro _EP07_OUT.
<code>_EP08_IN(</code>	<code>)</code>	This is macro _EP08_IN.
<code>_EP08_OUT(</code>	<code>)</code>	This is macro _EP08_OUT.
<code>_EP09_IN(</code>	<code>)</code>	This is macro _EP09_IN.
<code>_EP09_OUT(</code>	<code>)</code>	This is macro _EP09_OUT.
<code>_EP10_IN(</code>	<code>)</code>	This is macro _EP10_IN.
<code>_EP10_OUT(</code>	<code>)</code>	This is macro _EP10_OUT.
<code>_EP11_IN(</code>	<code>)</code>	This is macro _EP11_IN.
<code>_EP11_OUT(</code>	<code>)</code>	This is macro _EP11_OUT.
<code>_EP12_IN(</code>	<code>)</code>	This is macro _EP12_IN.
<code>_EP12_OUT(</code>	<code>)</code>	This is macro _EP12_OUT.
<code>_EP13_IN(</code>	<code>)</code>	This is macro _EP13_IN.
<code>_EP13_OUT(</code>	<code>)</code>	This is macro _EP13_OUT.
<code>_EP14_IN(</code>	<code>)</code>	This is macro _EP14_IN.
<code>_EP14_OUT(</code>	<code>)</code>	This is macro _EP14_OUT.
<code>_EP15_IN(</code>	<code>)</code>	This is macro _EP15_IN.
<code>_EP15_OUT(</code>	<code>)</code>	This is macro _EP15_OUT.
<code>_FE(</code>	<code>)</code>	Feedback endpoint
<code>_FS(</code>	<code>)</code>	Use Full-Speed USB Mode
<code>_HNP(</code>	<code>)</code>	HNP (Supports if set)
<code>_IE(</code>	<code>)</code>	Implicit feedback Data endpoint
<code>_INCDIS(</code>	<code>)</code>	Address increment disable
<code>_INT(</code>	<code>)</code>	Interrupt Transfer
<code>_INTERRUPT(</code>	<code>)</code>	Interrupt Transfer
<code>_ISO(</code>	<code>)</code>	Isochronous Transfer
<code>_KEN(</code>	<code>)</code>	SIE keeps buff descriptors enable
<code>_LS(</code>	<code>)</code>	Use Low-Speed USB Mode
<code>_NS(</code>	<code>)</code>	No Synchronization
<code>_OEMON(</code>	<code>)</code>	Use SIE output indicator
<code>_PUEN(</code>	<code>)</code>	Use internal pull-up resistor
<code>_RWU(</code>	<code>)</code>	Remote Wakeup (Supports if set)
<code>_SELF(</code>	<code>)</code>	Self-powered (Supports if set)

<code>_SRP(<a href="#">page 892</a>)</code>	SRP (Supports if set)
<code>_STAT_MASK(<a href="#">page 892</a>)</code>	This is macro <code>_STAT_MASK</code> .
<code>_SY(<a href="#">page 892</a>)</code>	Synchronous
<code>_TREXT(<a href="#">page 893</a>)</code>	Use external transceiver
<code>_TRINT(<a href="#">page 893</a>)</code>	Use internal transceiver
<code>_UCPU(<a href="#">page 893</a>)</code>	CPU owns buffer
<code>_USB_H_(<a href="#">page 893</a>)</code>	DOM-IGNORE-END
<code>_USIE(<a href="#">page 894</a>)</code>	SIE owns buffer
<code>ConvertToPhysicalAddress(<a href="#">page 894</a>)</code>	Function prototypes and macro functions
<code>ConvertToVirtualAddress(<a href="#">page 894</a>)</code>	This is macro <code>ConvertToVirtualAddress</code> .
<code>DisableNonZeroEndpoints(<a href="#">page 894</a>)</code>	Clears the control registers for the specified non-zero endpoints
<code>ENDPOINT_MASK(<a href="#">page 895</a>)</code>	This is macro <code>ENDPOINT_MASK</code> .
<code>EP_ATTR_ADAPT(<a href="#">page 895</a>)</code>	Adaptive synchronization
<code>EP_ATTR_ASYNC(<a href="#">page 895</a>)</code>	Asynchronous
<code>EP_ATTR_BULK(<a href="#">page 896</a>)</code>	Endpoint used for bulk transfers
<code>EP_ATTR_CONTROL(<a href="#">page 896</a>)</code>	Endpoint used for control transfers
<code>EP_ATTR_DATA(<a href="#">page 896</a>)</code>	Data Endpoint
<code>EP_ATTR_FEEDBACK(<a href="#">page 896</a>)</code>	Feedback endpoint
<code>EP_ATTR_IMP_FB(<a href="#">page 897</a>)</code>	Implicit Feedback data EP
<code>EP_ATTR_INTR(<a href="#">page 897</a>)</code>	Endpoint used for interrupt transfers
<code>EP_ATTR_ISOCH(<a href="#">page 897</a>)</code>	Endpoint used for isochronous transfers
<code>EP_ATTR_NO_SYNC(<a href="#">page 897</a>)</code>	No Synchronization
<code>EP_ATTR_SYNC(<a href="#">page 898</a>)</code>	Synchronous
<code>EP_CTRL(<a href="#">page 898</a>)</code>	Cfg Control pipe for this ep
<code>EP_DIR_IN(<a href="#">page 898</a>)</code>	Data flows from device to host
<code>EP_DIR_OUT(<a href="#">page 898</a>)</code>	Data flows from host to device
<code>EP_IN(<a href="#">page 899</a>)</code>	Cfg IN only pipe for this ep
<code>EP_LG_PKT_BULK_FS(<a href="#">page 899</a>)</code>	Large full-speed bulk packet
<code>EP_MAX_PKT_BULK_FS(<a href="#">page 899</a>)</code>	Max full-speed bulk packet
<code>EP_MAX_PKT_INTR_FS(<a href="#">page 899</a>)</code>	Max full-speed interrupt packet
<code>EP_MAX_PKT_INTR_LS(<a href="#">page 900</a>)</code>	Max low-speed interrupt packet
<code>EP_MAX_PKT_ISOCH_FS(<a href="#">page 900</a>)</code>	Max full-speed isochronous packet
<code>EP_MED_PKT_BULK_FS(<a href="#">page 900</a>)</code>	Medium full-speed bulk packet
<code>EP_OUT(<a href="#">page 900</a>)</code>	Cfg OUT only pipe for this ep
<code>EP_OUT_IN(<a href="#">page 901</a>)</code>	Cfg both OUT & IN pipes for this ep
<code>EP_SM_PKT_BULK_FS(<a href="#">page 901</a>)</code>	Small full-speed bulk packet
<code>IN_TO_HOST(<a href="#">page 901</a>)</code>	This is macro <code>IN_TO_HOST</code> .
<code>OTG FEATURE A_ALT_HNP_SUPPORT(<a href="#">page 901</a>)</code>	SET FEATURE OTG - Another port on the A device supports HNP
<code>OTG FEATURE A_HNP_SUPPORT(<a href="#">page 902</a>)</code>	SET FEATURE OTG - A device supports HNP
<code>OTG FEATURE B_HNP_ENABLE(<a href="#">page 902</a>)</code>	SET FEATURE OTG - Enable B device to perform HNP
<code>OTG_HNP_SUPPORT(<a href="#">page 902</a>)</code>	OTG Descriptor bmAttributes - HNP support flag
<code>OTG_SRP_SUPPORT(<a href="#">page 902</a>)</code>	OTG Descriptor bmAttributes - SRP support flag
<code>OUT_FROM_HOST(<a href="#">page 903</a>)</code>	These are the directional indicators used for the <code>USBTransferOnePacket(<a href="#">page 242</a>)()</code> function.
<code>PullUpConfiguration(<a href="#">page 903</a>)</code>	This is macro <code>PullUpConfiguration</code> .
<code>SetConfigurationOptions(<a href="#">page 903</a>)</code>	This is macro <code>SetConfigurationOptions</code> .
<code>U1ADDR(<a href="#">page 903</a>)</code>	Remap the PIC18 register name space

<code>U1CNFG1</code> ( <a href="#">page 904</a> )	This is macro U1CNFG1.
<code>U1CON</code> ( <a href="#">page 904</a> )	This is macro U1CON.
<code>U1CONbits</code> ( <a href="#">page 904</a> )	This is macro U1CONbits.
<code>U1EIE</code> ( <a href="#">page 904</a> )	This is macro U1EIE.
<code>U1EIR</code> ( <a href="#">page 905</a> )	This is macro U1EIR.
<code>U1EP0</code> ( <a href="#">page 905</a> )	This is macro U1EP0.
<code>U1EP0bits</code> ( <a href="#">page 905</a> )	This is macro U1EP0bits.
<code>U1EP1</code> ( <a href="#">page 905</a> )	This is macro U1EP1.
<code>U1IE</code> ( <a href="#">page 906</a> )	This is macro U1IE.
<code>U1IR</code> ( <a href="#">page 906</a> )	This is macro U1IR.
<code>U1STAT</code> ( <a href="#">page 906</a> )	This is macro U1STAT.
<code>UEP_STALL</code> ( <a href="#">page 906</a> )	U1EP bit definitions
<code>USB_ALLOW_SETUP</code> ( <a href="#">page 907</a> )	This is macro USB_ALLOW_SETUP.
<code>USB_BDT_ADDRESS</code> ( <a href="#">page 907</a> )	Definitions for BDT address
<code>USB_BUSY</code> ( <a href="#">page 907</a> )	A transaction is already in progress.
<code>USB_CANNOT_ENUMERATE</code> ( <a href="#">page 907</a> )	Cannot enumerate the attached device.
<code>USB_CFG_DSC_REM_WAKE</code> ( <a href="#">page 908</a> )	Device can request remote wakeup
<code>USB_CFG_DSC_REQUIRED</code> ( <a href="#">page 908</a> )	Required attribute
<code>USB_CFG_DSC_SELF_PWR</code> ( <a href="#">page 908</a> )	Device is self powered.
<code>USB_DATA0</code> ( <a href="#">page 908</a> )	Force DATA0
<code>USB_DATA1</code> ( <a href="#">page 909</a> )	Force DATA1
<code>USB_DESCRIPTOR_CONFIGURATION</code> ( <a href="#">page 909</a> )	bDescriptorType for a Configuration Descriptor.
<code>USB_DESCRIPTOR_DEVICE</code> ( <a href="#">page 909</a> )	bDescriptorType for a Device Descriptor.
<code>USB_DESCRIPTOR_DEVICE_QUALIFIER</code> ( <a href="#">page 909</a> )	bDescriptorType for a Device Qualifier.
<code>USB_DESCRIPTOR_ENDPOINT</code> ( <a href="#">page 910</a> )	bDescriptorType for an Endpoint Descriptor.
<code>USB_DESCRIPTOR_INTERFACE</code> ( <a href="#">page 910</a> )	bDescriptorType for an Interface Descriptor.
<code>USB_DESCRIPTOR_INTERFACE_POWER</code> ( <a href="#">page 910</a> )	bDescriptorType for Interface Power.
<code>USB_DESCRIPTOR_OTG</code> ( <a href="#">page 910</a> )	bDescriptorType for an OTG Descriptor.
<code>USB_DESCRIPTOR_OTHER_SPEED</code> ( <a href="#">page 911</a> )	bDescriptorType for a Other Speed Configuration.
<code>USB_DESCRIPTOR_STRING</code> ( <a href="#">page 911</a> )	bDescriptorType for a String Descriptor.
<code>USB_DEVICE_ATTACHED</code> ( <a href="#">page 911</a> )	Device is attached and running
<code>USB_DEVICE_DETACHED</code> ( <a href="#">page 911</a> )	No device is attached
<code>USB_DEVICE_ENUMERATING</code> ( <a href="#">page 912</a> )	Device is enumerating
<code>USB_DEVICE_STATUS</code> ( <a href="#">page 912</a> )	Offset for <code>USBHostDeviceStatus</code> ( <a href="#">page 328</a> ()) return codes
<code>USB_DEVICE_SUSPENDED</code> ( <a href="#">page 912</a> )	Device is suspended
<code>USB_DISALLOW_SETUP</code> ( <a href="#">page 912</a> )	This is macro USB_DISALLOW_SETUP.
<code>USB_DOT_VER</code> ( <a href="#">page 913</a> )	Firmware version, dot release number.
<code>USB_DTS_MASK</code> ( <a href="#">page 913</a> )	Mask for DTS bit (below)
<code>USB_ENDPOINT_BUSY</code> ( <a href="#">page 913</a> )	Endpoint is currently processing a transaction.
<code>USB_ENDPOINT_ERROR</code> ( <a href="#">page 913</a> )	Will need more than this eventually
<code>USB_ENDPOINT_ERROR_BIT_STUFF</code> ( <a href="#">page 914</a> )	USB Module - Bit stuff error.
<code>USB_ENDPOINT_ERROR_BMX</code> ( <a href="#">page 914</a> )	USB Module - Bus Matrix error.
<code>USB_ENDPOINT_ERROR_CRC16</code> ( <a href="#">page 914</a> )	USB Module - CRC16 failure.
<code>USB_ENDPOINT_ERROR_DATA_FIELD</code> ( <a href="#">page 914</a> )	USB Module - Data field size error.
<code>USB_ENDPOINT_ERROR_DMA</code> ( <a href="#">page 915</a> )	USB Module - DMA error.
<code>USB_ENDPOINT_ERROR_END_OF_FRAME</code> ( <a href="#">page 915</a> )	USB Module - End of Frame error.

↳	USB_ENDPOINT_ERROR_ILLEGAL_PID( <a href="#">page 915</a> )	Illegal PID received.
↳	USB_ENDPOINT_ERROR_PID_CHECK( <a href="#">page 915</a> )	USB Module - Illegal PID received.
↳	USB_ENDPOINT_ERROR_TIMEOUT( <a href="#">page 916</a> )	USB Module - Bus timeout.
↳	USB_ENDPOINT_ILLEGAL_DIRECTION( <a href="#">page 916</a> )	Reads must be performed on IN endpoints, writes on OUT endpoints. #define USB_ENDPOINT_TRANSACTION_IN_PROGRESS 0x16
↳	USB_ENDPOINT_ILLEGAL_TYPE( <a href="#">page 916</a> )	Transfer type must match endpoint description.
↳	USB_ENDPOINT_NAK_TIMEOUT( <a href="#">page 916</a> )	Too many NAK's occurred while waiting for the current transaction.
↳	USB_ENDPOINT_NOT_FOUND( <a href="#">page 917</a> )	Requested endpoint does not exist on device.
↳	USB_ENDPOINT_STALLED( <a href="#">page 917</a> )	Endpoint is currently stalled. User must clear the condition.
↳	USB_ENDPOINT_UNRESOLVED_STATE( <a href="#">page 917</a> )	Endpoint is in an unknown state after completing a transaction.
↳	USB_EP_NUM_MASK( <a href="#">page 917</a> )	Endpoint number (ep_num) mask
↳	USB_EP0( <a href="#">page 918</a> )	This is macro USB_EP0.
↳	USB_EP1( <a href="#">page 918</a> )	This is macro USB_EP1.
↳	USB_EP10( <a href="#">page 918</a> )	This is macro USB_EP10.
↳	USB_EP11( <a href="#">page 918</a> )	This is macro USB_EP11.
↳	USB_EP12( <a href="#">page 919</a> )	This is macro USB_EP12.
↳	USB_EP13( <a href="#">page 919</a> )	This is macro USB_EP13.
↳	USB_EP14( <a href="#">page 919</a> )	This is macro USB_EP14.
↳	USB_EP15( <a href="#">page 919</a> )	This is macro USB_EP15.
↳	USB_EP2( <a href="#">page 920</a> )	This is macro USB_EP2.
↳	USB_EP3( <a href="#">page 920</a> )	This is macro USB_EP3.
↳	USB_EP4( <a href="#">page 920</a> )	This is macro USB_EP4.
↳	USB_EP5( <a href="#">page 920</a> )	This is macro USB_EP5.
↳	USB_EP6( <a href="#">page 921</a> )	This is macro USB_EP6.
↳	USB_EP7( <a href="#">page 921</a> )	This is macro USB_EP7.
↳	USB_EP8( <a href="#">page 921</a> )	This is macro USB_EP8.
↳	USB_EP9( <a href="#">page 921</a> )	This is macro USB_EP9.
↳	USB_ERROR_CLASS_DEFINED( <a href="#">page 922</a> )	Offset for application defined errors
↳	USB_ERROR_INSUFFICIENT_POWER( <a href="#">page 922</a> )	Too much power was requested
↳	USB_ERROR_INTERRUPT( <a href="#">page 922</a> )	This is macro USB_ERROR_INTERRUPT.
↳	USB_EVENT_QUEUE_FULL( <a href="#">page 922</a> )	Event queue was full when an event occurred.
↳	USB_EXTERNAL_TRANSCEIVER( <a href="#">page 923</a> )	This is macro USB_EXTERNAL_TRANSCEIVER.
↳	USB_FEATURE_DEVICE_REMOTE_WAKEUP( <a href="#">page 923</a> )	Device recipient
↳	USB_FEATURE_ENDPOINT_HALT( <a href="#">page 923</a> )	CLEAR/SET FEATURE - Endpoint Halt
↳	USB_FEATURE_ENDPOINT_STALL( <a href="#">page 923</a> )	Endpoint recipient
↳	USB_FEATURE_TEST_MODE( <a href="#">page 924</a> )	Device recipient
↳	USB_FORCE_DTS( <a href="#">page 924</a> )	Forces data toggle sync as below:
↳	USB_FULL_SPEED( <a href="#">page 924</a> )	This is macro USB_FULL_SPEED.
↳	USB_HAL_ALLOW_HUB( <a href="#">page 924</a> )	(host only) Enable low-spd hub support
↳	USB_HAL_DEV_CONN_FULL_SPD( <a href="#">page 925</a> )	This is macro USB_HAL_DEV_CONN_FULL_SPD.
↳	USB_HAL_DEV_CONN_LOW_SPD( <a href="#">page 925</a> )	This is macro USB_HAL_DEV_CONN_LOW_SPD.
↳	USB_HAL_DEV_DISCONNECT( <a href="#">page 925</a> )	This is macro USB_HAL_DEV_DISCONNECT.

<code>USB_HAL_HANDSHAKE</code> ( <a href="#">page 925</a> )	Enable EP to give ACK/NACK (non isoch)
<code>USB_HAL_HW_KEEP</code> ( <a href="#">page 926</a> )	Cause HW to keep EP
<code>USB_HAL_NO_INC</code> ( <a href="#">page 926</a> )	Use for DMA to another device FIFO
<code>USB_HAL_NO_RETRY</code> ( <a href="#">page 926</a> )	(host only) disable auto-retry on NACK
<code>USB_HAL_PIC18_H</code> ( <a href="#">page 926</a> )	This is macro <code>USB_HAL_PIC18_H</code> .
<code>USB_HAL_PIC24F_H</code> ( <a href="#">page 927</a> )	This is macro <code>USB_HAL_PIC24F_H</code> .
<code>USB_HAL_PULL_DN_D_MINUS</code> ( <a href="#">page 927</a> )	Pull D- line low The following are defined for convenience:
<code>USB_HAL_PULL_DN_D_PLUS</code> ( <a href="#">page 927</a> )	Pull D+ line low
<code>USB_HAL_PULL_UP_D_MINUS</code> ( <a href="#">page 927</a> )	Pull D- line high
<code>USB_HAL_PULL_UP_D_PLUS</code> ( <a href="#">page 928</a> )	Pull D+ line high
<code>USB_HAL_RECEIVE</code> ( <a href="#">page 928</a> )	Enable EP for receiving data
<code>USB_HAL_TRANSMIT</code> ( <a href="#">page 928</a> )	Enable EP for transmitting data
<code>USB_HANDSHAKE_DISABLED</code> ( <a href="#">page 928</a> )	This is macro <code>USB_HANDSHAKE_DISABLED</code> .
<code>USB_HANDSHAKE_ENABLED</code> ( <a href="#">page 929</a> )	USBEnableEndpoint( <a href="#">page 221</a> ()) input definitions
<code>USB_HOLDING_CLIENT_INIT_ERROR</code> ( <a href="#">page 929</a> )	Client driver failed to initialize
<code>USB_HOLDING_INVALID_CONFIGURATION</code> ( <a href="#">page 929</a> )	Invalid configuration requested
<code>USB_HOLDING_OUT_OF_MEMORY</code> ( <a href="#">page 929</a> )	Not enough heap space available
<code>USB_HOLDING_POWER_REQUIREMENT</code> ( <a href="#">page 930</a> )	Power requirement excessive
<code>USB_HOLDING_PROCESSING_CAPACITY</code> ( <a href="#">page 930</a> )	Processing requirement excessive
<code>USB_HOLDING_UNSUPPORTED_DEVICE</code> ( <a href="#">page 930</a> )	Invalid configuration or unsupported class
<code>USB_HOLDING_UNSUPPORTED_HUB</code> ( <a href="#">page 930</a> )	Hubs are not supported
<code>USB_HUB_CLASSCODE</code> ( <a href="#">page 931</a> )	Class code for a hub.
<code>USB_ILLEGAL_REQUEST</code> ( <a href="#">page 931</a> )	Cannot perform requested operation.
<code>USB_IN_DISABLED</code> ( <a href="#">page 931</a> )	This is macro <code>USB_IN_DISABLED</code> .
<code>USB_IN_ENABLED</code> ( <a href="#">page 931</a> )	This is macro <code>USB_IN_ENABLED</code> .
<code>USB_IN_EP</code> ( <a href="#">page 932</a> )	IN endpoint mask
<code>USB_INTERNAL_TRANSCEIVER</code> ( <a href="#">page 932</a> )	define <code>USB_PULLUP_DISABLE</code> 0x00
<code>USB_INVALID_CONFIGURATION</code> ( <a href="#">page 932</a> )	Configuration descriptor not found.
<code>USB_INVALID_STATE</code> ( <a href="#">page 932</a> )	Operation cannot be performed in current state.
<code>USB_LOW_SPEED</code> ( <a href="#">page 933</a> )	This is macro <code>USB_LOW_SPEED</code> .
<code>USB_MAJOR_VER</code> ( <a href="#">page 933</a> )	Firmware version, major release number.
<code>USB_MEMORY_ALLOCATION_ERROR</code> ( <a href="#">page 933</a> )	Out of dynamic memory.
<code>USB_MINOR_VER</code> ( <a href="#">page 933</a> )	Firmware version, minor release number.
<code>USB_OTG_DPLUS_ENABLE</code> ( <a href="#">page 934</a> )	U1OTGCON bit definitions
<code>USB_OTG_ENABLE</code> ( <a href="#">page 934</a> )	<code>USB_LOW_SPEED</code> ( <a href="#">page 933</a> ) not currently supported in PIC24F USB products
<code>USB_OUT_DISABLED</code> ( <a href="#">page 934</a> )	This is macro <code>USB_OUT_DISABLED</code> .
<code>USB_OUT_ENABLED</code> ( <a href="#">page 934</a> )	This is macro <code>USB_OUT_ENABLED</code> .
<code>USB_OUT_EP</code> ( <a href="#">page 935</a> )	OUT endpoint mask
<code>USB_PING_PONG_ALL_BUT_EP0</code> ( <a href="#">page 935</a> )	0b11
<code>USB_PING_PONG_EP0_OUT_ONLY</code> ( <a href="#">page 935</a> )	0b01
<code>USB_PING_PONG_FULL_PING_PONG</code> ( <a href="#">page 935</a> )	0b10
<code>USB_PING_PONG_NO_PING_PONG</code> ( <a href="#">page 936</a> )	0b00
<code>USB_PRINTER_POS_24_DOT_IMAGE_SUPPORT</code> ( <a href="#">page 936</a> )	If the printer supports 24-dot vertical density image printing, uncomment the following definition.

USB_PRINTER_POS_36_DOT_IMAGE_SUPPORT( <a href="#">page 936</a> )	If the printer supports 36-dot vertical density image printing, uncomment the following definition. This support is not common. Note that 36-dot vertical density image printing itself is not supported. However, printers with this capability use different parameter values for other image printing, and must be configured appropriately. If this is not configured correctly, 24-bit vertical density images will not print correctly.
USB_PRINTER_POS_BARCODE_SUPPORT( <a href="#">page 936</a> )	If the printer supports bar code printing, uncomment the following definition. This will provide support for UPC-A, UPC-E, JAN/EAN13, JAN/EAN8, CODE39, ITF, and CODABAR bar codes using Format A of the "Print Bar Code" command. If only one bar code format is specified, it is Format A.
USB_PRINTER_POS_BIXOLON_SR_P_270( <a href="#">page 937</a> )	This is macro USB_PRINTER_POS_BIXOLON_SR_P_270.
USB_PRINTER_POS_CUTTER_SUPPORT( <a href="#">page 937</a> )	If the printer has an automatic cutter, uncomment the following line.
USB_PRINTER_POS_EPSON_TM_T88IV( <a href="#">page 937</a> )	This is macro USB_PRINTER_POS_EPSON_TM_T88IV.
USB_PRINTER_POS_IMAGE_LINE_SPACING( <a href="#">page 938</a> )	Set this label to the line spacing required between bit image lines. Often, the value 0 (zero) can be used. If the printer prints all image lines on top of each other, set this value to the height of the printed image line.
USB_PRINTER_POS_REVERSE_TEXT_SUPPORT( <a href="#">page 938</a> )	If the printer supports reverse text (white letters on a black background) printing, uncomment the following definition.
USB_PRINTER_POS_SEIKO_DPU_V445( <a href="#">page 938</a> )	This is macro USB_PRINTER_POS_SEIKO_DPU_V445.
USB_PRINTER_POS_SEIKO_MPU_L465( <a href="#">page 938</a> )	This is macro USB_PRINTER_POS_SEIKO_MPU_L465.
USB_PRINTER_POS_TWO_COLOR_SUPPORT( <a href="#">page 939</a> )	If the printer supports two color printing, uncomment the following line. This is not common.
USB_PULLUP_DISABLED( <a href="#">page 939</a> )	This is macro USB_PULLUP_DISABLED.
USB_PULLUP_ENABLE( <a href="#">page 939</a> )	usb_config.h input definitions
USB_RECEIVE( <a href="#">page 939</a> )	Data will be received from the USB
USB_REQUEST_CLEAR_FEATURE( <a href="#">page 940</a> )	Standard Device Request - CLEAR FEATURE
USB_REQUEST_GET_CONFIGURATION( <a href="#">page 940</a> )	Standard Device Request - GET CONFIGURATION
USB_REQUEST_GET_DESCRIPTOR( <a href="#">page 940</a> )	Standard Device Request - GET DESCRIPTOR
USB_REQUEST_GET_INTERFACE( <a href="#">page 940</a> )	Standard Device Request - GET INTERFACE
USB_REQUEST_GET_STATUS( <a href="#">page 941</a> )	Standard Device Request - GET STATUS
USB_REQUEST_SET_ADDRESS( <a href="#">page 941</a> )	Standard Device Request - SET ADDRESS
USB_REQUEST_SET_CONFIGURATION( <a href="#">page 941</a> )	Standard Device Request - SET CONFIGURATION
USB_REQUEST_SET_DESCRIPTOR( <a href="#">page 941</a> )	Standard Device Request - SET DESCRIPTOR
USB_REQUEST_SET_FEATURE( <a href="#">page 942</a> )	Standard Device Request - SET FEATURE
USB_REQUEST_SET_INTERFACE( <a href="#">page 942</a> )	Standard Device Request - SET INTERFACE
USB_REQUEST_SYNCH_FRAME( <a href="#">page 942</a> )	Standard Device Request - SYNCH FRAME
USB_SETUP_DATA( <a href="#">page 942</a> )	Setup-transfer Data Packet
USB_SETUP_DEVICE_TO_HOST( <a href="#">page 943</a> )	Device Request bmRequestType transfer direction - device to host transfer

<code>USB_SETUP_DEVICE_TO_HOST_BITFIELD</code> ( <a href="#">page 943</a> )	Device Request bmRequestType transfer direction - device to host transfer - bit definition
<code>USB_SETUP_HOST_TO_DEVICE</code> ( <a href="#">page 943</a> )	Device Request bmRequestType transfer direction - host to device transfer
<code>USB_SETUP_HOST_TO_DEVICE_BITFIELD</code> ( <a href="#">page 943</a> )	Device Request bmRequestType transfer direction - host to device transfer - bit definition
<code>USB_SETUP_PKT</code> ( <a href="#">page 944</a> )	Setup Packet
<code>USB_SETUP_RECIPIENT_DEVICE</code> ( <a href="#">page 944</a> )	Device Request bmRequestType recipient - device
<code>USB_SETUP_RECIPIENT_DEVICE_BITFIELD</code> ( <a href="#">page 944</a> )	Device Request bmRequestType recipient - device
<code>USB_SETUP_RECIPIENT_ENDPOINT</code> ( <a href="#">page 944</a> )	Device Request bmRequestType recipient - endpoint
<code>USB_SETUP_RECIPIENT_ENDPOINT_BITFIELD</code> ( <a href="#">page 945</a> )	Device Request bmRequestType recipient - endpoint
<code>USB_SETUP_RECIPIENT_INTERFACE</code> ( <a href="#">page 945</a> )	Device Request bmRequestType recipient - interface
<code>USB_SETUP_RECIPIENT_INTERFACE_BITFIELD</code> ( <a href="#">page 945</a> )	Device Request bmRequestType recipient - interface
<code>USB_SETUP_RECIPIENT_OTHER</code> ( <a href="#">page 945</a> )	Device Request bmRequestType recipient - other
<code>USB_SETUP_RECIPIENT_OTHER_BITFIELD</code> ( <a href="#">page 946</a> )	Device Request bmRequestType recipient - other
<code>USB_SETUP_STATUS</code> ( <a href="#">page 946</a> )	Setup-transfer Status Packet
<code>USB_SETUP_TYPE_CLASS</code> ( <a href="#">page 946</a> )	Device Request bmRequestType type - class
<code>USB_SETUP_TYPE_CLASS_BITFIELD</code> ( <a href="#">page 946</a> )	Device Request bmRequestType type - class
<code>USB_SETUP_TYPE_STANDARD</code> ( <a href="#">page 947</a> )	Device Request bmRequestType type - standard
<code>USB_SETUP_TYPE_STANDARD_BITFIELD</code> ( <a href="#">page 947</a> )	Device Request bmRequestType type - standard
<code>USB_SETUP_TYPE_VENDOR</code> ( <a href="#">page 947</a> )	Device Request bmRequestType type - vendor
<code>USB_SETUP_TYPE_VENDOR_BITFIELD</code> ( <a href="#">page 947</a> )	Device Request bmRequestType type - vendor
<code>USB_SINGLE_DEVICE_ADDRESS</code> ( <a href="#">page 948</a> )	Default USB device address (single device support)
<code>USB_SOF_INTERRUPT</code> ( <a href="#">page 948</a> )	Event call back definitions
<code>USB_STALL_ENDPOINT</code> ( <a href="#">page 948</a> )	This is macro <code>USB_STALL_ENDPOINT</code> .
<code>USB_SUCCESS</code> ( <a href="#">page 948</a> )	USB operation successful.
<code>USB_TRANSFER_TYPE_BULK</code> ( <a href="#">page 949</a> )	Endpoint is a bulk endpoint.
<code>USB_TRANSFER_TYPE_CONTROL</code> ( <a href="#">page 949</a> )	Endpoint is a control endpoint.
<code>USB_TRANSFER_TYPE_INTERRUPT</code> ( <a href="#">page 949</a> )	Endpoint is an interrupt endpoint.
<code>USB_TRANSFER_TYPE_ISOCHRONOUS</code> ( <a href="#">page 949</a> )	Endpoint is an isochronous endpoint.
<code>USB_TRANSMIT</code> ( <a href="#">page 950</a> )	Data will be transmitted to the USB
<code>USB_UNKNOWN_DEVICE</code> ( <a href="#">page 950</a> )	Device with specified address is not attached.
<code>USB_VBUS_CHARGE</code> ( <a href="#">page 950</a> )	Charge Vbus via resistor
<code>USB_VBUS_DISCHARGE</code> ( <a href="#">page 950</a> )	Discharge Vbus via resistor
<code>USB_VBUS_POWER_OFF</code> ( <a href="#">page 951</a> )	Do not supply power to Vbus
<code>USB_VBUS_POWER_ON</code> ( <a href="#">page 951</a> )	Supply power to Vbus
<code>USB_ZERO_PKT</code> ( <a href="#">page 951</a> )	End transfer w/a short or zero-length packet
<code>USBActivityIE</code> ( <a href="#">page 951</a> )	This is macro <code>USBActivityIE</code> .
<code>USBActivityIF</code> ( <a href="#">page 952</a> )	This is macro <code>USBActivityIF</code> .
<code>USBActivityIFBitNum</code> ( <a href="#">page 952</a> )	AND mask for clearing ACTVIF bit position 2
<code>USBActivityIFReg</code> ( <a href="#">page 952</a> )	This is macro <code>USBActivityIFReg</code> .
<code>USBClearInterruptFlag</code> ( <a href="#">page 952</a> )	Clears the specified USB interrupt flag.

<code>USBClearInterruptRegister(<a href="#">page 953</a>)</code>	Clears all of the interrupts in the requested register
<code>USBClearUSBInterrupt(<a href="#">page 953</a>)</code>	This is macro <code>USBClearUSBInterrupt</code> .
<code>USBDisableInterrupts(<a href="#">page 954</a>)</code>	This is macro <code>USBDisableInterrupts</code> .
<code>USBEnableInterrupts(<a href="#">page 954</a>)</code>	STALLIE, IDLEIE, TRNIE, and URSTIE are all enabled by default and are required
<code>USBErrorIE(<a href="#">page 954</a>)</code>	This is macro <code>USBErrorIE</code> .
<code>USBErrorIF(<a href="#">page 954</a>)</code>	This is macro <code>USBErrorIF</code> .
<code>USBErrorIFBitNum(<a href="#">page 955</a>)</code>	UERRIF bit position 1. Note: This bit is read only and is cleared by clearing the enabled UEIR flags
<code>USBErrorIFReg(<a href="#">page 955</a>)</code>	This is macro <code>USBErrorIFReg</code> .
<code>USBHAL_BTO_ERR(<a href="#">page 955</a>)</code>	Bus turn-around timeout
<code>USBHAL_BTS_ERR(<a href="#">page 955</a>)</code>	Bit-stuffing error
<code>USBHAL_CRC16(<a href="#">page 956</a>)</code>	Data packet CRC error
<code>USBHAL_CRC5(<a href="#">page 956</a>)</code>	(Host) Token CRC5 check failed
<code>USBHAL_DFN8(<a href="#">page 956</a>)</code>	Data field size not n*8 bits
<code>USBHAL_DMA_ERR(<a href="#">page 956</a>)</code>	DMA error, unable to read/write memory
<code>USBHAL_DMA_ERR2(<a href="#">page 957</a>)</code>	Error starting DMA transaction
<code>USBHAL_HOST_EOF(<a href="#">page 957</a>)</code>	(Host) EOF not reached before next SOF
<code>USBHAL_NO_EP(<a href="#">page 957</a>)</code>	Invalid endpoint number
<code>USBHAL_PID_ERR(<a href="#">page 957</a>)</code>	Packet ID Error
<code>USBHAL_XFER_ID(<a href="#">page 958</a>)</code>	Unable to identify transfer EP
<code>USBHALControlUsbResistors(<a href="#">page 958</a>)</code>	This is macro <code>USBHALControlUsbResistors</code> .
<code>USBHALGetLastDirection(<a href="#">page 958</a>)</code>	This is macro <code>USBHALGetLastDirection</code> .
<code>USBHALGetLastEndpoint(<a href="#">page 958</a>)</code>	Macros for fetching parameters from a USTAT_FIELDS( <a href="#">page 868</a> ) variable.
<code>USBHALGetLastPingPong(<a href="#">page 959</a>)</code>	This is macro <code>USBHALGetLastPingPong</code> .
<code>USBIDIE(<a href="#">page 959</a>)</code>	This is macro <code>USBIDIE</code> .
<code>USBIDIF(<a href="#">page 959</a>)</code>	This is macro <code>USBIDIF</code> .
<code>USBIDIFBitNum(<a href="#">page 959</a>)</code>	This is macro <code>USBIDIFBitNum</code> .
<code>USBIDIFReg(<a href="#">page 960</a>)</code>	This is macro <code>USBIDIFReg</code> .
<code>USBIdleIE(<a href="#">page 960</a>)</code>	This is macro <code>USBIdleIE</code> .
<code>USBIdleIF(<a href="#">page 960</a>)</code>	This is macro <code>USBIdleIF</code> .
<code>USBIdleIFBitNum(<a href="#">page 960</a>)</code>	AND mask for clearing IDLEIF bit position 5
<code>USBIdleIFReg(<a href="#">page 961</a>)</code>	This is macro <code>USBIdleIFReg</code> .
<code>USBInitialize(<a href="#">page 961</a>)</code>	This is macro <code>USBInitialize</code> .
<code>USBInterruptFlag(<a href="#">page 961</a>)</code>	This is macro <code>USBInterruptFlag</code> .
<code>USBMaskInterrupts(<a href="#">page 961</a>)</code>	This is macro <code>USBMaskInterrupts</code> .
<code>USBModuleDisable(<a href="#">page 962</a>)</code>	This macro is used to disable the USB module
<code>USBPacketDisable(<a href="#">page 962</a>)</code>	This is macro <code>USBPacketDisable</code> .
<code>USBPingPongBufferReset(<a href="#">page 962</a>)</code>	USB module control bits
<code>USBPowerModule(<a href="#">page 963</a>)</code>	This macro is used to power up the USB module if required PIC18: defines as nothing PIC24: defines as U1PWRCbits.USBPWR = 1;
<code>USBResetIE(<a href="#">page 963</a>)</code>	This is macro <code>USBResetIE</code> .
<code>USBResetIF(<a href="#">page 963</a>)</code>	This is macro <code>USBResetIF</code> .
<code>USBResetIFBitNum(<a href="#">page 963</a>)</code>	AND mask for clearing URSTIF bit position 0
<code>USBResetIFReg(<a href="#">page 964</a>)</code>	This is macro <code>USBResetIFReg</code> .
<code>USBResumeControl(<a href="#">page 964</a>)</code>	This is macro <code>USBResumeControl</code> .
<code>USBSE0Event(<a href="#">page 964</a>)</code>	This is macro <code>USBSE0Event</code> .

<code>USBSetBDTAddress</code> ( <a href="#">page 964</a> )	This macro is used to power up the USB module if required
<code>USBSOFIE</code> ( <a href="#">page 965</a> )	This is macro USBSOFIE.
<code>USBSOFIF</code> ( <a href="#">page 965</a> )	This is macro USBSOFIF.
<code>USBSOFIGBitNum</code> ( <a href="#">page 965</a> )	AND mask for clearing SOFIG bit position 6
<code>USBSOFIGReg</code> ( <a href="#">page 966</a> )	This is macro USBSOFIGReg.
<code>USBStallIE</code> ( <a href="#">page 966</a> )	This is macro USBStallIE.
<code>USBStallIF</code> ( <a href="#">page 966</a> )	This is macro USBStallIF.
<code>USBStallIFBitNum</code> ( <a href="#">page 966</a> )	AND mask for clearing STALLIF bit position 5
<code>USBStallIFReg</code> ( <a href="#">page 967</a> )	This is macro USBStallIFReg.
<code>USBsuspendControl</code> ( <a href="#">page 967</a> )	This is macro USBsuspendControl.
<code>USBT1MSECIE</code> ( <a href="#">page 967</a> )	This is macro USBT1MSECIE.
<code>USBT1MSECIF</code> ( <a href="#">page 967</a> )	This is macro USBT1MSECIF.
<code>USBT1MSECIFBitNum</code> ( <a href="#">page 968</a> )	This is macro USBT1MSECIFBitNum.
<code>USBT1MSECIFReg</code> ( <a href="#">page 968</a> )	This is macro USBT1MSECIFReg.
<code>USBTasks</code> ( <a href="#">page 968</a> )	This is macro USBTasks.
<code>USBTransactionCompleteIE</code> ( <a href="#">page 968</a> )	Interrupt Flag definitions
<code>USBTransactionCompleteIF</code> ( <a href="#">page 969</a> )	This is macro USBTransactionCompleteIF.
<code>USBTransactionCompleteIFBitNum</code> ( <a href="#">page 969</a> )	AND mask for clearing TRNIF bit position 4
<code>USBTransactionCompleteIFReg</code> ( <a href="#">page 969</a> )	This is macro USBTransactionCompleteIFReg.
<code>USBUnmaskInterrupts</code> ( <a href="#">page 969</a> )	This is macro USBUnmaskInterrupts.
<code>USE_PRINTER_POS_EXTENDED_BARCODE_FORMAT</code> ( <a href="#">page 970</a> )	If the printer supports both Format A and Format B of the "Print Bar Code" command, also uncomment this definition. In addition to the bar codes listed above, CODE93 and CODE128 bar codes will be supported.
<code>USTAT_EP_MASK</code> ( <a href="#">page 970</a> )	This is macro USTAT_EP_MASK.
<code>USTAT_EP0_IN</code> ( <a href="#">page 970</a> )	This is macro USTAT_EP0_IN.
<code>USTAT_EP0_IN_EVEN</code> ( <a href="#">page 970</a> )	This is macro USTAT_EP0_IN_EVEN.
<code>USTAT_EP0_IN_ODD</code> ( <a href="#">page 971</a> )	This is macro USTAT_EP0_IN_ODD.
<code>USTAT_EP0_OUT</code> ( <a href="#">page 971</a> )	This is macro USTAT_EP0_OUT.
<code>USTAT_EP0_OUT_EVEN</code> ( <a href="#">page 971</a> )	This is macro USTAT_EP0_OUT_EVEN.
<code>USTAT_EP0_OUT_ODD</code> ( <a href="#">page 971</a> )	This is macro USTAT_EP0_OUT_ODD.
<code>USTAT_EP0_PP_MASK</code> ( <a href="#">page 972</a> )	USTAT bit definitions
<code>XFLAGS</code> ( <a href="#">page 972</a> )	Initialization Macro

### 8.3.1 \_AD Macro

#### File

`usb_ch9.h`([page 973](#))

#### C

```
#define _AD (0x02<<2)           //Adaptive
```

#### Description

Adaptive

## 8.3.2 \_AS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _AS (0x01<<2)           //Asynchronous
```

**Description**

Asynchronous

---

## 8.3.3 \_BSTALL Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _BSTALL 0x04             //Buffer Stall enable
```

**Description**

Buffer Stall enable

---

## 8.3.4 \_BULK Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _BULK 0x02              //Bulk Transfer
```

**Description**

Bulk Transfer

---

## 8.3.5 \_CTRL Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _CTRL 0x00              //Control Transfer
```

**Description**

Control Transfer

---

## 8.3.6 \_DAT0 Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _DAT0 0x00           //DATA0 packet expected next
```

**Description**

DATA0 packet expected next

---

## 8.3.7 \_DAT1 Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _DAT1 0x40           //DATA1 packet expected next
```

**Description**

DATA1 packet expected next

---

## 8.3.8 \_DE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _DE (0x00<<4)      //Data endpoint
```

**Description**

Data endpoint

---

## 8.3.9 \_DEFAULT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _DEFAULT (0x01<<7)    //Default Value (Bit 7 is set)
```

**Description**

Default Value (Bit 7 is set)

## 8.3.10 \_DTSEN Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _DTSEN 0x08          //Data Toggle Synch enable
```

**Description**

Data Toggle Synch enable

---

## 8.3.11 \_DTSMASK Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _DTSMASK 0x40        //DTS Mask
```

**Description**

DTS Mask

---

## 8.3.12 \_EP\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP_IN 0x80
```

**Description**

USB Endpoint Definitions USB Standard EP Address Format: DIR:X:X:X:EP3:EP2:EP1:EP0 This is used in the descriptors.

---

## 8.3.13 \_EP\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP_OUT 0x00
```

**Description**

This is macro \_EP\_OUT.

## 8.3.14 \_EP01\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP01_IN 0x81
```

**Description**

This is macro \_EP01\_IN.

---

## 8.3.15 \_EP01\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP01_OUT 0x01
```

**Description**

This is macro \_EP01\_OUT.

---

## 8.3.16 \_EP02\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP02_IN 0x82
```

**Description**

This is macro \_EP02\_IN.

---

## 8.3.17 \_EP02\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP02_OUT 0x02
```

**Description**

This is macro \_EP02\_OUT.

## 8.3.18 \_EP03\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP03_IN 0x83
```

**Description**

This is macro \_EP03\_IN.

---

## 8.3.19 \_EP03\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP03_OUT 0x03
```

**Description**

This is macro \_EP03\_OUT.

---

## 8.3.20 \_EP04\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP04_IN 0x84
```

**Description**

This is macro \_EP04\_IN.

---

## 8.3.21 \_EP04\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP04_OUT 0x04
```

**Description**

This is macro \_EP04\_OUT.

## 8.3.22 \_EP05\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP05_IN 0x85
```

**Description**

This is macro \_EP05\_IN.

---

## 8.3.23 \_EP05\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP05_OUT 0x05
```

**Description**

This is macro \_EP05\_OUT.

---

## 8.3.24 \_EP06\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP06_IN 0x86
```

**Description**

This is macro \_EP06\_IN.

---

## 8.3.25 \_EP06\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP06_OUT 0x06
```

**Description**

This is macro \_EP06\_OUT.

## 8.3.26 \_EP07\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP07_IN 0x87
```

**Description**

This is macro \_EP07\_IN.

---

## 8.3.27 \_EP07\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP07_OUT 0x07
```

**Description**

This is macro \_EP07\_OUT.

---

## 8.3.28 \_EP08\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP08_IN 0x88
```

**Description**

This is macro \_EP08\_IN.

---

## 8.3.29 \_EP08\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP08_OUT 0x08
```

**Description**

This is macro \_EP08\_OUT.

### 8.3.30 \_EP09\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP09_IN 0x89
```

**Description**

This is macro \_EP09\_IN.

---

### 8.3.31 \_EP09\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP09_OUT 0x09
```

**Description**

This is macro \_EP09\_OUT.

---

### 8.3.32 \_EP10\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP10_IN 0x8A
```

**Description**

This is macro \_EP10\_IN.

---

### 8.3.33 \_EP10\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP10_OUT 0x0A
```

**Description**

This is macro \_EP10\_OUT.

### 8.3.34 \_EP11\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP11_IN 0x8B
```

**Description**

This is macro \_EP11\_IN.

---

### 8.3.35 \_EP11\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP11_OUT 0x0B
```

**Description**

This is macro \_EP11\_OUT.

---

### 8.3.36 \_EP12\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP12_IN 0x8C
```

**Description**

This is macro \_EP12\_IN.

---

### 8.3.37 \_EP12\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP12_OUT 0x0C
```

**Description**

This is macro \_EP12\_OUT.

## 8.3.38 \_EP13\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP13_IN 0x8D
```

**Description**

This is macro \_EP13\_IN.

---

## 8.3.39 \_EP13\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP13_OUT 0x0D
```

**Description**

This is macro \_EP13\_OUT.

---

## 8.3.40 \_EP14\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP14_IN 0x8E
```

**Description**

This is macro \_EP14\_IN.

---

## 8.3.41 \_EP14\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP14_OUT 0x0E
```

**Description**

This is macro \_EP14\_OUT.

## 8.3.42 \_EP15\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP15_IN 0x8F
```

**Description**

This is macro \_EP15\_IN.

---

## 8.3.43 \_EP15\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _EP15_OUT 0x0F
```

**Description**

This is macro \_EP15\_OUT.

---

## 8.3.44 \_FE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _FE (0x01<<4)           //Feedback endpoint
```

**Description**

Feedback endpoint

---

## 8.3.45 \_FS Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _FS 0x00           // Use Full-Speed USB Mode
```

**Description**

Use Full-Speed USB Mode

## 8.3.46 \_HNP Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _HNP (0x01 << 1)      //HNP (Supports if set)
```

**Description**

HNP (Supports if set)

---

## 8.3.47 \_IE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _IE (0x02<<4)        //Implicit feedback Data endpoint
```

**Description**

Implicit feedback Data endpoint

---

## 8.3.48 \_INCDIS Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define _INCDIS 0x10          //Address increment disable
```

**Description**

Address increment disable

---

## 8.3.49 \_INT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _INT 0x03            //Interrupt Transfer
```

**Description**

Interrupt Transfer

---

## 8.3.50 \_INTERRUPT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _INTERRUPT 0x03           //Interrupt Transfer
```

**Description**

Interrupt Transfer

---

## 8.3.51 \_ISO Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _ISO 0x01                //Isochronous Transfer
```

**Description**

Isochronous Transfer

---

## 8.3.52 \_KEN Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define _KEN 0x20                //SIE keeps buff descriptors enable
```

**Description**

SIE keeps buff descriptors enable

---

## 8.3.53 \_LS Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _LS 0x00                 // Use Low-Speed USB Mode
```

**Description**

Use Low-Speed USB Mode

---

## 8.3.54 \_NS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _NS (0x00<<2)           //No Synchronization
```

**Description**

No Synchronization

---

## 8.3.55 \_OEMON Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _OEMON 0x00           // Use SIE output indicator
```

**Description**

Use SIE output indicator

---

## 8.3.56 \_PUEN Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _PUEN 0x00           // Use internal pull-up resistor
```

**Description**

Use internal pull-up resistor

---

## 8.3.57 \_RWU Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _RWU (0x01<<5)           //Remote Wakeup (Supports if set)
```

**Description**

Remote Wakeup (Supports if set)

---

## 8.3.58 \_SELF Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _SELF (0x01<<6)           //Self-powered (Supports if set)
```

**Description**

Self-powered (Supports if set)

---

## 8.3.59 \_SRP Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _SRP (0x01)                 //SRP (Supports if set)
```

**Description**

SRP (Supports if set)

---

## 8.3.60 \_STAT\_MASK Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _STAT_MASK 0xFC
```

**Description**

This is macro \_STAT\_MASK.

---

## 8.3.61 \_SY Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define _SY (0x03<<2)           //Synchronous
```

**Description**

Synchronous

---

## 8.3.62 \_TREXT Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _TREXT 0x00           // Use external transceiver
```

**Description**

Use external transceiver

---

## 8.3.63 \_TRINT Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _TRINT 0x00           // Use internal transceiver
```

**Description**

Use internal transceiver

---

## 8.3.64 \_UCPU Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _UCPU 0x00           //CPU owns buffer
```

**Description**

CPU owns buffer

---

## 8.3.65 \_USB\_H\_ Macro

**File**

usb.h([page 973](#))

**C**

```
#define _USB_H_
```

**Description**

DOM-IGNORE-END

---

## 8.3.66 \_USIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define _USIE 0x80           //SIE owns buffer
```

**Description**

SIE owns buffer

---

## 8.3.67 ConvertToPhysicalAddress Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define ConvertToPhysicalAddress(a) ((WORD)(a))
```

**Description**

Function prototypes and macro functions

---

## 8.3.68 ConvertToVirtualAddress Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define ConvertToVirtualAddress(a) ((void*)(a))
```

**Description**

This is macro ConvertToVirtualAddress.

---

## 8.3.69 DisableNonZeroEndpoints Macro

Clears the control registers for the specified non-zero endpoints

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define DisableNonZeroEndpoints(last_ep_num) memset((void*)&U1EP1,0x00,(last_ep_num * 2));
```

**Remarks**

None

**Preconditions**

None

**Parameters**

Parameters	Description
UINT8 last_ep_num	the last endpoint number to clear. This number should include all endpoints used in any configuration.

**Function**

```
void DisableNonZeroEndpoints(UINT8 last_ep_num)
```

---

## 8.3.70 ENDPOINT\_MASK Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define ENDPOINT_MASK 0b11110000
```

**Description**

This is macro ENDPOINT\_MASK.

---

## 8.3.71 EP\_ATTR\_ADAPT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_ADAPT (2<<2) // Adaptive synchronization
```

**Description**

Adaptive synchronization

---

## 8.3.72 EP\_ATTR\_ASYNC Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_ASYNC (1<<2) // Asynchronous
```

**Description**

Asynchronous

### 8.3.73 EP\_ATTR\_BULK Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_BULK (2<<0) // Endpoint used for bulk transfers
```

**Description**

Endpoint used for bulk transfers

---

### 8.3.74 EP\_ATTR\_CONTROL Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_CONTROL (0<<0) // Endpoint used for control transfers
```

**Description**

Endpoint used for control transfers

---

### 8.3.75 EP\_ATTR\_DATA Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_DATA (0<<4) // Data Endpoint
```

**Description**

Data Endpoint

---

### 8.3.76 EP\_ATTR\_FEEDBACK Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_FEEDBACK (1<<4) // Feedback endpoint
```

**Description**

Feedback endpoint

## 8.3.77 EP\_ATTR\_IMP\_FB Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_IMP_FB (2<<4) // Implicit Feedback data EP
```

**Description**

Implicit Feedback data EP

---

## 8.3.78 EP\_ATTR\_INTR Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_INTR (3<<0) // Endpoint used for interrupt transfers
```

**Description**

Endpoint used for interrupt transfers

---

## 8.3.79 EP\_ATTR\_ISOCH Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_ISOCH (1<<0) // Endpoint used for isochronous transfers
```

**Description**

Endpoint used for isochronous transfers

---

## 8.3.80 EP\_ATTR\_NO\_SYNC Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_NO_SYNC (0<<2) // No Synchronization
```

**Description**

No Synchronization

---

## 8.3.81 EP\_ATTR\_SYNC Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_ATTR_SYNC (3<<2) // Synchronous
```

**Description**

Synchronous

---

## 8.3.82 EP\_CTRL Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define EP_CTRL 0x0C
```

**Description**

Cfg Control pipe for this ep

---

## 8.3.83 EP\_DIR\_IN Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_DIR_IN 0x80 // Data flows from device to host
```

**Description**

Data flows from device to host

---

## 8.3.84 EP\_DIR\_OUT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_DIR_OUT 0x00 // Data flows from host to device
```

**Description**

Data flows from host to device

---

## 8.3.85 EP\_IN Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define EP_IN 0x0A           // Cfg IN only pipe for this ep
```

**Description**

Cfg IN only pipe for this ep

---

## 8.3.86 EP\_LG\_PKT\_BULK\_FS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_LG_PKT_BULK_FS 32      // Large full-speed bulk packet
```

**Description**

Large full-speed bulk packet

---

## 8.3.87 EP\_MAX\_PKT\_BULK\_FS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_MAX_PKT_BULK_FS 64      // Max full-speed bulk packet
```

**Description**

Max full-speed bulk packet

---

## 8.3.88 EP\_MAX\_PKT\_INTR\_FS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_MAX_PKT_INTR_FS 64      // Max full-speed interrupt packet
```

**Description**

Max full-speed interrupt packet

---

## 8.3.89 EP\_MAX\_PKT\_INTR\_LS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_MAX_PKT_INTR_LS 8           // Max low-speed interrupt packet
```

**Description**

Max low-speed interrupt packet

---

## 8.3.90 EP\_MAX\_PKT\_ISOCH\_FS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_MAX_PKT_ISOCH_FS 1023      // Max full-speed isochronous packet
```

**Description**

Max full-speed isochronous packet

---

## 8.3.91 EP\_MED\_PKT\_BULK\_FS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_MED_PKT_BULK_FS 16         // Medium full-speed bulk packet
```

**Description**

Medium full-speed bulk packet

---

## 8.3.92 EP\_OUT Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define EP_OUT 0x0C                 // Cfg OUT only pipe for this ep
```

**Description**

Cfg OUT only pipe for this ep

### 8.3.93 EP\_OUT\_IN Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define EP_OUT_IN 0x0E           // Cfg both OUT & IN pipes for this ep
```

**Description**

Cfg both OUT & IN pipes for this ep

---

### 8.3.94 EP\_SM\_PKT\_BULK\_FS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define EP_SM_PKT_BULK_FS 8      // Small full-speed bulk packet
```

**Description**

Small full-speed bulk packet

---

### 8.3.95 IN\_TO\_HOST Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define IN_TO_HOST 1
```

**Description**

This is macro IN\_TO\_HOST.

---

### 8.3.96 OTG\_FEATURE\_A\_ALT\_HNP\_SUPPORT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define OTG_FEATURE_A_ALT_HNP_SUPPORT 5      // SET FEATURE OTG - Another port on the A device supports HNP
```

**Description**

SET FEATURE OTG - Another port on the A device supports HNP

---

## 8.3.97 OTG\_FEATURE\_A\_HNP\_SUPPORT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define OTG_FEATURE_A_HNP_SUPPORT 4           // SET FEATURE OTG - A device supports HNP
```

**Description**

SET FEATURE OTG - A device supports HNP

---

## 8.3.98 OTG\_FEATURE\_B\_HNP\_ENABLE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define OTG_FEATURE_B_HNP_ENABLE 3           // SET FEATURE OTG - Enable B device to perform HNP
```

**Description**

SET FEATURE OTG - Enable B device to perform HNP

---

## 8.3.99 OTG\_HNP\_SUPPORT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define OTG_HNP_SUPPORT 0x02           // OTG Descriptor bmAttributes - HNP support flag
```

**Description**

OTG Descriptor bmAttributes - HNP support flag

---

## 8.3.100 OTG\_SRP\_SUPPORT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define OTG_SRP_SUPPORT 0x01           // OTG Descriptor bmAttributes - SRP support flag
```

**Description**

OTG Descriptor bmAttributes - SRP support flag

---

## 8.3.101 OUT\_FROM\_HOST Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define OUT_FROM_HOST 0
```

**Description**

These are the directional indicators used for the USBTransferOnePacket([page 242](#)()) function.

---

## 8.3.102 PullUpConfiguration Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define PullUpConfiguration U1OTGCONbits.OTGEN = 1; U1OTGCON &= 0xFF0F;
```

**Description**

This is macro PullUpConfiguration.

---

## 8.3.103 SetConfigurationOptions Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define SetConfigurationOptions { \
    U1CNFG1 = USB_PING_PONG_MODE; \
    U1CNFG2 = USB_TRANSCEIVER_OPTION; \
    PullUpConfiguration(); \
    U1EIE = 0x9F; \
    U1IE = 0x99 | USB_SOF_INTERRUPT | \
    USB_ERROR_INTERRUPT; \
}
```

**Description**

This is macro SetConfigurationOptions.

---

## 8.3.104 U1ADDR Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1ADDR UADDR
```

---

**Description**

Remap the PIC18 register name space

---

## 8.3.105 U1CNFG1 Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1CNFG1 UCFG
```

**Description**

This is macro U1CNFG1.

---

## 8.3.106 U1CON Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1CON UCON
```

**Description**

This is macro U1CON.

---

## 8.3.107 U1CONbits Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1CONbits UCONbits
```

**Description**

This is macro U1CONbits.

---

## 8.3.108 U1EIE Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1EIE UEIE
```

**Description**

This is macro U1EIE.

---

## 8.3.109 U1EIR Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1EIR UEIR
```

**Description**

This is macro U1EIR.

---

## 8.3.110 U1EP0 Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1EP0 UEP0
```

**Description**

This is macro U1EP0.

---

## 8.3.111 U1EP0bits Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1EP0bits UEP0bits
```

**Description**

This is macro U1EP0bits.

---

## 8.3.112 U1EP1 Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1EP1 UEP1
```

**Description**

This is macro U1EP1.

## 8.3.113 U1IE Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1IE UIE
```

**Description**

This is macro U1IE.

---

## 8.3.114 U1IR Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1IR UIR
```

**Description**

This is macro U1IR.

---

## 8.3.115 U1STAT Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define U1STAT USTAT
```

**Description**

This is macro U1STAT.

---

## 8.3.116 UEP\_STALL Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define UEP_STALL 0x0002
```

**Description**

U1EP bit definitions

---

## 8.3.117 USB\_ALLOW\_SETUP Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_ALLOW_SETUP 0x00
```

**Description**

This is macro USB\_ALLOW\_SETUP.

---

## 8.3.118 USB\_BDT\_ADDRESS Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define USB_BDT_ADDRESS 0x400
```

**Description**

Definitions for BDT address

---

## 8.3.119 USB\_BUSY Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_BUSY 0x02      // A transaction is already in progress.
```

**Description**

A transaction is already in progress.

---

## 8.3.120 USB\_CANNOT\_ENUMERATE Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_CANNOT_ENUMERATE 0x07    // Cannot enumerate the attached device.
```

**Description**

Cannot enumerate the attached device.

## 8.3.121 USB\_CFG\_DSC\_Rem\_Wake Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_CFG_DSC_Rem_Wake (0x20|USB_CFG_DSC_REQUIRED) // Device can request remote wakeup
```

**Description**

Device can request remote wakeup

---

## 8.3.122 USB\_CFG\_DSC\_REQUIRED Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_CFG_DSC_REQUIRED 0x80 // Required attribute
```

**Description**

Required attribute

---

## 8.3.123 USB\_CFG\_DSC\_SELF\_PWR Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_CFG_DSC_SELF_PWR (0x40|USB_CFG_DSC_REQUIRED) // Device is self powered.
```

**Description**

Device is self powered.

---

## 8.3.124 USB\_DATA0 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_DATA0 0x00|USB_FORCE_DTS // Force DATA0
```

**Description**

Force DATA0

---

## 8.3.125 USB\_DATA1 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_DATA1 0x20 | USB_FORCE_DTS           // Force DATA1
```

**Description**

Force DATA1

---

## 8.3.126 USB\_DESCRIPTOR\_CONFIGURATION Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_CONFIGURATION 0x02      // bDescriptorType for a Configuration Descriptor.
```

**Description**

bDescriptorType for a Configuration Descriptor.

---

## 8.3.127 USB\_DESCRIPTOR\_DEVICE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_DEVICE 0x01      // bDescriptorType for a Device Descriptor.
```

**Description**

bDescriptorType for a Device Descriptor.

---

## 8.3.128 USB\_DESCRIPTOR\_DEVICE\_QUALIFIER Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_DEVICE_QUALIFIER 0x06      // bDescriptorType for a Device Qualifier.
```

**Description**

bDescriptorType for a Device Qualifier.

## 8.3.129 USB\_DESCRIPTOR\_ENDPOINT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_ENDPOINT 0x05      // bDescriptorType for an Endpoint Descriptor.
```

**Description**

bDescriptorType for an Endpoint Descriptor.

---

## 8.3.130 USB\_DESCRIPTOR\_INTERFACE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_INTERFACE 0x04      // bDescriptorType for an Interface Descriptor.
```

**Description**

bDescriptorType for an Interface Descriptor.

---

## 8.3.131 USB\_DESCRIPTOR\_INTERFACE\_POWER Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_INTERFACE_POWER 0x08      // bDescriptorType for Interface Power.
```

**Description**

bDescriptorType for Interface Power.

---

## 8.3.132 USB\_DESCRIPTOR\_OTG Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_OTG 0x09      // bDescriptorType for an OTG Descriptor.
```

**Description**

bDescriptorType for an OTG Descriptor.

---

## 8.3.133 USB\_DESCRIPTOR\_OTHER\_SPEED Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_OTHER_SPEED 0x07      // bDescriptorType for a Other Speed Configuration.
```

**Description**

bDescriptorType for a Other Speed Configuration.

---

## 8.3.134 USB\_DESCRIPTOR\_STRING Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_DESCRIPTOR_STRING 0x03      // bDescriptorType for a String Descriptor.
```

**Description**

bDescriptorType for a String Descriptor.

---

## 8.3.135 USB\_DEVICE\_ATTACHED Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_DEVICE_ATTACHED (USB_DEVICE_STATUS | 0x30) // Device is attached and running
```

**Description**

Device is attached and running

---

## 8.3.136 USB\_DEVICE\_DETACHED Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_DEVICE_DETACHED (USB_DEVICE_STATUS | 0x01) // No device is attached
```

**Description**

No device is attached

## 8.3.137 USB\_DEVICE\_ENUMERATING Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_DEVICE_ENUMERATING (USB_DEVICE_STATUS | 0x02) // Device is enumerating
```

**Description**

Device is enumerating

---

## 8.3.138 USB\_DEVICE\_STATUS Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_DEVICE_STATUS 0x30 // Offset for USBHostDeviceStatus() return codes
```

**Description**

Offset for USBHostDeviceStatus([page 328](#)()) return codes

---

## 8.3.139 USB\_DEVICE\_SUSPENDED Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_DEVICE_SUSPENDED (USB_DEVICE_STATUS | 0x0A) // Device is suspended
```

**Description**

Device is suspended

---

## 8.3.140 USB\_DISALLOW\_SETUP Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_DISALLOW_SETUP 0x10
```

**Description**

This is macro USB\_DISALLOW\_SETUP.

---

## 8.3.141 USB\_DOT\_VER Macro

**File**

usb.h([page 973](#))

**C**

```
#define USB_DOT_VER 0           // Firmware version, dot release number.
```

**Description**

Firmware version, dot release number.

---

## 8.3.142 USB\_DTS\_MASK Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_DTS_MASK 0x20          // Mask for DTS bit (below)
```

**Description**

Mask for DTS bit (below)

---

## 8.3.143 USB\_ENDPOINT\_BUSY Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_BUSY 0x10      // Endpoint is currently processing a transaction.
```

**Description**

Endpoint is currently processing a transaction.

---

## 8.3.144 USB\_ENDPOINT\_ERROR Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR 0x12    // Will need more than this eventually
```

**Description**

Will need more than this eventually

## 8.3.145 USB\_ENDPOINT\_ERROR\_BIT\_STUFF Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_BIT_STUFF 0x20      // USB Module - Bit stuff error.
```

**Description**

USB Module - Bit stuff error.

---

## 8.3.146 USB\_ENDPOINT\_ERROR\_BMX Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_BMX 0x27      // USB Module - Bus Matrix error.
```

**Description**

USB Module - Bus Matrix error.

---

## 8.3.147 USB\_ENDPOINT\_ERROR\_CRC16 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_CRC16 0x24      // USB Module - CRC16 failure.
```

**Description**

USB Module - CRC16 failure.

---

## 8.3.148 USB\_ENDPOINT\_ERROR\_DATA\_FIELD Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_DATA_FIELD 0x23      // USB Module - Data field size error.
```

**Description**

USB Module - Data field size error.

## 8.3.149 USB\_ENDPOINT\_ERROR\_DMA Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_DMA 0x21      // USB Module - DMA error.
```

**Description**

USB Module - DMA error.

---

## 8.3.150 USB\_ENDPOINT\_ERROR\_END\_OF\_FRAME Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_END_OF_FRAME 0x25      // USB Module - End of Frame error.
```

**Description**

USB Module - End of Frame error.

---

## 8.3.151 USB\_ENDPOINT\_ERROR\_ILLEGAL\_PID Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_ILLEGAL_PID 0x13      // Illegal PID received.
```

**Description**

Illegal PID received.

---

## 8.3.152 USB\_ENDPOINT\_ERROR\_PID\_CHECK Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_PID_CHECK 0x26      // USB Module - Illegal PID received.
```

**Description**

USB Module - Illegal PID received.

## 8.3.153 USB\_ENDPOINT\_ERROR\_TIMEOUT Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ERROR_TIMEOUT 0x22      // USB Module - Bus timeout.
```

**Description**

USB Module - Bus timeout.

---

## 8.3.154 USB\_ENDPOINT\_ILLEGAL\_DIRECTION Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ILLEGAL_DIRECTION 0x15      // Reads must be performe on IN endpoints,  
writes on OUT endpoints.
```

**Description**

Reads must be performe on IN endpoints, writes on OUT endpoints. #define  
USB\_ENDPOINT\_TRANSACTION\_IN\_PROGRESS 0x16

---

## 8.3.155 USB\_ENDPOINT\_ILLEGAL\_TYPE Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_ILLEGAL_TYPE 0x18      // Transfer type must match endpoint description.
```

**Description**

Transfer type must match endpoint description.

---

## 8.3.156 USB\_ENDPOINT\_NAK\_TIMEOUT Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_NAK_TIMEOUT 0x17      // Too many NAK's occurred while waiting for the  
current transaction.
```

**Description**

Too many NAK's occurred while waiting for the current transaction.

## 8.3.157 USB\_ENDPOINT\_NOT\_FOUND Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_NOT_FOUND 0x14      // Requested endpoint does not exist on device.
```

**Description**

Requested endpoint does not exist on device.

---

## 8.3.158 USB\_ENDPOINT\_STALLED Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_STALLED 0x11      // Endpoint is currently stalled. User must clear the condition.
```

**Description**

Endpoint is currently stalled. User must clear the condition.

---

## 8.3.159 USB\_ENDPOINT\_UNRESOLVED\_STATE Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ENDPOINT_UNRESOLVED_STATE 0x19      // Endpoint is in an unknown state after completing a transaction.
```

**Description**

Endpoint is in an unknown state after completing a transaction.

---

## 8.3.160 USB\_EP\_NUM\_MASK Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP_NUM_MASK 0x0F                  // Endpoint number (ep_num) mask
```

**Description**

Endpoint number (ep\_num) mask

---

## 8.3.161 USB\_EP0 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP0 0           //
```

**Description**

This is macro USB\_EP0.

---

## 8.3.162 USB\_EP1 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP1 1           //
```

**Description**

This is macro USB\_EP1.

---

## 8.3.163 USB\_EP10 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP10 10          //
```

**Description**

This is macro USB\_EP10.

---

## 8.3.164 USB\_EP11 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP11 11          //
```

**Description**

This is macro USB\_EP11.

## 8.3.165 USB\_EP12 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP12 12      //
```

**Description**

This is macro USB\_EP12.

---

## 8.3.166 USB\_EP13 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP13 13      //
```

**Description**

This is macro USB\_EP13.

---

## 8.3.167 USB\_EP14 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP14 14      //
```

**Description**

This is macro USB\_EP14.

---

## 8.3.168 USB\_EP15 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP15 15      //
```

**Description**

This is macro USB\_EP15.

## 8.3.169 USB\_EP2 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP2 2 //
```

**Description**

This is macro USB\_EP2.

---

## 8.3.170 USB\_EP3 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP3 3 //
```

**Description**

This is macro USB\_EP3.

---

## 8.3.171 USB\_EP4 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP4 4 //
```

**Description**

This is macro USB\_EP4.

---

## 8.3.172 USB\_EP5 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP5 5 //
```

**Description**

This is macro USB\_EP5.

## 8.3.173 USB\_EP6 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP6 6 //
```

**Description**

This is macro USB\_EP6.

---

## 8.3.174 USB\_EP7 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP7 7 //
```

**Description**

This is macro USB\_EP7.

---

## 8.3.175 USB\_EP8 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP8 8 //
```

**Description**

This is macro USB\_EP8.

---

## 8.3.176 USB\_EP9 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EP9 9 //
```

**Description**

This is macro USB\_EP9.

## 8.3.177 USB\_ERROR\_CLASS\_DEFINED Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ERROR_CLASS_DEFINED 0x50      // Offset for application defined errors
```

**Description**

Offset for application defined errors

---

## 8.3.178 USB\_ERROR\_INSUFFICIENT\_POWER Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ERROR_INSUFFICIENT_POWER 0x28      // Too much power was requested
```

**Description**

Too much power was requested

---

## 8.3.179 USB\_ERROR\_INTERRUPT Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_ERROR_INTERRUPT 0x02
```

**Description**

This is macro USB\_ERROR\_INTERRUPT.

---

## 8.3.180 USB\_EVENT\_QUEUE\_FULL Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_EVENT_QUEUE_FULL 0x08      // Event queue was full when an event occurred.
```

**Description**

Event queue was full when an event occurred.

## 8.3.181 USB\_EXTERNAL\_TRANSCEIVER Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_EXTERNAL_TRANSCEIVER 0x01
```

**Description**

This is macro USB\_EXTERNAL\_TRANSCEIVER.

---

## 8.3.182 USB\_FEATURE\_DEVICE\_REMOTE\_WAKEUP Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_FEATURE_DEVICE_REMOTE_WAKEUP 1           // Device recipient
```

**Description**

Device recipient

---

## 8.3.183 USB\_FEATURE\_ENDPOINT\_HALT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_FEATURE_ENDPOINT_HALT 0           // CLEAR/SET FEATURE - Endpoint Halt
```

**Description**

CLEAR/SET FEATURE - Endpoint Halt

---

## 8.3.184 USB\_FEATURE\_ENDPOINT\_STALL Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_FEATURE_ENDPOINT_STALL 0           // Endpoint recipient
```

**Description**

Endpoint recipient

## 8.3.185 USB\_FEATURE\_TEST\_MODE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_FEATURE_TEST_MODE 2           // Device recipient
```

**Description**

Device recipient

---

## 8.3.186 USB\_FORCE\_DTS Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_FORCE_DTS 0x40           // Forces data toggle sync as below:
```

**Description**

Forces data toggle sync as below:

---

## 8.3.187 USB\_FULL\_SPEED Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_FULL_SPEED 0x04
```

**Description**

This is macro USB\_FULL\_SPEED.

---

## 8.3.188 USB\_HAL\_ALLOW\_HUB Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_ALLOW_HUB 0x8000 // (host only) Enable low-spd hub support
```

**Description**

(host only) Enable low-spd hub support

---

## 8.3.189 USB\_HAL\_DEV\_CONN\_FULL\_SPD Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_DEV_CONN_FULL_SPD USB_HAL_PULL_UP_D_PLUS
```

**Description**

This is macro USB\_HAL\_DEV\_CONN\_FULL\_SPD.

---

## 8.3.190 USB\_HAL\_DEV\_CONN\_LOW\_SPD Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_DEV_CONN_LOW_SPD USB_HAL_PULL_UP_D_MINUS
```

**Description**

This is macro USB\_HAL\_DEV\_CONN\_LOW\_SPD.

---

## 8.3.191 USB\_HAL\_DEV\_DISCONNECT Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_DEV_DISCONNECT 0
```

**Description**

This is macro USB\_HAL\_DEV\_DISCONNECT.

---

## 8.3.192 USB\_HAL\_HANDSHAKE Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_HANDSHAKE 0x0100 // Enable EP to give ACK/NACK (non isoch)
```

**Description**

Enable EP to give ACK/NACK (non isoch)

---

## 8.3.193 USB\_HAL\_HW\_KEEPs Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_HW_KEEPs 0x0020 // Cause HW to keep EP
```

**Description**

Cause HW to keep EP

---

## 8.3.194 USB\_HAL\_NO\_INC Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_NO_INC 0x0010 // Use for DMA to another device FIFO
```

**Description**

Use for DMA to another device FIFO

---

## 8.3.195 USB\_HAL\_NO\_RETRY Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_NO_RETRY 0x4000 // (host only) disable auto-retry on NACK
```

**Description**

(host only) disable auto-retry on NACK

---

## 8.3.196 USB\_HAL\_PIC18\_H Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define USB_HAL_PIC18_H
```

**Description**

This is macro USB\_HAL\_PIC18\_H.

---

## 8.3.197 USB\_HAL\_PIC24F\_H Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_HAL_PIC24F_H
```

**Description**

This is macro USB\_HAL\_PIC24F\_H.

---

## 8.3.198 USB\_HAL\_PULL\_DN\_D\_MINUS Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_PULL_DN_D_MINUS 0x10      // Pull D- line low
```

**Description**

Pull D- line low

The following are defined for convenience:

---

## 8.3.199 USB\_HAL\_PULL\_DN\_D\_PLUS Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_PULL_DN_D_PLUS 0x20      // Pull D+ line low
```

**Description**

Pull D+ line low

---

## 8.3.200 USB\_HAL\_PULL\_UP\_D\_MINUS Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_PULL_UP_D_MINUS 0x40      // Pull D- line high
```

**Description**

Pull D- line high

---

## 8.3.201 USB\_HAL\_PULL\_UP\_D\_PLUS Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_PULL_UP_D_PLUS 0x80      // Pull D+ line high
```

**Description**

Pull D+ line high

---

## 8.3.202 USB\_HAL\_RECEIVE Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_RECEIVE 0x0800 // Enable EP for receiving data
```

**Description**

Enable EP for receiving data

---

## 8.3.203 USB\_HAL\_TRANSMIT Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_HAL_TRANSMIT 0x0400 // Enable EP for transmitting data
```

**Description**

Enable EP for transmitting data

---

## 8.3.204 USB\_HANDSHAKE\_DISABLED Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_HANDSHAKE_DISABLED 0x00
```

**Description**

This is macro USB\_HANDSHAKE\_DISABLED.

---

## 8.3.205 USB\_HANDSHAKE\_ENABLED Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_HANDSHAKE_ENABLED 0x01
```

**Description**

USBEnableEndpoint([page 221](#)()) input definitions

---

## 8.3.206 USB\_HOLDING\_CLIENT\_INIT\_ERROR Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_HOLDING_CLIENT_INIT_ERROR (USB_DEVICE_STATUS | 0x09) // Client driver failed  
to initialize
```

**Description**

Client driver failed to initialize

---

## 8.3.207 USB\_HOLDING\_INVALID\_CONFIGURATION Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_HOLDING_INVALID_CONFIGURATION (USB_DEVICE_STATUS | 0x06) // Invalid  
configuration requested
```

**Description**

Invalid configuration requested

---

## 8.3.208 USB\_HOLDING\_OUT\_OF\_MEMORY Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_HOLDING_OUT_OF_MEMORY (USB_DEVICE_STATUS | 0x03) // Not enough heap space  
available
```

**Description**

Not enough heap space available

---

## 8.3.209 USB\_HOLDING\_POWER\_REQUIREMENT Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_HOLDING_POWER_REQUIREMENT (USB_DEVICE_STATUS | 0x08) // Power requirement excessive
```

**Description**

Power requirement excessive

---

## 8.3.210 USB\_HOLDING\_PROCESSING\_CAPACITY Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_HOLDING_PROCESSING_CAPACITY (USB_DEVICE_STATUS | 0x07) // Processing requirement excessive
```

**Description**

Processing requirement excessive

---

## 8.3.211 USB\_HOLDING\_UNSUPPORTED\_DEVICE Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_HOLDING_UNSUPPORTED_DEVICE (USB_DEVICE_STATUS | 0x04) // Invalid configuration or unsupported class
```

**Description**

Invalid configuration or unsupported class

---

## 8.3.212 USB\_HOLDING\_UNSUPPORTED\_HUB Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_HOLDING_UNSUPPORTED_HUB (USB_DEVICE_STATUS | 0x05) // Hubs are not supported
```

**Description**

Hubs are not supported

## 8.3.213 USB\_HUB\_CLASSCODE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_HUB_CLASSCODE 0x09      // Class code for a hub.
```

**Description**

Class code for a hub.

---

## 8.3.214 USB\_ILLEGAL\_REQUEST Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ILLEGAL_REQUEST 0x03      // Cannot perform requested operation.
```

**Description**

Cannot perform requested operation.

---

## 8.3.215 USB\_IN\_DISABLED Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_IN_DISABLED 0x00
```

**Description**

This is macro USB\_IN\_DISABLED.

---

## 8.3.216 USB\_IN\_ENABLED Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_IN_ENABLED 0x04
```

**Description**

This is macro USB\_IN\_ENABLED.

## 8.3.217 USB\_IN\_EP Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_IN_EP 0x80      // IN endpoint mask
```

**Description**

IN endpoint mask

---

## 8.3.218 USB\_INTERNAL\_TRANSCEIVER Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_INTERNAL_TRANSCEIVER 0x00
```

**Description**

define USB\_PULLUP\_DISABLE 0x00

---

## 8.3.219 USB\_INVALID\_CONFIGURATION Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_INVALID_CONFIGURATION 0x04      // Configuration descriptor not found.
```

**Description**

Configuration descriptor not found.

---

## 8.3.220 USB\_INVALID\_STATE Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_INVALID_STATE 0x01      // Operation cannot be performed in current state.
```

**Description**

Operation cannot be performed in current state.

---

## 8.3.221 USB\_LOW\_SPEED Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define USB_LOW_SPEED 0x00
```

**Description**

This is macro USB\_LOW\_SPEED.

---

## 8.3.222 USB\_MAJOR\_VER Macro

**File**

usb.h([page 973](#))

**C**

```
#define USB_MAJOR_VER 2           // Firmware version, major release number.
```

**Description**

Firmware version, major release number.

---

## 8.3.223 USB\_MEMORY\_ALLOCATION\_ERROR Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_MEMORY_ALLOCATION_ERROR 0x05      // Out of dynamic memory.
```

**Description**

Out of dynamic memory.

---

## 8.3.224 USB\_MINOR\_VER Macro

**File**

usb.h([page 973](#))

**C**

```
#define USB_MINOR_VER 9           // Firmware version, minor release number.
```

**Description**

Firmware version, minor release number.

## 8.3.225 USB\_OTG\_DPLUS\_ENABLE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_OTG_DPLUS_ENABLE 0x80
```

**Description**

U1OTGCON bit definitions

---

## 8.3.226 USB\_OTG\_ENABLE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_OTG_ENABLE 0x04
```

**Description**

USB\_LOW\_SPEED([page 933](#)) not currently supported in PIC24F USB products

---

## 8.3.227 USB\_OUT\_DISABLED Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_OUT_DISABLED 0x00
```

**Description**

This is macro USB\_OUT\_DISABLED.

---

## 8.3.228 USB\_OUT\_ENABLED Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_OUT_ENABLED 0x08
```

**Description**

This is macro USB\_OUT\_ENABLED.

---

## 8.3.229 USB\_OUT\_EP Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_OUT_EP 0x00 // OUT endpoint mask
```

**Description**

OUT endpoint mask

---

## 8.3.230 USB\_PING\_PONG\_\_ALL\_BUT\_EP0 Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_PING_PONG__ALL_BUT_EP0 0x03 //0b11
```

**Description**

0b11

---

## 8.3.231 USB\_PING\_PONG\_\_EP0\_OUT\_ONLY Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_PING_PONG__EP0_OUT_ONLY 0x01 //0b01
```

**Description**

0b01

---

## 8.3.232 USB\_PING\_PONG\_\_FULL\_PING\_PONG Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_PING_PONG__FULL_PING_PONG 0x02 //0b10
```

**Description**

0b10

---

## 8.3.233 USB\_PING\_PONG\_\_NO\_PING\_PONG Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_PING_PONG__NO_PING_PONG 0x00      //0b00
```

**Description**

0b00

---

## 8.3.234 USB\_PRINTER\_POS\_24\_DOT\_IMAGE\_SUPPORT Macro

**File**

usb\_printer\_pos\_seiko\_mpu\_l465.h([page 993](#))

**C**

```
#define USB_PRINTER_POS_24_DOT_IMAGE_SUPPORT
```

**Description**

If the printer supports 24-dot vertical density image printing, uncomment the following definition.

---

## 8.3.235 USB\_PRINTER\_POS\_36\_DOT\_IMAGE\_SUPPORT Macro

**File**

usb\_printer\_pos\_seiko\_mpu\_l465.h([page 993](#))

**C**

```
#define USB_PRINTER_POS_36_DOT_IMAGE_SUPPORT
```

**Description**

If the printer supports 36-dot vertical density image printing, uncomment the following definition. This support is not common. Note that 36-dot vertical density image printing itself is not supported. However, printers with this capability use different parameter values for other image printing, and must be configured appropriately. If this is not configured correctly, 24-bit vertical density images will not print correctly.

---

## 8.3.236 USB\_PRINTER\_POS\_BARCODE\_SUPPORT Macro

**File**

usb\_printer\_pos\_seiko\_mpu\_l465.h([page 993](#))

---

**C**

```
#define USB_PRINTER_POS_BARCODE_SUPPORT
```

**Description**

If the printer supports bar code printing, uncomment the following definition. This will provide support for UPC-A, UPC-E, JAN/EAN13, JAN/EAN8, CODE39, ITF, and CODABAR bar codes using Format A of the "Print Bar Code" command. If only one bar code format is specified, it is Format A.

---

## 8.3.237 USB\_PRINTER\_POS\_BIXOLON\_SR\_P\_270 Macro

**File**

usb\_printer\_pos\_bixolon\_sr\_p\_270.h([page 991](#))

**C**

```
#define USB_PRINTER_POS_BIXOLON_SR_P_270
```

**Description**

This is macro USB\_PRINTER\_POS\_BIXOLON\_SR\_P\_270.

---

## 8.3.238 USB\_PRINTER\_POS\_CUTTER\_SUPPORT Macro

**File**

usb\_printer\_pos\_epson\_tm\_t88iv.h([page 991](#))

**C**

```
#define USB_PRINTER_POS_CUTTER_SUPPORT
```

**Description**

If the printer has an automatic cutter, uncomment the following line.

---

## 8.3.239 USB\_PRINTER\_POS\_EPSON\_TM\_T88IV Macro

**File**

usb\_printer\_pos\_epson\_tm\_t88iv.h([page 991](#))

**C**

```
#define USB_PRINTER_POS_EPSON_TM_T88IV
```

**Description**

This is macro USB\_PRINTER\_POS\_EPSON\_TM\_T88IV.

## 8.3.240 USB\_PRINTER\_POS\_IMAGE\_LINE\_SPACING Macro

**File**

usb\_printer\_pos\_seiko\_mpu\_l465.h([page 993](#))

**C**

```
#define USB_PRINTER_POS_IMAGE_LINE_SPACING 0
```

**Description**

Set this label to the line spacing required between bit image lines. Often, the value 0 (zero) can be used. If the printer prints all image lines on top of each other, set this value to the height of the printed image line.

## 8.3.241 USB\_PRINTER\_POS\_REVERSE\_TEXT\_SUPPORT Macro

**File**

usb\_printer\_pos\_seiko\_mpu\_l465.h([page 993](#))

**C**

```
#define USB_PRINTER_POS_REVERSE_TEXT_SUPPORT
```

**Description**

If the printer supports reverse text (white letters on a black background) printing, uncomment the following definition.

## 8.3.242 USB\_PRINTER\_POS\_SEIKO\_DPU\_V445 Macro

**File**

usb\_printer\_pos\_seiko\_dpu\_v445.h([page 992](#))

**C**

```
#define USB_PRINTER_POS_SEIKO_DPU_V445
```

**Description**

This is macro USB\_PRINTER\_POS\_SEIKO\_DPU\_V445.

## 8.3.243 USB\_PRINTER\_POS\_SEIKO\_MPU\_L465 Macro

**File**

usb\_printer\_pos\_seiko\_mpu\_l465.h([page 993](#))

**C**

```
#define USB_PRINTER_POS_SEIKO_MPU_L465
```

**Description**

This is macro USB\_PRINTER\_POS\_SEIKO\_MPU\_L465.

---

## 8.3.244 USB\_PRINTER\_POS\_TWO\_COLOR\_SUPPORT Macro

**File**

usb\_printer\_pos\_bixolon\_srp\_270.h([page 991](#))

**C**

```
#define USB_PRINTER_POS_TWO_COLOR_SUPPORT
```

**Description**

If the printer supports two color printing, uncomment the following line. This is not common.

---

## 8.3.245 USB\_PULLUP\_DISABLED Macro

**File**

usb\_hal\_pic18.h([page 985](#))

**C**

```
#define USB_PULLUP_DISABLED 0x00
```

**Description**

This is macro USB\_PULLUP\_DISABLED.

---

## 8.3.246 USB\_PULLUP\_ENABLE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_PULLUP_ENABLE 0x00
```

**Description**

usb\_config.h input definitions

---

## 8.3.247 USB\_RECEIVE Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_RECEIVE 0x00 // Data will be received from the USB
```

---

**Description**

Data will be received from the USB

---

## 8.3.248 USB\_REQUEST\_CLEAR\_FEATURE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_CLEAR_FEATURE 1           // Standard Device Request - CLEAR FEATURE
```

**Description**

Standard Device Request - CLEAR FEATURE

---

## 8.3.249 USB\_REQUEST\_GET\_CONFIGURATION Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_GET_CONFIGURATION 8        // Standard Device Request - GET CONFIGURATION
```

**Description**

Standard Device Request - GET CONFIGURATION

---

## 8.3.250 USB\_REQUEST\_GET\_DESCRIPTOR Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_GET_DESCRIPTOR 6          // Standard Device Request - GET DESCRIPTOR
```

**Description**

Standard Device Request - GET DESCRIPTOR

---

## 8.3.251 USB\_REQUEST\_GET\_INTERFACE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_GET_INTERFACE 10         // Standard Device Request - GET INTERFACE
```

**Description**

Standard Device Request - GET INTERFACE

---

## 8.3.252 USB\_REQUEST\_GET\_STATUS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_GET_STATUS 0           // Standard Device Request - GET STATUS
```

**Description**

Standard Device Request - GET STATUS

---

## 8.3.253 USB\_REQUEST\_SET\_ADDRESS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_SET_ADDRESS 5          // Standard Device Request - SET ADDRESS
```

**Description**

Standard Device Request - SET ADDRESS

---

## 8.3.254 USB\_REQUEST\_SET\_CONFIGURATION Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_SET_CONFIGURATION 9      // Standard Device Request - SET CONFIGURATION
```

**Description**

Standard Device Request - SET CONFIGURATION

---

## 8.3.255 USB\_REQUEST\_SET\_DESCRIPTOR Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_SET_DESCRIPTOR 7          // Standard Device Request - SET DESCRIPTOR
```

**Description**

Standard Device Request - SET DESCRIPTOR

---

## 8.3.256 USB\_REQUEST\_SET\_FEATURE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_SET_FEATURE 3           // Standard Device Request - SET FEATURE
```

**Description**

Standard Device Request - SET FEATURE

---

## 8.3.257 USB\_REQUEST\_SET\_INTERFACE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_SET_INTERFACE 11         // Standard Device Request - SET INTERFACE
```

**Description**

Standard Device Request - SET INTERFACE

---

## 8.3.258 USB\_REQUEST\_SYNCH\_FRAME Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_REQUEST_SYNCH_FRAME 12          // Standard Device Request - SYNCH FRAME
```

**Description**

Standard Device Request - SYNCH FRAME

---

## 8.3.259 USB\_SETUP\_DATA Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_SETUP_DATA USB_DATA1|USB_ZERO_PKT|USB_EP0 // Setup-transfer Data Packet
```

**Description**

Setup-transfer Data Packet

## 8.3.260 USB\_SETUP\_DEVICE\_TO\_HOST Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_DEVICE_TO_HOST 0x80      // Device Request bmRequestType transfer direction  
- device to host transfer
```

**Description**

Device Request bmRequestType transfer direction - device to host transfer

---

## 8.3.261 USB\_SETUP\_DEVICE\_TO\_HOST\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_DEVICE_TO_HOST_BITFIELD (USB_SETUP_DEVICE_TO_HOST>>7)      // Device  
Request bmRequestType transfer direction - device to host transfer - bit definition
```

**Description**

Device Request bmRequestType transfer direction - device to host transfer - bit definition

---

## 8.3.262 USB\_SETUP\_HOST\_TO\_DEVICE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_HOST_TO_DEVICE 0x00      // Device Request bmRequestType transfer direction  
- host to device transfer
```

**Description**

Device Request bmRequestType transfer direction - host to device transfer

---

## 8.3.263 USB\_SETUP\_HOST\_TO\_DEVICE\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_HOST_TO_DEVICE_BITFIELD (USB_SETUP_HOST_TO_DEVICE>>7)      // Device  
Request bmRequestType transfer direction - host to device transfer - bit definition
```

**Description**

Device Request bmRequestType transfer direction - host to device transfer - bit definition

## 8.3.264 USB\_SETUP\_PKT Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_SETUP_PKT USB_RECEIVE|USB_DATA0|USB_EP0 // Setup Packet
```

**Description**

Setup Packet

---

## 8.3.265 USB\_SETUP\_RECIPIENT\_DEVICE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_RECIPIENT_DEVICE 0x00 // Device Request bmRequestType recipient - device
```

**Description**

Device Request bmRequestType recipient - device

---

## 8.3.266 USB\_SETUP\_RECIPIENT\_DEVICE\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_RECIPIENT_DEVICE_BITFIELD (USB_SETUP_RECIPIENT_DEVICE) // Device Request bmRequestType recipient - device
```

**Description**

Device Request bmRequestType recipient - device

---

## 8.3.267 USB\_SETUP\_RECIPIENT\_ENDPOINT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_RECIPIENT_ENDPOINT 0x02 // Device Request bmRequestType recipient - endpoint
```

**Description**

Device Request bmRequestType recipient - endpoint

## 8.3.268 USB\_SETUP\_RECIPIENT\_ENDPOINT\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_RECIPIENT_ENDPOINT_BITFIELD (USB_SETUP_RECIPIENT_ENDPOINT)           // Device
Request bmRequestType recipient - endpoint
```

**Description**

Device Request bmRequestType recipient - endpoint

---

## 8.3.269 USB\_SETUP\_RECIPIENT\_INTERFACE Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_RECIPIENT_INTERFACE 0x01           // Device Request bmRequestType recipient -
interface
```

**Description**

Device Request bmRequestType recipient - interface

---

## 8.3.270 USB\_SETUP\_RECIPIENT\_INTERFACE\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_RECIPIENT_INTERFACE_BITFIELD (USB_SETUP_RECIPIENT_INTERFACE)           // Device
Request bmRequestType recipient - interface
```

**Description**

Device Request bmRequestType recipient - interface

---

## 8.3.271 USB\_SETUP\_RECIPIENT\_OTHER Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_RECIPIENT_OTHER 0x03           // Device Request bmRequestType recipient - other
```

**Description**

Device Request bmRequestType recipient - other

---

## 8.3.272 USB\_SETUP\_RECIPIENT\_OTHER\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_RECIPIENT_OTHER_BITFIELD (USB_SETUP_RECIPIENT_OTHER)           // Device
Request bmRequestType recipient - other
```

**Description**

Device Request bmRequestType recipient - other

---

## 8.3.273 USB\_SETUP\_STATUS Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_SETUP_STATUS USB_DATA1|USB_EP0                                // Setup-transfer Status Packet
```

**Description**

Setup-transfer Status Packet

---

## 8.3.274 USB\_SETUP\_TYPE\_CLASS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_TYPE_CLASS 0x20          // Device Request bmRequestType type - class
```

**Description**

Device Request bmRequestType type - class

---

## 8.3.275 USB\_SETUP\_TYPE\_CLASS\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_TYPE_CLASS_BITFIELD (USB_SETUP_TYPE_CLASS>>5)           // Device Request
bmRequestType type - class
```

**Description**

Device Request bmRequestType type - class

---

## 8.3.276 USB\_SETUP\_TYPE\_STANDARD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_TYPE_STANDARD 0x00      // Device Request bmRequestType type - standard
```

**Description**

Device Request bmRequestType type - standard

---

## 8.3.277 USB\_SETUP\_TYPE\_STANDARD\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_TYPE_STANDARD_BITFIELD (USB_SETUP_TYPE_STANDARD>>5)      // Device Request bmRequestType type - standard
```

**Description**

Device Request bmRequestType type - standard

---

## 8.3.278 USB\_SETUP\_TYPE\_VENDOR Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_TYPE_VENDOR 0x40      // Device Request bmRequestType type - vendor
```

**Description**

Device Request bmRequestType type - vendor

---

## 8.3.279 USB\_SETUP\_TYPE\_VENDOR\_BITFIELD Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_SETUP_TYPE_VENDOR_BITFIELD (USB_SETUP_TYPE_VENDOR>>5)      // Device Request bmRequestType type - vendor
```

**Description**

Device Request bmRequestType type - vendor

---

## 8.3.280 USB\_SINGLE\_DEVICE\_ADDRESS Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_SINGLE_DEVICE_ADDRESS 0x01      // Default USB device address (single device support)
```

**Description**

Default USB device address (single device support)

---

## 8.3.281 USB\_SOF\_INTERRUPT Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_SOF_INTERRUPT 0x04
```

**Description**

Event call back definitions

---

## 8.3.282 USB\_STALL\_ENDPOINT Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USB_STALL_ENDPOINT 0x02
```

**Description**

This is macro USB\_STALL\_ENDPOINT.

---

## 8.3.283 USB\_SUCCESS Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_SUCCESS 0x00      // USB operation successful.
```

---

**Description**

USB operation successful.

---

## 8.3.284 USB\_TRANSFER\_TYPE\_BULK Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_TRANSFER_TYPE_BULK 0x02      // Endpoint is a bulk endpoint.
```

**Description**

Endpoint is a bulk endpoint.

---

## 8.3.285 USB\_TRANSFER\_TYPE\_CONTROL Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_TRANSFER_TYPE_CONTROL 0x00      // Endpoint is a control endpoint.
```

**Description**

Endpoint is a control endpoint.

---

## 8.3.286 USB\_TRANSFER\_TYPE\_INTERRUPT Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_TRANSFER_TYPE_INTERRUPT 0x03      // Endpoint is an interrupt endpoint.
```

**Description**

Endpoint is an interrupt endpoint.

---

## 8.3.287 USB\_TRANSFER\_TYPE\_ISOCHRONOUS Macro

**File**

usb\_ch9.h([page 973](#))

**C**

```
#define USB_TRANSFER_TYPE_ISOCHRONOUS 0x01      // Endpoint is an isochronous endpoint.
```

**Description**

Endpoint is an isochronous endpoint.

---

## 8.3.288 USB\_TRANSMIT Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_TRANSMIT 0x80           // Data will be transmitted to the USB
```

**Description**

Data will be transmitted to the USB

---

## 8.3.289 USB\_UNKNOWN\_DEVICE Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_UNKNOWN_DEVICE 0x06      // Device with specified address is not attached.
```

**Description**

Device with specified address is not attached.

---

## 8.3.290 USB\_VBUS\_CHARGE Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_VBUS_CHARGE 1           // Charge Vbus via resistor
```

**Description**

Charge Vbus via resistor

---

## 8.3.291 USB\_VBUS\_DISCHARGE Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_VBUS_DISCHARGE 0        // Diccharge Vbus via resistor
```

**Description**

Diccharge Vbus via resistor

---

## 8.3.292 USB\_VBUS\_POWER\_OFF Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_VBUS_POWER_OFF 4           // Do not supply power to Vbus
```

**Description**

Do not supply power to Vbus

**Remarks**

All commands except USB\_VBUS\_POWER\_ON([page 951](#)) imply that this device does not actively supply power to Vbus.

---

## 8.3.293 USB\_VBUS\_POWER\_ON Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USB_VBUS_POWER_ON 3           // Supply power to Vbus
```

**Description**

Supply power to Vbus

---

## 8.3.294 USB\_ZERO\_PKT Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USB_ZERO_PKT 0x10           // End transfer w/a short or  
zero-length packet
```

**Description**

End transfer w/a short or zero-length packet

---

## 8.3.295 USBActivityIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBActivityIE U1OTGIEbits.ACTVIE
```

**Description**

This is macro USBActivityIE.

---

## 8.3.296 USBActivityIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBActivityIF U1OTGIRbits.ACTVIF
```

**Description**

This is macro USBActivityIF.

---

## 8.3.297 USBActivityIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBActivityIFBitNum 4
```

**Description**

AND mask for clearing ACTVIF bit position 2

---

## 8.3.298 USBActivityIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBActivityIFReg U1OTGIR
```

**Description**

This is macro USBActivityIFReg.

---

## 8.3.299 USBClearInterruptFlag Macro

Clears the specified USB interrupt flag.

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBClearInterruptFlag(reg_name, if_flag_offset) (reg_name = (1 << if_flag_offset))
```

**Remarks**

Individual USB interrupt flag bits are cleared by writing '1' to the bit, in a word write operation.

**Preconditions**

None

**Parameters**

Parameters	Description
register	the register mnemonic for the register holding the interrupt flag to be cleared
BYTE if_flag_offset	the bit position offset (for the interrupt flag to clear) from the "right of the register"

**Function**

```
void USBClearInterruptFlag(register, BYTE if_flag_offset)
```

## 8.3.300 USBClearInterruptRegister Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBClearInterruptRegister(reg) reg = 0xFFFF;
```

**Description**

Clears all of the interrupts in the requested register

**Remarks**

Note that on these devices to clear an interrupt you must write a '1' to the interrupt location.

**Parameters**

Parameters	Description
register	the register that needs to be cleared.

**Function**

```
void USBClearInterruptRegister(int register)
```

## 8.3.301 USBClearUSBInterrupt Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBClearUSBInterrupt IFS5bits.USB1IF = 0;
```

**Description**

This is macro USBClearUSBInterrupt.

## 8.3.302 USBDisableInterrupts Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBDisableInterrupts {IEC5bits.USB1IE=0;}
```

**Description**

This is macro USBDisableInterrupts.

---

## 8.3.303 USBEnableInterrupts Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBEnableInterrupts
```

**Description**

STALLIE, IDLEIE, TRNIE, and URSTIE are all enabled by default and are required

---

## 8.3.304 USBErrorIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBErrorIE U1IEbits.UERRIE
```

**Description**

This is macro USBErrorIE.

---

## 8.3.305 USBErrorIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBErrorIF U1IRbits.UERRIF
```

**Description**

This is macro USBErrorIF.

## 8.3.306 USBErrorIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBErrorIFBitNum 1
```

**Description**

UERRIF bit position 1. Note: This bit is read only and is cleared by clearing the enabled UEIR flags

---

## 8.3.307 USBErrorIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBErrorIFReg U1IR
```

**Description**

This is macro USBErrorIFReg.

---

## 8.3.308 USBHAL\_BTO\_ERR Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_BTO_ERR 0x00000010 // Bus turn-around timeout
```

**Description**

Bus turn-around timeout

---

## 8.3.309 USBHAL\_BTS\_ERR Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_BTS_ERR 0x00000080 // Bit-stuffing error
```

**Description**

Bit-stuffing error

---

## 8.3.310 USBHAL\_CRC16 Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_CRC16 0x00000004 // Data packet CRC error
```

**Description**

Data packet CRC error

---

## 8.3.311 USBHAL\_CRC5 Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_CRC5 0x00000002 // (Host) Token CRC5 check failed
```

**Description**

(Host) Token CRC5 check failed

---

## 8.3.312 USBHAL\_DFN8 Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_DFN8 0x00000008 // Data field size not n*8 bits
```

**Description**

Data field size not n\*8 bits

---

## 8.3.313 USBHAL\_DMA\_ERR Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_DMA_ERR 0x00000020 // DMA error, unable to read/write memory
```

**Description**

DMA error, unable to read/write memory

## 8.3.314 USBHAL\_DMA\_ERR2 Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_DMA_ERR2 0x00000400 // Error starting DMA transaction
```

**Description**

Error starting DMA transaction

---

## 8.3.315 USBHAL\_HOST\_EOF Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_HOST_EOF 0x00000002 // (Host) EOF not reached before next SOF
```

**Description**

(Host) EOF not reached before next SOF

---

## 8.3.316 USBHAL\_NO\_EP Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_NO_EP 0x00000200 // Invalid endpoint number
```

**Description**

Invalid endpoint number

---

## 8.3.317 USBHAL\_PID\_ERR Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_PID_ERR 0x00000001 // Packet ID Error
```

**Description**

Packet ID Error

## 8.3.318 USBHAL\_XFER\_ID Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHAL_XFER_ID 0x00000100 // Unable to identify transfer EP
```

**Description**

Unable to identify transfer EP

---

## 8.3.319 USBHALControlUsbResistors Macro

**File**

usb\_hal.h([page 983](#))

**C**

```
#define USBHALControlUsbResistors OTGCORE_ControlUsbResistors
```

**Description**

This is macro USBHALControlUsbResistors.

---

## 8.3.320 USBHALGetLastDirection Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBHALGetLastDirection(stat) stat.direction
```

**Description**

This is macro USBHALGetLastDirection.

---

## 8.3.321 USBHALGetLastEndpoint Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBHALGetLastEndpoint(stat) stat.endpoint_number
```

**Description**

Macros for fetching parameters from a USTAT\_FIELDS([page 868](#)) variable.

---

## 8.3.322 USBHALGetLastPingPong Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBHALGetLastPingPong(stat) stat.ping_pong
```

**Description**

This is macro USBHALGetLastPingPong.

---

## 8.3.323 USBIDIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBIDIE U1OTGIEbits.IDIE
```

**Description**

This is macro USBIDIE.

---

## 8.3.324 USBIDIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBIDIF U1OTGIRbits.IDIF
```

**Description**

This is macro USBIDIF.

---

## 8.3.325 USBIDIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBIDIFBitNum 7
```

**Description**

This is macro USBIDIFBitNum.

## 8.3.326 USBIDIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBIDIFReg U1OTGIR
```

**Description**

This is macro USBIDIFReg.

---

## 8.3.327 USBIdleIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBIdleIE U1IEbits.IDLEIE
```

**Description**

This is macro USBIdleIE.

---

## 8.3.328 USBIdleIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBIdleIF U1IRbits.IDLEIF
```

**Description**

This is macro USBIdleIF.

---

## 8.3.329 USBIdleIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBIdleIFBitNum 4
```

**Description**

AND mask for clearing IDLEIF bit position 5

## 8.3.330 USBIdleIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBIdleIFReg U1IR
```

**Description**

This is macro USBIdleIFReg.

---

## 8.3.331 USBInitialize Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USBInitialize(f) USBHostInit(f)
```

**Description**

This is macro USBInitialize.

---

## 8.3.332 USBInterruptFlag Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBInterruptFlag IFS5bits.USB1IF
```

**Description**

This is macro USBInterruptFlag.

---

## 8.3.333 USBMaskInterrupts Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBMaskInterrupts
```

**Description**

This is macro USBMaskInterrupts.

## 8.3.334 USBModuleDisable Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBModuleDisable { \
    U1CON = 0; \
    U1IE = 0; \
    U1OTGIE = 0; \
    U1PWRControlbits.USBPWR = 1; \
    USBDeviceState = DETACHED_STATE; \
}
```

**Description**

This macro is used to disable the USB module

**Remarks**

None

**Function**

void USBModuleDisable(void)

---

## 8.3.335 USBPacketDisable Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBPacketDisable U1CONbits.PKTDIS
```

**Description**

This is macro USBPacketDisable.

---

## 8.3.336 USBPingPongBufferReset Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBPingPongBufferReset U1CONbits.PPBRST
```

**Description**

USB module control bits

## 8.3.337 USBPowerModule Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBPowerModule U1PWRChits.USBPWR = 1;
```

**Description**

This macro is used to power up the USB module if required PIC18: defines as nothing PIC24: defines as U1PWRChits.USBPWR = 1;

**Remarks**

None

**Function**

```
void USBPowerModule(void)
```

---

## 8.3.338 USBResetIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBResetIE U1IEbits.URSTIE
```

**Description**

This is macro USBResetIE.

---

## 8.3.339 USBResetIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBResetIF U1IRbits.URSTIF
```

**Description**

This is macro USBResetIF.

---

## 8.3.340 USBResetIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBResetIFBitNum 0
```

**Description**

AND mask for clearing URSTIF bit position 0

---

## 8.3.341 USBResetIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBResetIFReg U1IR
```

**Description**

This is macro USBResetIFReg.

---

## 8.3.342 USBResumeControl Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBResumeControl U1CONbits.RESUME
```

**Description**

This is macro USBResumeControl.

---

## 8.3.343 USBSE0Event Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBSE0Event U1CONbits.SE0
```

**Description**

This is macro USBSE0Event.

---

## 8.3.344 USBSetBDTAddress Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBSetBDTAddress(addr) U1BDTP1 = (((unsigned int)addr)/256);
```

---

**Description**

This macro is used to power up the USB module if required

**Remarks**

None

**Function**

USBSetBDTAddress(addr)

---

## 8.3.345 USBSOFIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBSOFIE U1IEbits.SOFIE
```

**Description**

This is macro USBSOFIE.

---

## 8.3.346 USBSOFIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBSOFIF U1IRbits.SOFIF
```

**Description**

This is macro USBSOFIF.

---

## 8.3.347 USBSOFIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBSOFIFBitNum 2
```

**Description**

AND mask for clearing SOFIF bit position 6

## 8.3.348 USBSOFIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBSOFIFReg U1IR
```

**Description**

This is macro USBSOFIFReg.

---

## 8.3.349 USBStallIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBStallIE U1IEbits.STALLIE
```

**Description**

This is macro USBStallIE.

---

## 8.3.350 USBStallIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBStallIF U1IRbits.STALLIF
```

**Description**

This is macro USBStallIF.

---

## 8.3.351 USBStallIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBStallIFBitNum 7
```

**Description**

AND mask for clearing STALLIF bit position 5

## 8.3.352 USBStallIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBStallIFReg U1IR
```

**Description**

This is macro USBStallIFReg.

---

## 8.3.353 USBSuspendControl Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBSuspendControl U1PWRCbits.USUSPEND
```

**Description**

This is macro USBSuspendControl.

---

## 8.3.354 USBT1MSECIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBT1MSECIE U1OTGIEbits.T1MSECIE
```

**Description**

This is macro USBT1MSECIE.

---

## 8.3.355 USBT1MSECIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBT1MSECIF U1OTGIRbits.T1MSECIF
```

**Description**

This is macro USBT1MSECIF.

## 8.3.356 USBT1MSECIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBT1MSECIFBitNum 6
```

**Description**

This is macro USBT1MSECIFBitNum.

---

## 8.3.357 USBT1MSECIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBT1MSECIFReg U1OTGIR
```

**Description**

This is macro USBT1MSECIFReg.

---

## 8.3.358 USBTasks Macro

**File**

usb\_common.h([page 978](#))

**C**

```
#define USBTasks USBHostTasks()
```

**Description**

This is macro USBTasks.

---

## 8.3.359 USBTransactionCompleteIE Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBTransactionCompleteIE U1IEbits.TRNIE
```

**Description**

Interrupt Flag definitions

---

## 8.3.360 USBTransactionCompleteIF Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBTransactionCompleteIF U1IRbits.TRNIF
```

**Description**

This is macro USBTransactionCompleteIF.

---

## 8.3.361 USBTransactionCompleteIFBitNum Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBTransactionCompleteIFBitNum 3
```

**Description**

AND mask for clearing TRNIF bit position 4

---

## 8.3.362 USBTransactionCompleteIFReg Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBTransactionCompleteIFReg U1IR
```

**Description**

This is macro USBTransactionCompleteIFReg.

---

## 8.3.363 USBUnmaskInterrupts Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USBUnmaskInterrupts
```

**Description**

This is macro USBUnmaskInterrupts.

### 8.3.364

## USE\_PRINTER\_POS\_EXTENDED\_BARCODE\_FORMAT Macro

**File**

usb\_printer\_pos\_epson\_tm\_t88iv.h([page 991](#))

**C**

```
#define USE_PRINTER_POS_EXTENDED_BARCODE_FORMAT
```

**Description**

If the printer supports both Format A and Format B of the "Print Bar Code" command, also uncomment this definition. In addition to the bar codes listed above, CODE93 and CODE128 bar codes will be supported.

---

### 8.3.365 USTAT\_EP\_MASK Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USTAT_EP_MASK 0xFC
```

**Description**

This is macro USTAT\_EP\_MASK.

---

### 8.3.366 USTAT\_EP0\_IN Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USTAT_EP0_IN 0x08
```

**Description**

This is macro USTAT\_EP0\_IN.

---

### 8.3.367 USTAT\_EP0\_IN\_EVEN Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
#define USTAT_EP0_IN_EVEN 0x08
```

---

**Description**

This is macro USTAT\_EP0\_IN\_EVEN.

---

### 8.3.368 USTAT\_EP0\_IN\_ODD Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

C

```
#define USTAT_EP0_IN_ODD 0x0C
```

**Description**

This is macro USTAT\_EP0\_IN\_ODD.

---

### 8.3.369 USTAT\_EP0\_OUT Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

C

```
#define USTAT_EP0_OUT 0x00
```

**Description**

This is macro USTAT\_EP0\_OUT.

---

### 8.3.370 USTAT\_EP0\_OUT\_EVEN Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

C

```
#define USTAT_EP0_OUT_EVEN 0x00
```

**Description**

This is macro USTAT\_EP0\_OUT\_EVEN.

---

### 8.3.371 USTAT\_EP0\_OUT\_ODD Macro

**File**

usb\_hal\_pic24f.h([page 986](#))

C

```
#define USTAT_EP0_OUT_ODD 0x04
```

**Description**

This is macro USTAT\_EP0\_OUT\_ODD.

---

## 8.3.372 USTAT\_EP0\_PP\_MASK Macro

### File

`usb_hal_pic24f.h`([page 986](#))

### C

```
#define USTAT_EP0_PP_MASK ~0x04
```

### Description

USTAT bit definitions

---

## 8.3.373 XFLAGS Macro

### File

`usb_common.h`([page 978](#))

### C

```
#define XFLAGS(f) ((TRANSFER_FLAGS)((BYTE)(f))) // Initialization Macro
```

### Description

Initialization Macro

---

## 8.4 Files

The following table lists files in this documentation.

### Files

Name	Description
<code>usb.h</code> ( <a href="#">page 973</a> )	This is file <code>usb.h</code> .
<code>usb_ch9.h</code> ( <a href="#">page 973</a> )	This file defines data structures, constants, and macros that are used to support the USB Device Framework protocol described in Chapter 9 of the USB 2.0 specification.
<code>usb_common.h</code> ( <a href="#">page 978</a> )	This file defines data types, constants, and macros that are common to multiple layers of the Microchip USB Firmware Stack.
<code>usb_function_midi.h</code> ( <a href="#">page 982</a> )	This file defines data types, constants, and macros that are needed by the MIDI USB device example
<code>usb_hal.h</code> ( <a href="#">page 983</a> )	This file abstracts the hardware interface.
<code>usb_hal_dspic33E.h</code> ( <a href="#">page 984</a> )	This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.
<code>usb_hal_pic18.h</code> ( <a href="#">page 985</a> )	This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

<a href="#">usb_hal_pic24E.h</a> ( <a href="#">page 986</a> )	This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.
<a href="#">usb_hal_pic24f.h</a> ( <a href="#">page 986</a> )	This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.
<a href="#">usb_hal_pic32.h</a> ( <a href="#">page 990</a> )	This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.
<a href="#">usb_printer_pos_bixolon_srp_270.h</a> ( <a href="#">page 991</a> )	This is a definition file for the Bixolon SRP-270 Point-of-sale USB Printer.
<a href="#">usb_printer_pos_epson_tm_t88iv.h</a> ( <a href="#">page 991</a> )	This is a definition file for the Epson TM-T88IV Point-of-sale USB Printer.
<a href="#">usb_printer_pos_seiko_dpu_v445.h</a> ( <a href="#">page 992</a> )	This is a definition file for the Seiko DPU-V445 Point-of-sale USB Printer.
<a href="#">usb_printer_pos_seiko_mpu_l465.h</a> ( <a href="#">page 993</a> )	This is a definition file for the Seiko MPU-L465 Point-of-sale USB Printer.

## 8.4.1 usb.h

### Macros

	Name	Description
<a href="#">_USB_H</a> ( <a href="#">page 893</a> )	DOM-IGNORE-END	
<a href="#">USB_DOT_VER</a> ( <a href="#">page 913</a> )	Firmware version, dot release number.	
<a href="#">USB_MAJOR_VER</a> ( <a href="#">page 933</a> )	Firmware version, major release number.	
<a href="#">USB_MINOR_VER</a> ( <a href="#">page 933</a> )	Firmware version, minor release number.	

### Description

This is file usb.h.

## 8.4.2 usb\_ch9.h

This file defines data structures, constants, and macros that are used to support the USB Device Framework protocol described in Chapter 9 of the USB 2.0 specification.

### Macros

	Name	Description
<a href="#">_AD</a> ( <a href="#">page 877</a> )	Adaptive	
<a href="#">_AS</a> ( <a href="#">page 878</a> )	Asynchronous	
<a href="#">_BULK</a> ( <a href="#">page 878</a> )	Bulk Transfer	
<a href="#">_CTRL</a> ( <a href="#">page 878</a> )	Control Transfer	
<a href="#">_DE</a> ( <a href="#">page 879</a> )	Data endpoint	
<a href="#">_DEFAULT</a> ( <a href="#">page 879</a> )	Default Value (Bit 7 is set)	

<code>_EP_IN(</code>	<code>)</code>	USB Endpoint Definitions USB Standard EP Address Format: DIR:X:X:EP3:EP2:EP1:EP0 This is used in the descriptors.
<code>_EP_OUT(</code>	<code>)</code>	This is macro _EP_OUT.
<code>_EP01_IN(</code>	<code>)</code>	This is macro _EP01_IN.
<code>_EP01_OUT(</code>	<code>)</code>	This is macro _EP01_OUT.
<code>_EP02_IN(</code>	<code>)</code>	This is macro _EP02_IN.
<code>_EP02_OUT(</code>	<code>)</code>	This is macro _EP02_OUT.
<code>_EP03_IN(</code>	<code>)</code>	This is macro _EP03_IN.
<code>_EP03_OUT(</code>	<code>)</code>	This is macro _EP03_OUT.
<code>_EP04_IN(</code>	<code>)</code>	This is macro _EP04_IN.
<code>_EP04_OUT(</code>	<code>)</code>	This is macro _EP04_OUT.
<code>_EP05_IN(</code>	<code>)</code>	This is macro _EP05_IN.
<code>_EP05_OUT(</code>	<code>)</code>	This is macro _EP05_OUT.
<code>_EP06_IN(</code>	<code>)</code>	This is macro _EP06_IN.
<code>_EP06_OUT(</code>	<code>)</code>	This is macro _EP06_OUT.
<code>_EP07_IN(</code>	<code>)</code>	This is macro _EP07_IN.
<code>_EP07_OUT(</code>	<code>)</code>	This is macro _EP07_OUT.
<code>_EP08_IN(</code>	<code>)</code>	This is macro _EP08_IN.
<code>_EP08_OUT(</code>	<code>)</code>	This is macro _EP08_OUT.
<code>_EP09_IN(</code>	<code>)</code>	This is macro _EP09_IN.
<code>_EP09_OUT(</code>	<code>)</code>	This is macro _EP09_OUT.
<code>_EP10_IN(</code>	<code>)</code>	This is macro _EP10_IN.
<code>_EP10_OUT(</code>	<code>)</code>	This is macro _EP10_OUT.
<code>_EP11_IN(</code>	<code>)</code>	This is macro _EP11_IN.
<code>_EP11_OUT(</code>	<code>)</code>	This is macro _EP11_OUT.
<code>_EP12_IN(</code>	<code>)</code>	This is macro _EP12_IN.
<code>_EP12_OUT(</code>	<code>)</code>	This is macro _EP12_OUT.
<code>_EP13_IN(</code>	<code>)</code>	This is macro _EP13_IN.
<code>_EP13_OUT(</code>	<code>)</code>	This is macro _EP13_OUT.
<code>_EP14_IN(</code>	<code>)</code>	This is macro _EP14_IN.
<code>_EP14_OUT(</code>	<code>)</code>	This is macro _EP14_OUT.
<code>_EP15_IN(</code>	<code>)</code>	This is macro _EP15_IN.
<code>_EP15_OUT(</code>	<code>)</code>	This is macro _EP15_OUT.
<code>_FE(</code>	<code>)</code>	Feedback endpoint
<code>_HNP(</code>	<code>)</code>	HNP (Supports if set)
<code>_IE(</code>	<code>)</code>	Implicit feedback Data endpoint
<code>_INT(</code>	<code>)</code>	Interrupt Transfer
<code>_INTERRUPT(</code>	<code>)</code>	Interrupt Transfer
<code>_ISO(</code>	<code>)</code>	Isochronous Transfer
<code>_NS(</code>	<code>)</code>	No Synchronization
<code>_RWU(</code>	<code>)</code>	Remote Wakeup (Supports if set)
<code>_SELF(</code>	<code>)</code>	Self-powered (Supports if set)
<code>_SRP(</code>	<code>)</code>	SRP (Supports if set)
<code>_SY(</code>	<code>)</code>	Synchronous
<code>EP_ATTR_ADAPT(</code>	<code>)</code>	Adaptive synchronization
<code>EP_ATTR_ASYNC(</code>	<code>)</code>	Asynchronous

<a href="#">EP_ATTR_BULK</a> ( <a href="#">page 896</a> )	Endpoint used for bulk transfers
<a href="#">EP_ATTR_CONTROL</a> ( <a href="#">page 896</a> )	Endpoint used for control transfers
<a href="#">EP_ATTR_DATA</a> ( <a href="#">page 896</a> )	Data Endpoint
<a href="#">EP_ATTR_FEEDBACK</a> ( <a href="#">page 896</a> )	Feedback endpoint
<a href="#">EP_ATTR_IMP_FB</a> ( <a href="#">page 897</a> )	Implicit Feedback data EP
<a href="#">EP_ATTR_INTR</a> ( <a href="#">page 897</a> )	Endpoint used for interrupt transfers
<a href="#">EP_ATTR_ISOCH</a> ( <a href="#">page 897</a> )	Endpoint used for isochronous transfers
<a href="#">EP_ATTR_NO_SYNC</a> ( <a href="#">page 897</a> )	No Synchronization
<a href="#">EP_ATTR_SYNC</a> ( <a href="#">page 898</a> )	Synchronous
<a href="#">EP_DIR_IN</a> ( <a href="#">page 898</a> )	Data flows from device to host
<a href="#">EP_DIR_OUT</a> ( <a href="#">page 898</a> )	Data flows from host to device
<a href="#">EP_LG_PKT_BULK_FS</a> ( <a href="#">page 899</a> )	Large full-speed bulk packet
<a href="#">EP_MAX_PKT_BULK_FS</a> ( <a href="#">page 899</a> )	Max full-speed bulk packet
<a href="#">EP_MAX_PKT_INTR_FS</a> ( <a href="#">page 899</a> )	Max full-speed interrupt packet
<a href="#">EP_MAX_PKT_INTR_LS</a> ( <a href="#">page 900</a> )	Max low-speed interrupt packet
<a href="#">EP_MAX_PKT_ISOCH_FS</a> ( <a href="#">page 900</a> )	Max full-speed isochronous packet
<a href="#">EP_MED_PKT_BULK_FS</a> ( <a href="#">page 900</a> )	Medium full-speed bulk packet
<a href="#">EP_SM_PKT_BULK_FS</a> ( <a href="#">page 901</a> )	Small full-speed bulk packet
<a href="#">IN_TO_HOST</a> ( <a href="#">page 901</a> )	This is macro IN_TO_HOST.
<a href="#">OTG FEATURE A ALT HNP SUPPORT</a> ( <a href="#">page 901</a> )	SET FEATURE OTG - Another port on the A device supports HNP
<a href="#">OTG FEATURE A HNP SUPPORT</a> ( <a href="#">page 902</a> )	SET FEATURE OTG - A device supports HNP
<a href="#">OTG FEATURE B HNP ENABLE</a> ( <a href="#">page 902</a> )	SET FEATURE OTG - Enable B device to perform HNP
<a href="#">OTG HNP SUPPORT</a> ( <a href="#">page 902</a> )	OTG Descriptor bmAttributes - HNP support flag
<a href="#">OTG SRP SUPPORT</a> ( <a href="#">page 902</a> )	OTG Descriptor bmAttributes - SRP support flag
<a href="#">OUT_FROM_HOST</a> ( <a href="#">page 903</a> )	These are the directional indicators used for the USBTransferOnePacket( <a href="#">page 242</a> )() function.
<a href="#">USB_CFG_DSC_Rem_WAKE</a> ( <a href="#">page 908</a> )	Device can request remote wakeup
<a href="#">USB_CFG_DSC_REQUIRED</a> ( <a href="#">page 908</a> )	Required attribute
<a href="#">USB_CFG_DSC_SELF_PWR</a> ( <a href="#">page 908</a> )	Device is self powered.
<a href="#">USB_DESCRIPTOR_CONFIGURATION</a> ( <a href="#">page 909</a> )	bDescriptorType for a Configuration Descriptor.
<a href="#">USB_DESCRIPTOR_DEVICE</a> ( <a href="#">page 909</a> )	bDescriptorType for a Device Descriptor.
<a href="#">USB_DESCRIPTOR_DEVICE_QUALIFIER</a> ( <a href="#">page 909</a> )	bDescriptorType for a Device Qualifier.
<a href="#">USB_DESCRIPTOR_ENDPOINT</a> ( <a href="#">page 910</a> )	bDescriptorType for an Endpoint Descriptor.

<a href="#">USB_DESCRIPTOR_INTERFACE</a> ( <a href="#">page 910</a> )	bDescriptorType for an Interface Descriptor.
<a href="#">USB_DESCRIPTOR_INTERFACE_POWER</a> ( <a href="#">page 910</a> )	bDescriptorType for Interface Power.
<a href="#">USB_DESCRIPTOR_OTG</a> ( <a href="#">page 910</a> )	bDescriptorType for an OTG Descriptor.
<a href="#">USB_DESCRIPTOR_OTHER_SPEED</a> ( <a href="#">page 911</a> )	bDescriptorType for a Other Speed Configuration.
<a href="#">USB_DESCRIPTOR_STRING</a> ( <a href="#">page 911</a> )	bDescriptorType for a String Descriptor.
<a href="#">USB_FEATURE_DEVICE_REMOTE_WAKEUP</a> ( <a href="#">page 923</a> )	Device recipient
<a href="#">USB_FEATURE_ENDPOINT_HALT</a> ( <a href="#">page 923</a> )	CLEAR/SET FEATURE - Endpoint Halt
<a href="#">USB_FEATURE_ENDPOINT_STALL</a> ( <a href="#">page 923</a> )	Endpoint recipient
<a href="#">USB_FEATURE_TEST_MODE</a> ( <a href="#">page 924</a> )	Device recipient
<a href="#">USB_HUB_CLASSCODE</a> ( <a href="#">page 931</a> )	Class code for a hub.
<a href="#">USB_IN_EP</a> ( <a href="#">page 932</a> )	IN endpoint mask
<a href="#">USB_OUT_EP</a> ( <a href="#">page 935</a> )	OUT endpoint mask
<a href="#">USB_REQUEST_CLEAR_FEATURE</a> ( <a href="#">page 940</a> )	Standard Device Request - CLEAR FEATURE
<a href="#">USB_REQUEST_GET_CONFIGURATION</a> ( <a href="#">page 940</a> )	Standard Device Request - GET CONFIGURATION
<a href="#">USB_REQUEST_GET_DESCRIPTOR</a> ( <a href="#">page 940</a> )	Standard Device Request - GET DESCRIPTOR
<a href="#">USB_REQUEST_GET_INTERFACE</a> ( <a href="#">page 940</a> )	Standard Device Request - GET INTERFACE
<a href="#">USB_REQUEST_GET_STATUS</a> ( <a href="#">page 941</a> )	Standard Device Request - GET STATUS
<a href="#">USB_REQUEST_SET_ADDRESS</a> ( <a href="#">page 941</a> )	Standard Device Request - SET ADDRESS
<a href="#">USB_REQUEST_SET_CONFIGURATION</a> ( <a href="#">page 941</a> )	Standard Device Request - SET CONFIGURATION
<a href="#">USB_REQUEST_SET_DESCRIPTOR</a> ( <a href="#">page 941</a> )	Standard Device Request - SET DESCRIPTOR
<a href="#">USB_REQUEST_SET_FEATURE</a> ( <a href="#">page 942</a> )	Standard Device Request - SET FEATURE
<a href="#">USB_REQUEST_SET_INTERFACE</a> ( <a href="#">page 942</a> )	Standard Device Request - SET INTERFACE
<a href="#">USB_REQUEST_SYNCH_FRAME</a> ( <a href="#">page 942</a> )	Standard Device Request - SYNCH FRAME
<a href="#">USB_SETUP_DEVICE_TO_HOST</a> ( <a href="#">page 943</a> )	Device Request bmRequestType transfer direction - device to host transfer
<a href="#">USB_SETUP_DEVICE_TO_HOST_BITFIELD</a> ( <a href="#">page 943</a> )	Device Request bmRequestType transfer direction - device to host transfer - bit definition
<a href="#">USB_SETUP_HOST_TO_DEVICE</a> ( <a href="#">page 943</a> )	Device Request bmRequestType transfer direction - host to device transfer
<a href="#">USB_SETUP_HOST_TO_DEVICE_BITFIELD</a> ( <a href="#">page 943</a> )	Device Request bmRequestType transfer direction - host to device transfer - bit definition
<a href="#">USB_SETUP_RECIPIENT_DEVICE</a> ( <a href="#">page 944</a> )	Device Request bmRequestType recipient - device
<a href="#">USB_SETUP_RECIPIENT_DEVICE_BITFIELD</a> ( <a href="#">page 944</a> )	Device Request bmRequestType recipient - device
<a href="#">USB_SETUP_RECIPIENT_ENDPOINT</a> ( <a href="#">page 944</a> )	Device Request bmRequestType recipient - endpoint
<a href="#">USB_SETUP_RECIPIENT_ENDPOINT_BITFIELD</a> ( <a href="#">page 945</a> )	Device Request bmRequestType recipient - endpoint
<a href="#">USB_SETUP_RECIPIENT_INTERFACE</a> ( <a href="#">page 945</a> )	Device Request bmRequestType recipient - interface
<a href="#">USB_SETUP_RECIPIENT_INTERFACE_BITFIELD</a> ( <a href="#">page 945</a> )	Device Request bmRequestType recipient - interface
<a href="#">USB_SETUP_RECIPIENT_OTHER</a> ( <a href="#">page 945</a> )	Device Request bmRequestType recipient - other
<a href="#">USB_SETUP_RECIPIENT_OTHER_BITFIELD</a> ( <a href="#">page 946</a> )	Device Request bmRequestType recipient - other

<code>USB_SETUP_TYPE_CLASS</code> ( <a href="#">page 946</a> )	Device Request <code>bmRequestType</code> type - class
<code>USB_SETUP_TYPE_CLASS_BITFIELD</code> ( <a href="#">page 946</a> )	Device Request <code>bmRequestType</code> type - class
<code>USB_SETUP_TYPE_STANDARD</code> ( <a href="#">page 947</a> )	Device Request <code>bmRequestType</code> type - standard
<code>USB_SETUP_TYPE_STANDARD_BITFIELD</code> ( <a href="#">page 947</a> )	Device Request <code>bmRequestType</code> type - standard
<code>USB_SETUP_TYPE_VENDOR</code> ( <a href="#">page 947</a> )	Device Request <code>bmRequestType</code> type - vendor
<code>USB_SETUP_TYPE_VENDOR_BITFIELD</code> ( <a href="#">page 947</a> )	Device Request <code>bmRequestType</code> type - vendor
<code>USB_TRANSFER_TYPE_BULK</code> ( <a href="#">page 949</a> )	Endpoint is a bulk endpoint.
<code>USB_TRANSFER_TYPE_CONTROL</code> ( <a href="#">page 949</a> )	Endpoint is a control endpoint.
<code>USB_TRANSFER_TYPE_INTERRUPT</code> ( <a href="#">page 949</a> )	Endpoint is an interrupt endpoint.
<code>USB_TRANSFER_TYPE_ISOCHRONOUS</code> ( <a href="#">page 949</a> )	Endpoint is an isochronous endpoint.

**Structures**

	<b>Name</b>	<b>Description</b>
	<code>_USB_CONFIGURATION_DESCRIPTOR</code> ( <a href="#">page 859</a> )	USB Configuration Descriptor Structure This struct defines the structure of a USB Configuration Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	<code>_USB_DEVICE_DESCRIPTOR</code> ( <a href="#">page 859</a> )	USB Device Descriptor Structure This struct defines the structure of a USB Device Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	<code>_USB_DEVICE_QUALIFIER_DESCRIPTOR</code> ( <a href="#">page 860</a> )	
	<code>_USB_ENDPOINT_DESCRIPTOR</code> ( <a href="#">page 861</a> )	USB Endpoint Descriptor Structure This struct defines the structure of a USB Endpoint Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	<code>_USB_INTERFACE_DESCRIPTOR</code> ( <a href="#">page 865</a> )	USB Interface Descriptor Structure This struct defines the structure of a USB Interface Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	<code>_USB_OTG_DESCRIPTOR</code> ( <a href="#">page 865</a> )	USB OTG Descriptor Structure This struct defines the structure of a USB OTG Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	<code>_USB_STRING_DSC</code> ( <a href="#">page 866</a> )	
	<code>DESCRIPTOR_ID</code> ( <a href="#">page 856</a> )	Descriptor IDs The descriptor ID type defines the information required by the HOST during a <code>GET_DESCRIPTOR</code> request
	<code>USB_CONFIGURATION_DESCRIPTOR</code> ( <a href="#">page 859</a> )	USB Configuration Descriptor Structure This struct defines the structure of a USB Configuration Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	<code>USB_DEVICE_DESCRIPTOR</code> ( <a href="#">page 859</a> )	USB Device Descriptor Structure This struct defines the structure of a USB Device Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.

	USB_DEVICE_QUALIFIER_DESCRIPTOR( <a href="#">page 860</a> )	
	USB_ENDPOINT_DESCRIPTOR( <a href="#">page 861</a> )	USB Endpoint Descriptor Structure This struct defines the structure of a USB Endpoint Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	USB_INTERFACE_DESCRIPTOR( <a href="#">page 865</a> )	USB Interface Descriptor Structure This struct defines the structure of a USB Interface Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	USB_OTG_DESCRIPTOR( <a href="#">page 865</a> )	USB OTG Descriptor Structure This struct defines the structure of a USB OTG Descriptor. Note that this structure may need to be packed, or even accessed as bytes, to properly access the correct fields when used on some device architectures.
	USB_STRING_DESCRIPTOR( <a href="#">page 866</a> )	

**Description**

USB Chapter 9 Protocol (Header File)

This file defines data structures, constants, and macros that are used to support the USB Device Framework protocol described in Chapter 9 of the USB 2.0 specification.

This file is located in the "<Install Directory>\Microchip\Include\USB" directory.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each others files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

..\\..\\Microchip\\Include

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative paths would be the following:

C:\\Microchip Solutions\\Microchip\\Include

C:\\Microchip Solutions\\My Demo Application

## 8.4.3 usb\_common.h

This file defines data types, constants, and macros that are common to multiple layers of the Microchip USB Firmware Stack.

**Enumerations**

	Name	Description
	USB_EVENT( <a href="#">page 862</a> )	USB Events This enumeration identifies USB events that occur. It is used to inform USB drivers and applications of events on the bus. It is passed as a parameter to the event-handling routine, which must match the prototype of the USB_CLIENT_EVENT_HANDLER( <a href="#">page 355</a> ) data type, when an event occurs.

**Macros**

<b>Name</b>	<b>Description</b>
USB_BUSY( <a href="#">page 907</a> )	A transaction is already in progress.
USB_CANNOT_ENUMERATE( <a href="#">page 907</a> )	Cannot enumerate the attached device.
USB_DATA0( <a href="#">page 908</a> )	Force DATA0
USB_DATA1( <a href="#">page 909</a> )	Force DATA1
USB_DEVICE_ATTACHED( <a href="#">page 911</a> )	Device is attached and running
USB_DEVICE_DETACHED( <a href="#">page 911</a> )	No device is attached
USB_DEVICE_ENUMERATING( <a href="#">page 912</a> )	Device is enumerating
USB_DEVICE_STATUS( <a href="#">page 912</a> )	Offset for USBHostDeviceStatus( <a href="#">page 328</a> ()) return codes
USB_DEVICE_SUSPENDED( <a href="#">page 912</a> )	Device is suspended
USB_DTS_MASK( <a href="#">page 913</a> )	Mask for DTS bit (below)
USB_ENDPOINT_BUSY( <a href="#">page 913</a> )	Endpoint is currently processing a transaction.
USB_ENDPOINT_ERROR( <a href="#">page 913</a> )	Will need more than this eventually
USB_ENDPOINT_ERROR_BIT_STUFF( <a href="#">page 914</a> )	USB Module - Bit stuff error.
USB_ENDPOINT_ERROR_BMX( <a href="#">page 914</a> )	USB Module - Bus Matrix error.
USB_ENDPOINT_ERROR_CRC16( <a href="#">page 914</a> )	USB Module - CRC16 failure.
USB_ENDPOINT_ERROR_DATA_FIELD( <a href="#">page 914</a> )	USB Module - Data field size error.
USB_ENDPOINT_ERROR_DMA( <a href="#">page 915</a> )	USB Module - DMA error.
USB_ENDPOINT_ERROR_END_OF_FRAME( <a href="#">page 915</a> )	USB Module - End of Frame error.
USB_ENDPOINT_ERROR_ILLEGAL_PID( <a href="#">page 915</a> )	Illegal PID received.
USB_ENDPOINT_ERROR_PID_CHECK( <a href="#">page 915</a> )	USB Module - Illegal PID received.
USB_ENDPOINT_ERROR_TIMEOUT( <a href="#">page 916</a> )	USB Module - Bus timeout.
USB_ENDPOINT_ILLEGAL_DIRECTION( <a href="#">page 916</a> )	Reads must be performed on IN endpoints, writes on OUT endpoints. #define USB_ENDPOINT_TRANSACTION_IN_PROGRESS 0x16
USB_ENDPOINT_ILLEGAL_TYPE( <a href="#">page 916</a> )	Transfer type must match endpoint description.
USB_ENDPOINT_NAK_TIMEOUT( <a href="#">page 916</a> )	Too many NAK's occurred while waiting for the current transaction.
USB_ENDPOINT_NOT_FOUND( <a href="#">page 917</a> )	Requested endpoint does not exist on device.
USB_ENDPOINT_STALLED( <a href="#">page 917</a> )	Endpoint is currently stalled. User must clear the condition.
USB_ENDPOINT_UNRESOLVED_STATE( <a href="#">page 917</a> )	Endpoint is in an unknown state after completing a transaction.
USB_EP_NUM_MASK( <a href="#">page 917</a> )	Endpoint number (ep_num) mask
USB_EP0( <a href="#">page 918</a> )	This is macro USB_EP0.
USB_EP1( <a href="#">page 918</a> )	This is macro USB_EP1.
USB_EP10( <a href="#">page 918</a> )	This is macro USB_EP10.

<code>USB_EP11</code> ( <a href="#">page 918</a> )	This is macro USB_EP11.
<code>USB_EP12</code> ( <a href="#">page 919</a> )	This is macro USB_EP12.
<code>USB_EP13</code> ( <a href="#">page 919</a> )	This is macro USB_EP13.
<code>USB_EP14</code> ( <a href="#">page 919</a> )	This is macro USB_EP14.
<code>USB_EP15</code> ( <a href="#">page 919</a> )	This is macro USB_EP15.
<code>USB_EP2</code> ( <a href="#">page 920</a> )	This is macro USB_EP2.
<code>USB_EP3</code> ( <a href="#">page 920</a> )	This is macro USB_EP3.
<code>USB_EP4</code> ( <a href="#">page 920</a> )	This is macro USB_EP4.
<code>USB_EP5</code> ( <a href="#">page 920</a> )	This is macro USB_EP5.
<code>USB_EP6</code> ( <a href="#">page 921</a> )	This is macro USB_EP6.
<code>USB_EP7</code> ( <a href="#">page 921</a> )	This is macro USB_EP7.
<code>USB_EP8</code> ( <a href="#">page 921</a> )	This is macro USB_EP8.
<code>USB_EP9</code> ( <a href="#">page 921</a> )	This is macro USB_EP9.
<code>USB_ERROR_CLASS_DEFINED</code> ( <a href="#">page 922</a> )	Offset for application defined errors
<code>USB_ERROR_INSUFFICIENT_POWER</code> ( <a href="#">page 922</a> )	Too much power was requested
<code>USB_EVENT_QUEUE_FULL</code> ( <a href="#">page 922</a> )	Event queue was full when an event occurred.
<code>USB_FORCE_DTS</code> ( <a href="#">page 924</a> )	Forces data toggle sync as below:
<code>USB_HOLDING_CLIENT_INIT_ERROR</code> ( <a href="#">page 929</a> )	Client driver failed to initialize
<code>USB_HOLDING_INVALID_CONFIGURATION</code> ( <a href="#">page 929</a> )	Invalid configuration requested
<code>USB_HOLDING_OUT_OF_MEMORY</code> ( <a href="#">page 929</a> )	Not enough heap space available
<code>USB_HOLDING_POWER_REQUIREMENT</code> ( <a href="#">page 930</a> )	Power requirement excessive
<code>USB_HOLDING_PROCESSING_CAPACITY</code> ( <a href="#">page 930</a> )	Processing requirement excessive
<code>USB_HOLDING_UNSUPPORTED_DEVICE</code> ( <a href="#">page 930</a> )	Invalid configuration or unsupported class
<code>USB_HOLDING_UNSUPPORTED_HUB</code> ( <a href="#">page 930</a> )	Hubs are not supported
<code>USB_ILLEGAL_REQUEST</code> ( <a href="#">page 931</a> )	Cannot perform requested operation.
<code>USB_INVALID_CONFIGURATION</code> ( <a href="#">page 932</a> )	Configuration descriptor not found.
<code>USB_INVALID_STATE</code> ( <a href="#">page 932</a> )	Operation cannot be performed in current state.
<code>USB_MEMORY_ALLOCATION_ERROR</code> ( <a href="#">page 933</a> )	Out of dynamic memory.
<code>USB_PING_PONG__ALL_BUT_EP0</code> ( <a href="#">page 935</a> )	0b11
<code>USB_PING_PONG__EP0_OUT_ONLY</code> ( <a href="#">page 935</a> )	0b01
<code>USB_PING_PONG__FULL_PING_PONG</code> ( <a href="#">page 935</a> )	0b10
<code>USB_PING_PONG__NO_PING_PONG</code> ( <a href="#">page 936</a> )	0b00
<code>USB_RECEIVE</code> ( <a href="#">page 939</a> )	Data will be received from the USB
<code>USB_SETUP_DATA</code> ( <a href="#">page 942</a> )	Setup-transfer Data Packet
<code>USB_SETUP_PKT</code> ( <a href="#">page 944</a> )	Setup Packet
<code>USB_SETUP_STATUS</code> ( <a href="#">page 946</a> )	Setup-transfer Status Packet
<code>USB_SINGLE_DEVICE_ADDRESS</code> ( <a href="#">page 948</a> )	Default USB device address (single device support)
<code>USB_SUCCESS</code> ( <a href="#">page 948</a> )	USB operation successful.
<code>USB_TRANSMIT</code> ( <a href="#">page 950</a> )	Data will be transmitted to the USB

	<a href="#">USB_UNKNOWN_DEVICE</a> ( <a href="#">page 950</a> )	Device with specified address is not attached.
	<a href="#">USB_ZERO_PKT</a> ( <a href="#">page 951</a> )	End transfer w/a short or zero-length packet
	<a href="#">USBInitialize</a> ( <a href="#">page 961</a> )	This is macro USBInitialize.
	<a href="#">USBTasks</a> ( <a href="#">page 968</a> )	This is macro USBTasks.
	<a href="#">XFLAGS</a> ( <a href="#">page 972</a> )	Initialization Macro

**Structures**

	<b>Name</b>	<b>Description</b>
	<a href="#">_override_client_driver_data</a> ( <a href="#">page 866</a> )	<b>USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA</b> Data This data structure is passed to the application layer when a client driver is select, in case multiple client drivers can support a particular device.
	<a href="#">_transfer_event_data</a> ( <a href="#">page 867</a> )	<b>EVENT_TRANSFER</b> Data This data structure is passed to the appropriate layer's <b>USB_EVENT_HANDLER</b> ( <a href="#">page 864</a> ) when an <b>EVT_XFER</b> event has occurred, indicating that a transfer has completed on the USB. It provides the endpoint, direction, and actual size of the transfer.
	<a href="#">_vbus_power_data</a> ( <a href="#">page 867</a> )	<b>EVENT_VBUS_REQUEST_POWER</b> and <b>EVENT_VBUS_RELEASE_POWER</b> Data This data structure is passed to the appropriate layer's <b>USB_EVENT_HANDLER</b> ( <a href="#">page 864</a> ) when an <b>EVENT_VBUS_REQUEST_POWER</b> or <b>EVENT_VBUS_RELEASE_POWER</b> event has occurred, indicating that a change in Vbus power is being requested.
	<a href="#">USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA</a> ( <a href="#">page 866</a> )	<b>USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA</b> Data This data structure is passed to the application layer when a client driver is select, in case multiple client drivers can support a particular device.
	<a href="#">USB_TRANSFER_EVENT_DATA</a> ( <a href="#">page 867</a> )	<b>EVENT_TRANSFER</b> Data This data structure is passed to the appropriate layer's <b>USB_EVENT_HANDLER</b> ( <a href="#">page 864</a> ) when an <b>EVT_XFER</b> event has occurred, indicating that a transfer has completed on the USB. It provides the endpoint, direction, and actual size of the transfer.
	<a href="#">USB_VBUS_POWER_EVENT_DATA</a> ( <a href="#">page 867</a> )	<b>EVENT_VBUS_REQUEST_POWER</b> and <b>EVENT_VBUS_RELEASE_POWER</b> Data This data structure is passed to the appropriate layer's <b>USB_EVENT_HANDLER</b> ( <a href="#">page 864</a> ) when an <b>EVENT_VBUS_REQUEST_POWER</b> or <b>EVENT_VBUS_RELEASE_POWER</b> event has occurred, indicating that a change in Vbus power is being requested.

**Types**

	<b>Name</b>	<b>Description</b>
	<a href="#">USB_EVENT_HANDLER</a> ( <a href="#">page 864</a> )	This routine is a "call out" routine that must be implemented by any layer of the USB SW Stack (except the HAL which is at the root of the event-call tree that needs to receive events. When an event occurs, the HAL calls the next higher layer in the stack to handle the event. Each layer either handles the event or calls the layer above it to handle the event. Events are identified by the "event" parameter and may have associated data. If the higher layer was able to handle the event, it should return TRUE. If not, it should... more( <a href="#">page 864</a> )

**Unions**

	<b>Name</b>	<b>Description</b>
	TRANSFER_FLAGS( <a href="#">page 858</a> )	Data Transfer Flags The following flags are used in the flags parameter of the "USBDEVTransferData" and "USBHALTransferData" routines. They can be accessed by the bitfield definitions or the macros can be OR'd together to identify the endpoint number and properties of the data transfer.

**Description**

Common USB Library Definitions (Header File)

This file defines data types, constants, and macros that are common to multiple layers of the Microchip USB Firmware Stack.

This file is located in the "<Install Directory>\Microchip\Include\USB" directory.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each others files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

..\\..\\Microchip\\Include

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative paths would be the following:

C:\\Microchip Solutions\\Microchip\\Include

C:\\Microchip Solutions\\My Demo Application

## 8.4.4 usb\_function\_midi.h

This file defines data types, constants, and macros that are needed by the MIDI USB device example

**Unions**

	<b>Name</b>	<b>Description</b>
	P_USB_AUDIO_MIDI_EVENT_PACKET( <a href="#">page 857</a> )	This is type P_USB_AUDIO_MIDI_EVENT_PACKET.
	USB_AUDIO_MIDI_EVENT_PACKET( <a href="#">page 858</a> )	This is type USB_AUDIO_MIDI_EVENT_PACKET.

**Description**

USB Audio - MIDI device (Header File)

This file defines data types, constants, and macros that are needed by the MIDI USB device example

This file is located in the "<Install Directory>\Microchip\Include\USB" directory.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each others files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

..\\..\\Microchip\\Include

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative

paths would be the following:

C:\Microchip Solutions\Microchip\Include  
C:\Microchip Solutions\My Demo Application

## 8.4.5 usb\_hal.h

This file abstracts the hardware interface.

### Macros

	Name	Description
↳	USB_HAL_ALLOW_HUB( <a href="#">page 924</a> )	(host only) Enable low-spd hub support
↳	USB_HAL_DEV_CONN_FULL_SPD( <a href="#">page 925</a> )	This is macro USB_HAL_DEV_CONN_FULL_SPD.
↳	USB_HAL_DEV_CONN_LOW_SPD( <a href="#">page 925</a> )	This is macro USB_HAL_DEV_CONN_LOW_SPD.
↳	USB_HAL_DEV_DISCONNECT( <a href="#">page 925</a> )	This is macro USB_HAL_DEV_DISCONNECT.
↳	USB_HAL_HANDSHAKE( <a href="#">page 925</a> )	Enable EP to give ACK/NACK (non isoch)
↳	USB_HAL_HW_KEEP( <a href="#">page 926</a> )	Cause HW to keep EP
↳	USB_HAL_NO_INC( <a href="#">page 926</a> )	Use for DMA to another device FIFO
↳	USB_HAL_NO_RETRY( <a href="#">page 926</a> )	(host only) disable auto-retry on NACK
↳	USB_HAL_PULL_DN_D_MINUS( <a href="#">page 927</a> )	Pull D- line low The following are defined for convenience:
↳	USB_HAL_PULL_DN_D_PLUS( <a href="#">page 927</a> )	Pull D+ line low
↳	USB_HAL_PULL_UP_D_MINUS( <a href="#">page 927</a> )	Pull D- line high
↳	USB_HAL_PULL_UP_D_PLUS( <a href="#">page 928</a> )	Pull D+ line high
↳	USB_HAL_RECEIVE( <a href="#">page 928</a> )	Enable EP for receiving data
↳	USB_HAL_TRANSMIT( <a href="#">page 928</a> )	Enable EP for transmitting data
↳	USB_VBUS_CHARGE( <a href="#">page 950</a> )	Charge Vbus via resistor
↳	USB_VBUS_DISCHARGE( <a href="#">page 950</a> )	Discharge Vbus via resistor
↳	USB_VBUS_POWER_OFF( <a href="#">page 951</a> )	Do not supply power to Vbus
↳	USB_VBUS_POWER_ON( <a href="#">page 951</a> )	Supply power to Vbus
↳	USBHAL_BTO_ERR( <a href="#">page 955</a> )	Bus turn-around timeout
↳	USBHAL_BTS_ERR( <a href="#">page 955</a> )	Bit-stuffing error
↳	USBHAL_CRC16( <a href="#">page 956</a> )	Data packet CRC error
↳	USBHAL_CRC5( <a href="#">page 956</a> )	(Host) Token CRC5 check failed
↳	USBHAL_DFN8( <a href="#">page 956</a> )	Data field size not n*8 bits
↳	USBHAL_DMA_ERR( <a href="#">page 956</a> )	DMA error, unable to read/write memory
↳	USBHAL_DMA_ERR2( <a href="#">page 957</a> )	Error starting DMA transaction
↳	USBHAL_HOST_EOF( <a href="#">page 957</a> )	(Host) EOF not reached before next SOF
↳	USBHAL_NO_EP( <a href="#">page 957</a> )	Invalid endpoint number
↳	USBHAL_PID_ERR( <a href="#">page 957</a> )	Packet ID Error
↳	USBHAL_XFER_ID( <a href="#">page 958</a> )	Unable to identify transfer EP

 USBHALControlUsbResistors( <a href="#">page 958</a> )	This is macro USBHALControlUsbResistors.
---	--

### Description

USB Hardware Abstraction Layer (HAL) (Header File)

This file abstracts the hardware interface.

This file is located in the "<Install Directory>\Microchip\Include\USB" directory.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each others files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

..\\..\Microchip\Include

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative paths would be the following:

C:\Microchip Solutions\Microchip\Include

C:\Microchip Solutions\My Demo Application

---

## 8.4.6 usb\_hal\_dspic33E.h

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

### Description

USB Hardware Abstraction Layer (HAL)

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

In order to make the same set of firmware work across the device families, when modifying SFR contents, a slightly abstracted name is used, which is then "mapped" to the appropriate real name in the usb\_hal\_picxx.h header.

Make sure to include the correct version of the usb\_hal\_picxx.h file for the microcontroller family which will be used.

This file is located in the "<Install Directory>\Microchip\Include\USB" directory.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each others files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

..\\..\Microchip\Include

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative paths would be the following:

C:\Microchip Solutions\Microchip\Include

C:\Microchip Solutions\My Demo Application

## 8.4.7 usb\_hal\_pic18.h

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

### Macros

	Name	Description
↳	_INCDIS( <a href="#">page 889</a> )	Address increment disable
↳	_KEN( <a href="#">page 890</a> )	SIE keeps buff descriptors enable
↳	EP_IN( <a href="#">page 899</a> )	Cfg IN only pipe for this ep
↳	EP_OUT( <a href="#">page 900</a> )	Cfg OUT only pipe for this ep
↳	EP_OUT_IN( <a href="#">page 901</a> )	Cfg both OUT & IN pipes for this ep
↳	U1ADDR( <a href="#">page 903</a> )	Remap the PIC18 register name space
↳	U1CNFG1( <a href="#">page 904</a> )	This is macro U1CNFG1.
↳	U1CON( <a href="#">page 904</a> )	This is macro U1CON.
↳	U1CONbits( <a href="#">page 904</a> )	This is macro U1CONbits.
↳	U1EIE( <a href="#">page 904</a> )	This is macro U1EIE.
↳	U1EIR( <a href="#">page 905</a> )	This is macro U1EIR.
↳	U1EP0( <a href="#">page 905</a> )	This is macro U1EP0.
↳	U1EP0bits( <a href="#">page 905</a> )	This is macro U1EP0bits.
↳	U1EP1( <a href="#">page 905</a> )	This is macro U1EP1.
↳	U1IE( <a href="#">page 906</a> )	This is macro U1IE.
↳	U1IR( <a href="#">page 906</a> )	This is macro U1IR.
↳	U1STAT( <a href="#">page 906</a> )	This is macro U1STAT.
↳	USB_BDT_ADDRESS( <a href="#">page 907</a> )	Definitions for BDT address
↳	USB_HAL_PIC18_H( <a href="#">page 926</a> )	This is macro USB_HAL_PIC18_H.
↳	USB_LOW_SPEED( <a href="#">page 933</a> )	This is macro USB_LOW_SPEED.
↳	USB_PULLUP_DISABLED( <a href="#">page 939</a> )	This is macro USB_PULLUP_DISABLED.

### Description

#### USB Hardware Abstraction Layer (HAL) (Header File)

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

In order to make the same set of firmware work across the device families, when modifying SFR contents, a slightly abstracted name is used, which is then "mapped" to the appropriate real name in the `usb_hal_picxx.h` header.

Make sure to include the correct version of the `usb_hal_picxx.h` file for the microcontroller family which will be used.

This file is located in the "`<Install Directory>\Microchip\Include\USB`" directory.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each other's files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

..\\..\\Microchip\\Include

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative paths would be the following:

C:\\Microchip Solutions\\Microchip\\Include

C:\\Microchip Solutions\\My Demo Application

## 8.4.8 usb\_hal\_pic24E.h

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

### Description

USB Hardware Abstraction Layer (HAL)

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

In order to make the same set of firmware work across the device families, when modifying SFR contents, a slightly abstracted name is used, which is then "mapped" to the appropriate real name in the usb\_hal\_picxx.h header.

Make sure to include the correct version of the usb\_hal\_picxx.h file for the microcontroller family which will be used.

This file is located in the "<Install Directory>\\Microchip\\Include\\USB" directory.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each other's files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

..\\..\\Microchip\\Include

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative paths would be the following:

C:\\Microchip Solutions\\Microchip\\Include

C:\\Microchip Solutions\\My Demo Application

## 8.4.9 usb\_hal\_pic24f.h

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

### Macros

	Name	Description
↪	_BSTALL(  page 878)	Buffer Stall enable

<a href="#">_DAT0</a> ( <a href="#">page 879</a> )	DATA0 packet expected next
<a href="#">_DAT1</a> ( <a href="#">page 879</a> )	DATA1 packet expected next
<a href="#">_DTSEN</a> ( <a href="#">page 880</a> )	Data Toggle Sync enable
<a href="#">_DTSMASK</a> ( <a href="#">page 880</a> )	DTS Mask
<a href="#">_FS</a> ( <a href="#">page 888</a> )	Use Full-Speed USB Mode
<a href="#">_LS</a> ( <a href="#">page 890</a> )	Use Low-Speed USB Mode
<a href="#">_OEMON</a> ( <a href="#">page 891</a> )	Use SIE output indicator
<a href="#">_PUEN</a> ( <a href="#">page 891</a> )	Use internal pull-up resistor
<a href="#">_STAT_MASK</a> ( <a href="#">page 892</a> )	This is macro _STAT_MASK.
<a href="#">_TREXT</a> ( <a href="#">page 893</a> )	Use external transceiver
<a href="#">_TRINT</a> ( <a href="#">page 893</a> )	Use internal transceiver
<a href="#">_UCPU</a> ( <a href="#">page 893</a> )	CPU owns buffer
<a href="#">_USIE</a> ( <a href="#">page 894</a> )	SIE owns buffer
<a href="#">ConvertToPhysicalAddress</a> ( <a href="#">page 894</a> )	Function prototypes and macro functions
<a href="#">ConvertToVirtualAddress</a> ( <a href="#">page 894</a> )	This is macro ConvertToVirtualAddress.
<a href="#">DisableNonZeroEndpoints</a> ( <a href="#">page 894</a> )	Clears the control registers for the specified non-zero endpoints
<a href="#">ENDPOINT_MASK</a> ( <a href="#">page 895</a> )	This is macro ENDPOINT_MASK.
<a href="#">EP_CTRL</a> ( <a href="#">page 898</a> )	Cfg Control pipe for this ep
<a href="#">PullUpConfiguration</a> ( <a href="#">page 903</a> )	This is macro PullUpConfiguration.
<a href="#">SetConfigurationOptions</a> ( <a href="#">page 903</a> )	This is macro SetConfigurationOptions.
<a href="#">UEP_STALL</a> ( <a href="#">page 906</a> )	U1EP bit definitions
<a href="#">USB_ALLOW_SETUP</a> ( <a href="#">page 907</a> )	This is macro USB_ALLOW_SETUP.
<a href="#">USB_DISALLOW_SETUP</a> ( <a href="#">page 912</a> )	This is macro USB_DISALLOW_SETUP.
<a href="#">USB_ERROR_INTERRUPT</a> ( <a href="#">page 922</a> )	This is macro USB_ERROR_INTERRUPT.
<a href="#">USB_EXTERNAL_TRANSCEIVER</a> ( <a href="#">page 923</a> )	This is macro USB_EXTERNAL_TRANSCEIVER.
<a href="#">USB_FULL_SPEED</a> ( <a href="#">page 924</a> )	This is macro USB_FULL_SPEED.
<a href="#">USB_HAL_PIC24F_H</a> ( <a href="#">page 927</a> )	This is macro USB_HAL_PIC24F_H.
<a href="#">USB_HANDSHAKE_DISABLED</a> ( <a href="#">page 928</a> )	This is macro USB_HANDSHAKE_DISABLED.
<a href="#">USB_HANDSHAKE_ENABLED</a> ( <a href="#">page 929</a> )	USBEnableEndpoint( <a href="#">page 221</a> ()) input defintions
<a href="#">USB_IN_DISABLED</a> ( <a href="#">page 931</a> )	This is macro USB_IN_DISABLED.
<a href="#">USB_IN_ENABLED</a> ( <a href="#">page 931</a> )	This is macro USB_IN_ENABLED.
<a href="#">USB_INTERNAL_TRANSCEIVER</a> ( <a href="#">page 932</a> )	define USB_PULLUP_DISABLE 0x00
<a href="#">USB_OTG_DPLUS_ENABLE</a> ( <a href="#">page 934</a> )	U1OTGCON bit definitions
<a href="#">USB_OTG_ENABLE</a> ( <a href="#">page 934</a> )	USB_LOW_SPEED( <a href="#">page 933</a> ) not currently supported in PIC24F USB products
<a href="#">USB_OUT_DISABLED</a> ( <a href="#">page 934</a> )	This is macro USB_OUT_DISABLED.
<a href="#">USB_OUT_ENABLED</a> ( <a href="#">page 934</a> )	This is macro USB_OUT_ENABLED.
<a href="#">USB_PULLUP_ENABLE</a> ( <a href="#">page 939</a> )	usb_config.h input defintions
<a href="#">USB_SOF_INTERRUPT</a> ( <a href="#">page 948</a> )	Event call back defintions

<code>USB_STALL_ENDPOINT(<a href="#">page 948</a>)</code>	This is macro USB_STALL_ENDPOINT.
<code>USBActivityIE(<a href="#">page 951</a>)</code>	This is macro USBActivityIE.
<code>USBActivityIF(<a href="#">page 952</a>)</code>	This is macro USBActivityIF.
<code>USBActivityIFBitNum(<a href="#">page 952</a>)</code>	AND mask for clearing ACTVIF bit position 2
<code>USBActivityIFReg(<a href="#">page 952</a>)</code>	This is macro USBActivityIFReg.
<code>USBClearInterruptFlag(<a href="#">page 952</a>)</code>	Clears the specified USB interrupt flag.
<code>USBClearInterruptRegister(<a href="#">page 953</a>)</code>	Clears all of the interrupts in the requested register
<code>USBClearUSBInterrupt(<a href="#">page 953</a>)</code>	This is macro USBClearUSBInterrupt.
<code>USBDisableInterrupts(<a href="#">page 954</a>)</code>	This is macro USBDisableInterrupts.
<code>USBEnableInterrupts(<a href="#">page 954</a>)</code>	STALLIE, IDLEIE, TRNIE, and URSTIE are all enabled by default and are required
<code>USBErrorIE(<a href="#">page 954</a>)</code>	This is macro USBErrorIE.
<code>USBErrorIF(<a href="#">page 954</a>)</code>	This is macro USBErrorIF.
<code>USBErrorIFBitNum(<a href="#">page 955</a>)</code>	UERRIF bit position 1. Note: This bit is read only and is cleared by clearing the enabled UEIR flags
<code>USBErrorIFReg(<a href="#">page 955</a>)</code>	This is macro USBErrorIFReg.
<code>USBHALGetLastDirection(<a href="#">page 958</a>)</code>	This is macro USBHALGetLastDirection.
<code>USBHALGetLastEndpoint(<a href="#">page 958</a>)</code>	Macros for fetching parameters from a USTAT_FIELDS( <a href="#">page 868</a> ) variable.
<code>USBHALGetLastPingPong(<a href="#">page 959</a>)</code>	This is macro USBHALGetLastPingPong.
<code>USBIDIE(<a href="#">page 959</a>)</code>	This is macro USBIDIE.
<code>USBIDIF(<a href="#">page 959</a>)</code>	This is macro USBIDIF.
<code>USBIDIFBitNum(<a href="#">page 959</a>)</code>	This is macro USBIDIFBitNum.
<code>USBIDIFReg(<a href="#">page 960</a>)</code>	This is macro USBIDIFReg.
<code>USBIdleIE(<a href="#">page 960</a>)</code>	This is macro USBIdleIE.
<code>USBIdleIF(<a href="#">page 960</a>)</code>	This is macro USBIdleIF.
<code>USBIdleIFBitNum(<a href="#">page 960</a>)</code>	AND mask for clearing IDLEIF bit position 5
<code>USBIdleIFReg(<a href="#">page 961</a>)</code>	This is macro USBIdleIFReg.
<code>USBInterruptFlag(<a href="#">page 961</a>)</code>	This is macro USBInterruptFlag.
<code>USBMaskInterrupts(<a href="#">page 961</a>)</code>	This is macro USBMaskInterrupts.
<code>USBModuleDisable(<a href="#">page 962</a>)</code>	This macro is used to disable the USB module
<code>USBPacketDisable(<a href="#">page 962</a>)</code>	This is macro USBPacketDisable.
<code>USBPingPongBufferReset(<a href="#">page 962</a>)</code>	USB module control bits
<code>USBPowerModule(<a href="#">page 963</a>)</code>	This macro is used to power up the USB module if required PIC18: defines as nothing PIC24: defines as U1PWRCbits.USBPWR = 1;
<code>USBResetIE(<a href="#">page 963</a>)</code>	This is macro USBResetIE.
<code>USBResetIF(<a href="#">page 963</a>)</code>	This is macro USBResetIF.
<code>USBResetIFBitNum(<a href="#">page 963</a>)</code>	AND mask for clearing URSTIF bit position 0
<code>USBResetIFReg(<a href="#">page 964</a>)</code>	This is macro USBResetIFReg.
<code>USBResumeControl(<a href="#">page 964</a>)</code>	This is macro USBResumeControl.
<code>USBSE0Event(<a href="#">page 964</a>)</code>	This is macro USBSE0Event.
<code>USBSetBDTAddress(<a href="#">page 964</a>)</code>	This macro is used to power up the USB module if required
<code>USBSOFIE(<a href="#">page 965</a>)</code>	This is macro USBSOFIE.
<code>USBSOFIF(<a href="#">page 965</a>)</code>	This is macro USBSOFIF.
<code>USBSOFIFBitNum(<a href="#">page 965</a>)</code>	AND mask for clearing SOFIF bit position 6
<code>USBSOFIFReg(<a href="#">page 966</a>)</code>	This is macro USBSOFIFReg.

	USBStallIE( <a href="#">page 966</a> )	This is macro USBStallIE.
	USBStallIF( <a href="#">page 966</a> )	This is macro USBStallIF.
	USBStallIFBitNum( <a href="#">page 966</a> )	AND mask for clearing STALLIF bit position 5
	USBStallIFReg( <a href="#">page 967</a> )	This is macro USBStallIFReg.
	USBsuspendControl( <a href="#">page 967</a> )	This is macro USBsuspendControl.
	USBT1MSECIE( <a href="#">page 967</a> )	This is macro USBT1MSECIE.
	USBT1MSECIF( <a href="#">page 967</a> )	This is macro USBT1MSECIF.
	USBT1MSECIFBitNum( <a href="#">page 968</a> )	This is macro USBT1MSECIFBitNum.
	USBT1MSECIFReg( <a href="#">page 968</a> )	This is macro USBT1MSECIFReg.
	USBTransactionCompleteIE( <a href="#">page 968</a> )	Interrupt Flag definitions
	USBTransactionCompleteIF( <a href="#">page 969</a> )	This is macro USBTransactionCompleteIF.
	USBTransactionCompleteIFBitNum( <a href="#">page 969</a> )	AND mask for clearing TRNIF bit position 4
	USBTransactionCompleteIFReg( <a href="#">page 969</a> )	This is macro USBTransactionCompleteIFReg.
	USBUnmaskInterrupts( <a href="#">page 969</a> )	This is macro USBUnmaskInterrupts.
	USTAT_EP_MASK( <a href="#">page 970</a> )	This is macro USTAT_EP_MASK.
	USTAT_EP0_IN( <a href="#">page 970</a> )	This is macro USTAT_EP0_IN.
	USTAT_EP0_IN_EVEN( <a href="#">page 970</a> )	This is macro USTAT_EP0_IN_EVEN.
	USTAT_EP0_IN_ODD( <a href="#">page 971</a> )	This is macro USTAT_EP0_IN_ODD.
	USTAT_EP0_OUT( <a href="#">page 971</a> )	This is macro USTAT_EP0_OUT.
	USTAT_EP0_OUT_EVEN( <a href="#">page 971</a> )	This is macro USTAT_EP0_OUT_EVEN.
	USTAT_EP0_OUT_ODD( <a href="#">page 971</a> )	This is macro USTAT_EP0_OUT_ODD.
	USTAT_EP0_PP_MASK( <a href="#">page 972</a> )	USTAT bit definitions

**Unions**

	Name	Description
	__BDT( <a href="#">page 856</a> )	BDT Entry Layout
	__USTAT( <a href="#">page 868</a> )	USTAT Register Layout
	_BD_STAT( <a href="#">page 855</a> )	Buffer Descriptor Status Register
	_POINTER( <a href="#">page 857</a> )	This is type POINTER.
	BD_STAT( <a href="#">page 855</a> )	Buffer Descriptor Status Register
	BDT_ENTRY( <a href="#">page 856</a> )	BDT Entry Layout
	POINTER( <a href="#">page 857</a> )	This is type POINTER.
	USTAT_FIELDs( <a href="#">page 868</a> )	USTAT Register Layout

**Variables**

	Name	Description
	inPipes( <a href="#">page 994</a> )	This is variable inPipes.
	outPipes( <a href="#">page 994</a> )	This is variable outPipes.
	pBDTEntryIn( <a href="#">page 995</a> )	This is variable pBDTEntryIn.
	pBDTEntryOut( <a href="#">page 995</a> )	This is variable pBDTEntryOut.
	USBActiveConfiguration( <a href="#">page 995</a> )	extern USB_VOLATILE USB_DEVICE_STATE( <a href="#">page 246</a> ) USBDeviceState;

**Description**

USB Hardware Abstraction Layer (HAL)

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very

similar between the device families, but small differences in naming exist.

In order to make the same set of firmware work across the device families, when modifying SFR contents, a slightly abstracted name is used, which is then "mapped" to the appropriate real name in the `usb_hal_picxx.h` header.

Make sure to include the correct version of the `usb_hal_picxx.h` file for the microcontroller family which will be used.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each others files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

.

```
..\\..\\Microchip\\Include
```

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative paths would be the following:

```
C:\\Microchip Solutions\\Microchip\\Include
```

```
C:\\Microchip Solutions\\My Demo Application
```

---

## 8.4.10 `usb_hal_pic32.h`

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

### Description

USB Hardware Abstraction Layer (HAL) (Header File)

This file abstracts the hardware interface. The USB stack firmware can be compiled to work on different USB microcontrollers, such as PIC18 and PIC24. The USB related special function registers and bit names are generally very similar between the device families, but small differences in naming exist.

In order to make the same set of firmware work across the device families, when modifying SFR contents, a slightly abstracted name is used, which is then "mapped" to the appropriate real name in the `usb_hal_picxx.h` header.

Make sure to include the correct version of the `usb_hal_picxx.h` file for the microcontroller family which will be used.

This file is located in the "`<Install Directory>\\Microchip\\Include\\USB`" directory.

When including this file in a new project, this file can either be referenced from the directory in which it was installed or copied directly into the user application folder. If the first method is chosen to keep the file located in the folder in which it is installed then include paths need to be added so that the library and the application both know where to reference each others files. If the application folder is located in the same folder as the Microchip folder (like the current demo folders), then the following include paths need to be added to the application's project:

.

```
..\\..\\Microchip\\Include
```

If a different directory structure is used, modify the paths as required. An example using absolute paths instead of relative paths would be the following:

```
C:\\Microchip Solutions\\Microchip\\Include
```

```
C:\\Microchip Solutions\\My Demo Application
```

## 8.4.11 usb\_printer\_pos\_bixolon\_srp\_270.h

This is a definition file for the Bixolon SRP-270 Point-of-sale USB Printer.

### Macros

	Name	Description
USB_PRINTER_POS_BIXOLON_SR_P_270 (page 937)	USB_PRINTER_POS_BIXOLON_SR_P_270	This is macro USB_PRINTER_POS_BIXOLON_SR_P_270.
USB_PRINTER_POS_TWO_COLOR_SUPPORT (page 939)	USB_PRINTER_POS_TWO_COLOR_SUPPORT	If the printer supports two color printing, uncomment the following line. This is not common.

### Description

USB POS Printer Definition File - Bixolon SRP-270

This is a definition file for the Bixolon SRP-270 Point-of-sale USB Printer. This definition file may be used for other compatible printers, including the following printers.

Manufacturer Model Tested

Bixolon SRP-270 Yes Epson TM-U220 No (based on spec review only) Epson TM-U230 No (based on spec review only)

Various POS printers that support the ESC/POS printer language have deviations or limitations from the language specification. This file allows the ESC/POS printer language file to configure itself properly for the requirements and/or limitations of the particular printer. It will also allow the printer language support file to return an error (USB\_PRINTER\_UNKNOWN\_COMMAND) if an unsupported command is issued.

Some deviations are minor, and may have no effect on the printed output. Others, however, can result in printing failures if the configuration is incorrect. For best results:

- Determine either a single target printer or a set of compatible target printers when designing the application.
- Specify those printers explicitly in the TPL.
- Specify explicit printer language support for those printers.
- Test the application on each specified printer.

### Remarks

This file should be specified as the "POS Printer Header File" on the "Printer" tab of the USB Configuration Tool (USBConfig.exe or MPLAB VDI) when ESC/POS support is enabled.

## 8.4.12 usb\_printer\_pos\_epson\_tm\_t88iv.h

This is a definition file for the Epson TM-T88IV Point-of-sale USB Printer.

### Macros

	Name	Description
USB_PRINTER_POS_CUTTER_SUPPORT (page 937)	USB_PRINTER_POS_CUTTER_SUPPORT	If the printer has an automatic cutter, uncomment the following line.
USB_PRINTER_POS_EPSON_TM_T88IV (page 937)	USB_PRINTER_POS_EPSON_TM_T88IV	This is macro USB_PRINTER_POS_EPSON_TM_T88IV.

	USE_PRINTER_POS_EXTENDED_BARCODE_FORMAT( <a href="#">page 970</a> )	If the printer supports both Format A and Format B of the "Print Bar Code" command, also uncomment this definition. In addition to the bar codes listed above, CODE93 and CODE128 bar codes will be supported.
---	---	--

**Description**

USB POS Printer Definition File - Epson TM-T88IV

This is a definition file for the Epson TM-T88IV Point-of-sale USB Printer. This definition file may be used for other compatible printers, including the following printers.

Manufacturer Model Tested

Epson TM-T88IV Yes

Various POS printers that support the ESC/POS printer language have deviations or limitations from the language specification. This file allows the ESC/POS printer language file to configure itself properly for the requirements and/or limitations of the particular printer. It will also allow the printer language support file to return an error (USB\_PRINTER\_UNKNOWN\_COMMAND) if an unsupported command is issued.

Some deviations are minor, and may have no effect on the printed output. Others, however, can result in printing failures if the configuration is incorrect. For best results:

- Determine either a single target printer or a set of compatible target printers when designing the application.
- Specify those printers explicitly in the TPL.
- Specify explicit printer language support for those printers.
- Test the application on each specified printer.

**Remarks**

This file should be specified as the "POS Printer Header File" on the "Printer" tab of the USB Configuration Tool (USBConfig.exe or MPLAB VDI) when ESC/POS support is enabled.

---

## 8.4.13 usb\_printer\_pos\_seiko\_dpu\_v445.h

This is a definition file for the Seiko DPU-V445 Point-of-sale USB Printer.

**Macros**

	Name	Description
	USB_PRINTER_POS_SEIKO_DPU_V445( <a href="#">page 938</a> )	This is macro USB_PRINTER_POS_SEIKO_DPU_V445.

**Description**

USB POS Printer Definition File - Seiko DPU-V445

This is a definition file for the Seiko DPU-V445 Point-of-sale USB Printer. This definition file may be used for other compatible printers, including the following printers.

Manufacturer Model Tested

Seiko DPU-V445 Yes Seiko DPU-S445 No (based on spec review only)

Various POS printers that support the ESC/POS printer language have deviations or limitations from the language specification. This file allows the ESC/POS printer language file to configure itself properly for the requirements and/or limitations of the particular printer. It will also allow the printer language support file to return an error

(USB\_PRINTER\_UNKNOWN\_COMMAND) if an unsupported command is issued.

Some deviations are minor, and may have no effect on the printed output. Others, however, can result in printing failures if the configuration is incorrect. For best results:

- Determine either a single target printer or a set of compatible target printers when designing the application.
- Specify those printers explicitly in the TPL.
- Specify explicit printer language support for those printers.
- Test the application on each specified printer.

#### Remarks

This file should be specified as the "POS Printer Header File" on the "Printer" tab of the USB Configuration Tool (USBConfig.exe or MPLAB VDI) when ESC/POS support is enabled.

## 8.4.14 usb\_printer\_pos\_seiko\_mpu\_l465.h

This is a definition file for the Seiko MPU-L465 Point-of-sale USB Printer.

#### Macros

	<b>Name</b>	<b>Description</b>
↳	USB_PRINTER_POS_24_DOT_IMAGE_SUPPORT( <a href="#">page 936</a> )	If the printer supports 24-dot vertical density image printing, uncomment the following definition.
↳	USB_PRINTER_POS_36_DOT_IMAGE_SUPPORT( <a href="#">page 936</a> )	If the printer supports 36-dot vertical density image printing, uncomment the following definition. This support is not common. Note that 36-dot vertical density image printing itself is not supported. However, printers with this capability use different parameter values for other image printing, and must be configured appropriately. If this is not configured correctly, 24-bit vertical density images will not print correctly.
↳	USB_PRINTER_POS_BARCODE_SUPPORT( <a href="#">page 936</a> )	If the printer supports bar code printing, uncomment the following definition. This will provide support for UPC-A, UPC-E, JAN/EAN13, JAN/EAN8, CODE39, ITF, and CODABAR bar codes using Format A of the "Print Bar Code" command. If only one bar code format is specified, it is Format A.
↳	USB_PRINTER_POS_IMAGE_LINE_SPACING( <a href="#">page 938</a> )	Set this label to the line spacing required between bit image lines. Often, the value 0 (zero) can be used. If the printer prints all image lines on top of each other, set this value to the height of the printed image line.
↳	USB_PRINTER_POS_REVERSE_TEXT_SUPPORT( <a href="#">page 938</a> )	If the printer supports reverse text (white letters on a black background) printing, uncomment the following definition.
↳	USB_PRINTER_POS_SEIKO_MPU_L465( <a href="#">page 938</a> )	This is macro USB_PRINTER_POS_SEIKO_MPU_L465.

#### Description

USB POS Printer Definition File - Seiko MPU-L465

This is a definition file for the Seiko MPU-L465 Point-of-sale USB Printer. This definition file may be used for other compatible printers, including the following printers.

Manufacturer Model Tested

-----  
Seiko MPU-L465 Yes

Various POS printers that support the ESC/POS printer language have deviations or limitations from the language specification. This file allows the ESC/POS printer language file to configure itself properly for the requirements and/or limitations of the particular printer. It will also allow the printer language support file to return an error (USB\_PRINTER\_UNKNOWN\_COMMAND) if an unsupported command is issued.

Some deviations are minor, and may have no effect on the printed output. Others, however, can result in printing failures if the configuration is incorrect. For best results:

- Determine either a single target printer or a set of compatible target printers when designing the application.
- Specify those printers explicitly in the TPL.
- Specify explicit printer language support for those printers.
- Test the application on each specified printer.

#### Remarks

This file should be specified as the "POS Printer Header File" on the "Printer" tab of the USB Configuration Tool (USBConfig.exe or MPLAB VDI) when ESC/POS support is enabled.

## 8.5 Variables

The following table lists variables in this documentation.

#### Variables

	Name	Description
❖	inPipes( <a href="#">page 994</a> )	This is variable inPipes.
❖	outPipes( <a href="#">page 994</a> )	This is variable outPipes.
❖	pBDTEntryIn( <a href="#">page 995</a> )	This is variable pBDTEntryIn.
❖	pBDTEntryOut( <a href="#">page 995</a> )	This is variable pBDTEntryOut.
❖	USBActiveConfiguration( <a href="#">page 995</a> )	extern USB_VOLATILE USB_DEVICE_STATE( <a href="#">page 246</a> ) USBDeviceState;

### 8.5.1 inPipes Variable

#### File

usb\_hal\_pic24f.h([page 986](#))

#### C

```
USB_VOLATILE IN_PIPE inPipes[1];
```

#### Description

This is variable inPipes.

### 8.5.2 outPipes Variable

#### File

usb\_hal\_pic24f.h([page 986](#))

#### C

```
USB_VOLATILE OUT_PIPE outPipes[1];
```

**Description**

This is variable outPipes.

---

## 8.5.3 pBDTEntryIn Variable

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
volatile BDT_ENTRY* pBDTEntryIn[USB_MAX_EP_NUMBER+1];
```

**Description**

This is variable pBDTEntryIn.

---

## 8.5.4 pBDTEntryOut Variable

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
volatile BDT_ENTRY* pBDTEntryOut[USB_MAX_EP_NUMBER+1];
```

**Description**

This is variable pBDTEntryOut.

---

## 8.5.5 USBActiveConfiguration Variable

**File**

usb\_hal\_pic24f.h([page 986](#))

**C**

```
USB_VOLATILE BYTE USBActiveConfiguration;
```

**Description**

extern USB\_VOLATILE USB\_DEVICE\_STATE([page 246](#)) USBDeviceState;

---

## 8.6 Classes

The following table lists classes in this documentation.

**Unions**

	Name	Description
	<a href="#">__BDT</a> ( <a href="#">page 856</a> )	BDT Entry Layout

## 8.6.1 \_\_BDT Data Members

The data members of the \_\_BDT class are listed here.

### Public Data Members

	Name	Description
◆	Val( <a href="#">page 997</a> )	This is Val, a member of class __BDT.
◆	v( <a href="#">page 998</a> )	This is v, a member of class __BDT.

### 8.6.1.1 \_\_BDT::Val Data Member

**C**

```
DWORD Val;
```

#### Description

This is Val, a member of class \_\_BDT.

### 8.6.1.2 \_\_BDT::v Data Member

**C**

```
WORD v[ 2 ];
```

#### Description

This is v, a member of class \_\_BDT.

# 9 Appendix (Frequently Asked Questions, Important Information, Reference Material, etc.)

## 9.1 Using breakpoints in USB host applications

This section describes how to use breakpoints when running a USB host application without causing communication issues.

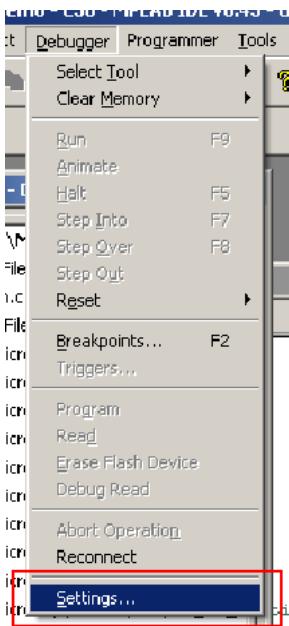
### Description

This section describes how to use breakpoints when running a USB host application without causing communication issues.

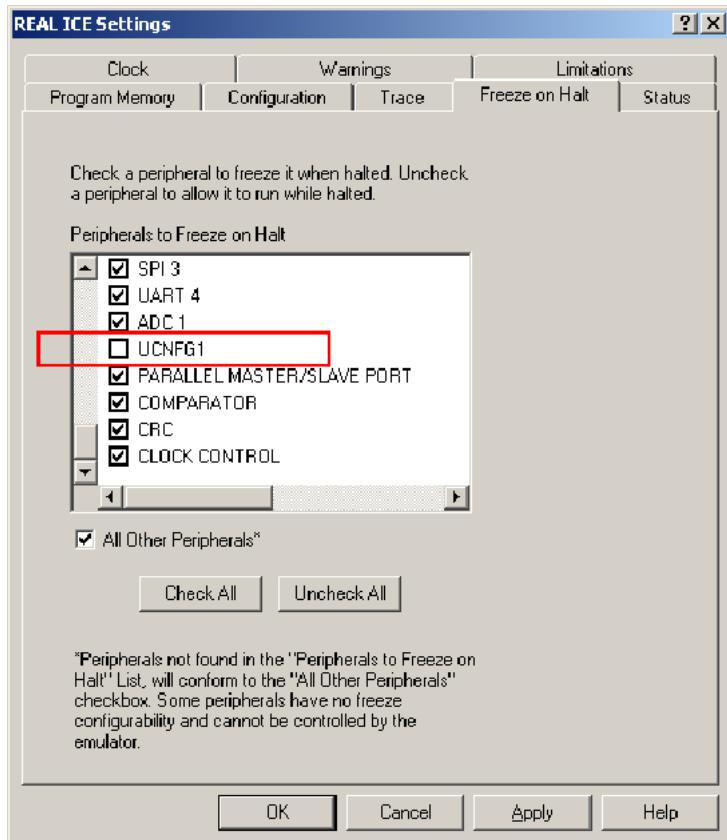
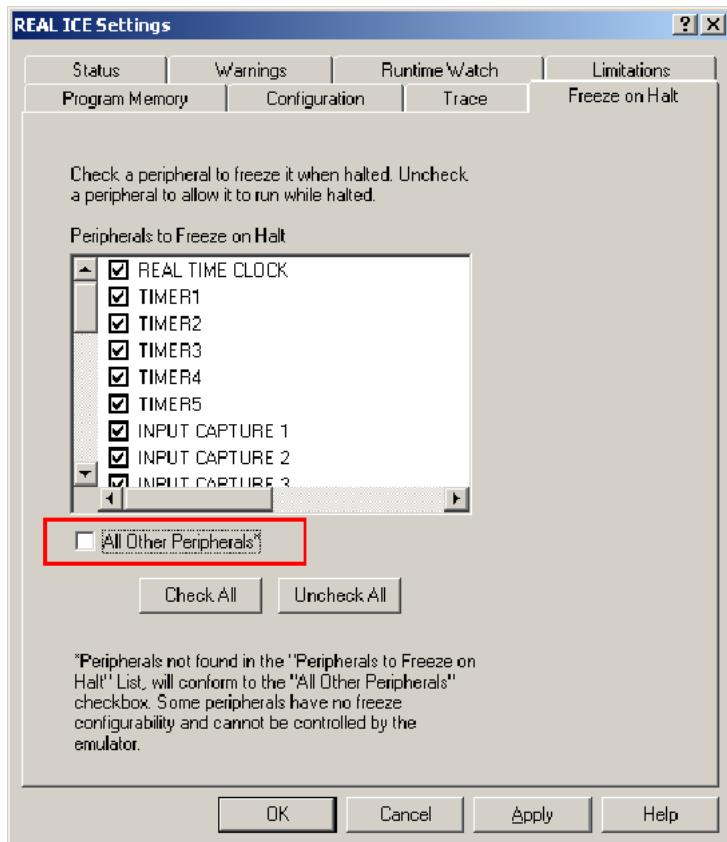
USB has a periodic packet that is sent on the bus once every millisecond, called the start of frame (SOF) packet, that is used to keep the bus from going into an idle/suspended state. When a the microcontroller hits a breakpoint, both the CPU and the modules on the device stop operation. This will cause the attached USB device to enter the suspend mode. Some programmers implement a method that allows specified peripherals to continue to run even after a breakpoint occurs. This section describes how to enable this feature for the USB peripheral on PIC24F and PIC32 devices.

### MPLAB v8.x

- 1) Select the desired debugger from the debugger menu
- 2) Go to the "Debugger->Settings" menu option

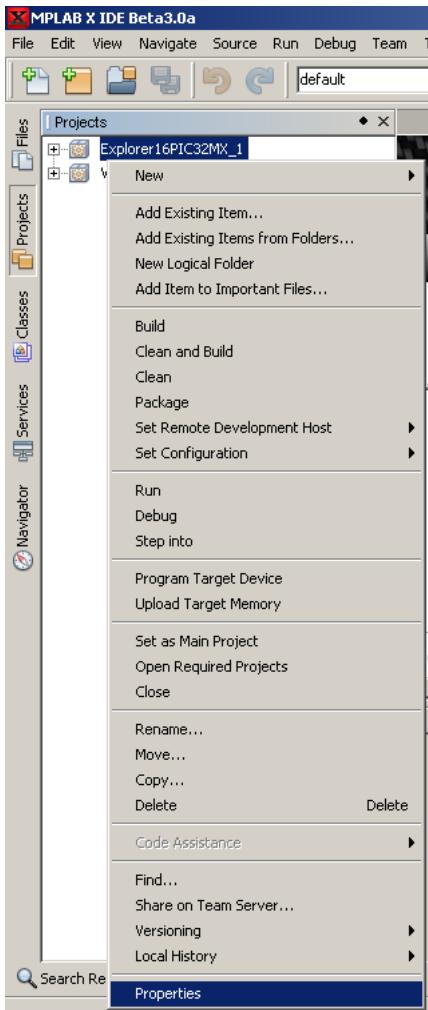


- 3) Go to the Freeze on Halt tab. For PIC24F devices, uncheck the UCNFG1 box. For PIC32 devices, uncheck the "All other peripherals" box located below the scrolling menu.

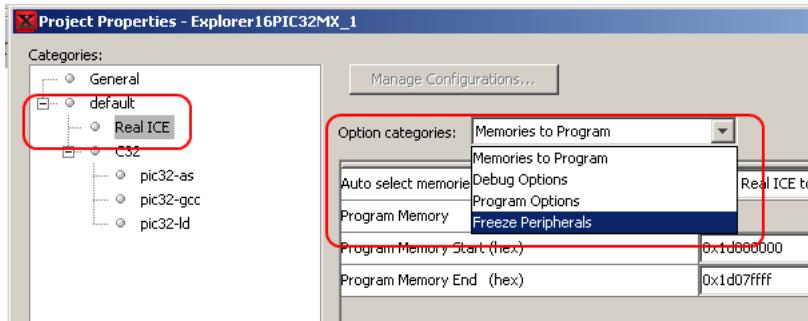
**PIC24F****PIC32**

## MPLAB X

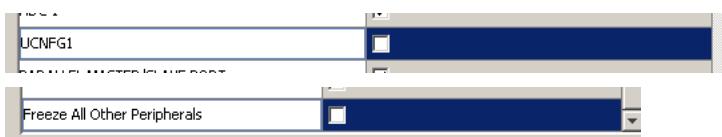
- In the projects window, right click on the project you are working on and select properties from the menu that appears.



- In the properties window, select the debugger that you are currently using from the Categories navigation pane.
- In the resulting form, select "Freeze Peripherals" in the "Option Categories" drop down box.



- In the resulting list uncheck the box corresponding to the USB peripheral. If there is not one on the list, uncheck "All other peripherals". Please note that on PIC24F the USB module may be named UCNFG1.



## 9.2 Bootloader Details

This section covers some of the implementation and usage details about the boot loaders.

### Description

The detailed descriptions of the boot loader implementations are very part specific. They often involve modified linker scripts and discussions of part specific features and architectural differences (like interrupts and resets). For this reason this section is broken down into sections for each processor product line.

---

### 9.2.1 PIC24F Implementation Specific Details

This section covers the PIC24F product line USB boot loaders.

### Description

## 9.2.1.1 Adding a boot loader to your project

This section covers how to add a boot loader to your application.

### Description

The boot loader implementations available in the MCHPFSUSB take a two application approach. What this means is that the boot loader and the application are developed, compiled, and loaded separately.

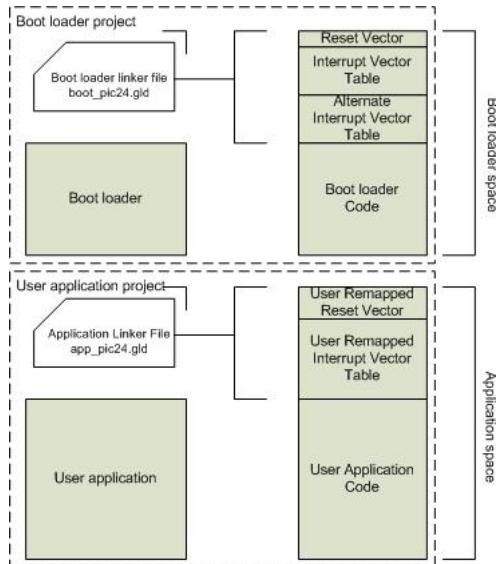
With this approach there are two separate linker scripts that are required, one for the boot loader, and one for the application.

For the PIC24F applications intended to be used with a boot loader, all that is required is to attach the specific linker file designed for the applications of that boot loader to the project.

- No modifications are required to the linker file. Just attach the provided application linker file to the application project without modification.
- No modifications are required to the application code. Just write your code as you always would and attach the provided application linker file to the application project without modification.

The required application linker files are found in the folders that contain the targeted boot loaders. These linker files can be referenced directly from the application projects, or can be copied locally to the project folder.

These provided linker files generate the required code to handle the reset and interrupt remapping sections that are required.



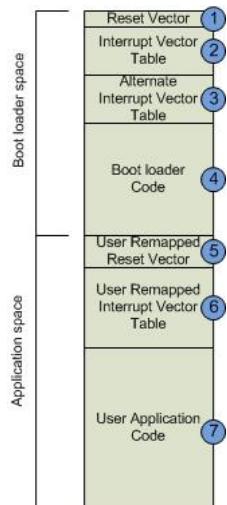
## 9.2.1.2 Memory Map

This section discusses the various memory regions in the PIC24F device and how they are arranged between the boot loaders and the target applications.

### Description

The PIC24F boot loaders have several different special memory regions. Some of these regions are defined by the hardware. Others are part of the boot loader implementation and usage. This section discusses what each of these memory regions are. For more information about how these sections are implemented or how to change them, please refer to the Understanding and Customizing the Boot Loader Implementation([page 1008](#)) section.

The different memory regions are shown below:

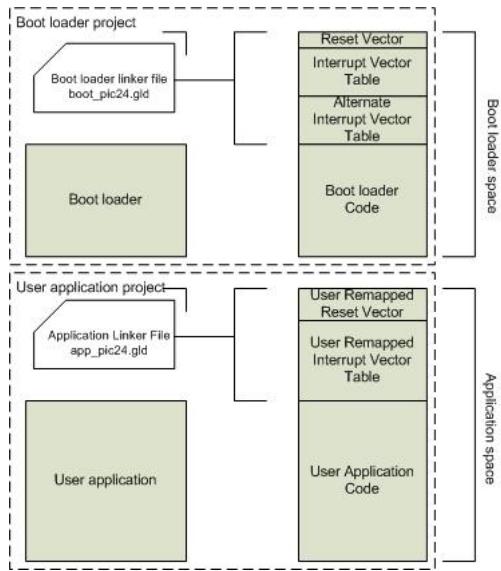


- 1) Reset Vector - the reset vector is defined by the hardware. This is located at address 0x0000. Any reset of the CPU will go to the reset vector. The main responsibility of the reset vector is to jump to the code that needs to be run. In the case of the boot loader, this means jumping to the boot loader code (section 4).
- 2) The interrupt vector table (IVT) is another section that is defined by the PIC24F hardware. The IVT is a fixed set of addresses that specify where the CPU should jump to in the case of an interrupt event. Each interrupt has its own vector in the table. When that interrupt occurs, the CPU fetches the address in the table corresponding to that interrupt and jumps to that address.
- 3) The alternate interrupt vector table (AIVT) behaves just like the IVT. The user must set a bit to select if they are using the IVT or AIVT for their interrupt handling. The IVT is the default. For the current boot loader applications, the AIVT is either used by the boot loader or is not remapped to user space so the AIVT is not available for application use.
- 4) The boot loader code - This section is where the boot loader code resides. This section handles all of the loading of the new application code.
- 5) User Remapped Reset Vector - This is a section that is defined by the boot loader. The boot loader must always know how to exit to the application on startup. The User Remapped Reset Vector is used as a fixed address that the boot loader can jump to in order to start an application. The application must place code at this address that starts their application. In the PIC24F implementations this is handled by the application linker file.
- 6) User Remapped Interrupt Vectors - Since the IVT is located in the boot loader space, the boot loader must remap all of the interrupts to the application space. This is done using the User remapped interrupt vectors. The IVT in the boot loader will jump to a specific address in the User remapped interrupt vector. The User remapped interrupt vector table jumps to the interrupt handler code defined in the user code. In the PIC24F implementations this table is generated by the application linker file and doesn't require any user modifications.
- 7) The user application code - this is the main application code for the project that needs to be loaded by the boot loader. In the PIC24F implementation, only the application linker file for the specific boot loader needs to be added to the project. No

other files are required. No changes or additions are required to the user application code either in order to get the code working.

The boot loader and application linker files provided with the MCHPFSUSB enforce all of the memory regions specified above. If an application tries to specify an address outside of the valid range, the user should get a linker error.

Separate linker files are required for the boot loader and the application. These linker files generate the material required for several of the different memory regions in the device. Below is a diagram showing which sections of the final device image are created by the linker files. All of the regions of the device are specified within one of the two linker files. This image merely shows where the content for each of those regions is generated.



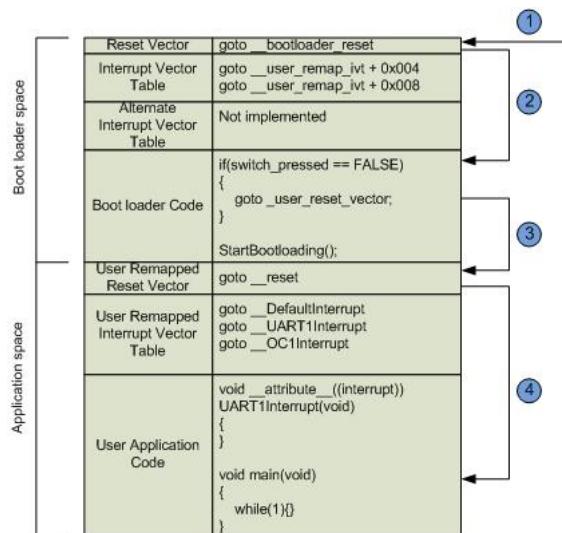
### 9.2.1.3 Startup Sequence and Reset Remapping

This section discusses how the device comes out of reset and how the control passes between the boot loader and the application.

#### Description

Before continuing with this section, please review the preceding sections to understand some of the implementation details that aren't discussed in detail in this section. Some of the implementation details of how this works is described the Understanding and Customizing the Boot Loader Implementation([page 1008](#)) section. This section covers the basic flow and how it passes between the boot loader and the application.

In the boot loader implementations provided in MCHPFSUSB library, the boot loader controls the reset vector. This is true for the PIC24F boot loaders as well. The reset vector resides within the boot loader memory space. This means that the boot loader must jump to the target application. This processes in show below in the following diagram and described in the following paragraphs.



- 1) On PIC24F devices, when a reset occurs the hardware automatically jumps to the reset vector. This is located at address 0x0000. This address resides within the boot loader memory. The compiler/linker for the boot loader code places a 'goto' instruction at the reset vector to the boot loader startup code.
- 2) The 'goto' instruction at the reset address will jump to the main() function for the boot loader.
- 3) In the boot loader startup sequence there is a check to determine if the boot loader should run or if the boot loader should jump to the application instead. In the provided examples the code checks a switch to determine if it should remain in the boot loader. If the switch is not pressed then the boot loader jumps to the user\_remapped\_reset\_vector. At this point the control of the processor has just changed from the boot loader to the application.
- 4) The code at the user\_remapped\_reset\_vector is controlled by the application project, not the boot loader. This vector effectively emulates the behavior that the normal reset vector would if a boot loader wasn't used. In this case it should jump to the startup code for the application. This is done by modified linker script for the application.

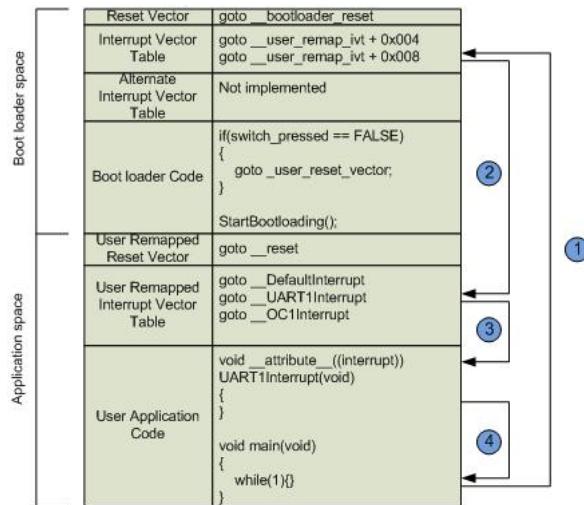
## 9.2.1.4 Interrupt Remapping

This section discusses how interrupts are handled between the boot loader and application.

### Description

Before continuing with this section, please review the preceding sections to understand some of the implementation details that aren't discussed in detail in this section. Some of the implementation details of how this works is described the Understanding and Customizing the Boot Loader Implementation([page 1008](#)) section. This section covers the basic flow and how it passes between the boot loader and the application.

In the boot loader implementations provided in MCHPFSUSB library, the boot loader controls the interrupt vectors for PIC24F devices. The hardware interrupt vector table resides within the boot loader memory space. This means that the boot loader must jump to the appropriate user target application interrupt handler when an interrupt occurs. This processes in show below in the following diagram and described in the following paragraphs.



- 1) During the course of normal code execution, an interrupt occurs. The CPU vectors to the interrupt vector table (IVT) as described in the appropriate PIC24F datasheet.
- 2) The IVT is located in boot loader space, but the application needs to handle the interrupt. The boot loader jumps to the correct entry in the User Remapped Interrupt Vector Table. At this point the CPU is jumping from the boot loader memory space to the application memory space and effectively transferring control to the application.
- 3) At the entry in the User Remapped Interrupt Vector table there is placed a 'goto' instruction that will jump to the appropriate interrupt handler if one is defined in your application and to the default interrupt if there isn't a handler defined. In this way the behavior of the application with or without the boot loader is identical. The User Remapped Interrupt Vector table is created by the application linker file for the specific boot loader in use. This table is automatically generated and doesn't need to be modified. More about how this table is generated can be found in the Understanding and Customizing the Boot Loader Implementation([page 1008](#)).
- 4) Finally once the interrupt handler code is complete, the code will return from the interrupt handler. This will return the CPU to the instruction that the interrupt occurred before.

## 9.2.1.5 Understanding and Customizing the Boot Loader Implementation

This section discusses the customizations that have been made from the default linker scripts in order to make the boot loader work and how to customize these implementations if you wish to change the behavior or location of the boot loader.

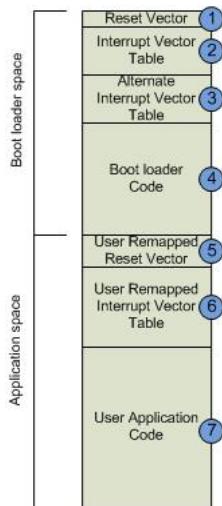
### Description

### 9.2.1.5.1 Memory Region Definitions

This section describes how each of the memory regions gets defined.

#### Description

First let's take a look how each of the memory regions are defined. The address ranges for each of the regions seen in the diagram below must be defined in either the application linker file or the boot loader linker files.



Below is an excerpt from one of the HID boot loader linker files. This is from the linker script for the boot loader itself so this will be covering sections (1), (2), (3), and (4).

```
/*
** Memory Regions
*/
MEMORY
{
    data  (a!xr) : ORIGIN = 0x800,           LENGTH = 0x4000
    reset      : ORIGIN = 0x0,                LENGTH = 0x4
    ivt       : ORIGIN = 0x4,                LENGTH = 0xFC
    aivt      : ORIGIN = 0x104,              LENGTH = 0xFC
    program (xr) : ORIGIN = 0x400,             LENGTH = 0x1000
    config4   : ORIGIN = 0x2ABF8,            LENGTH = 0x2
    config3   : ORIGIN = 0x2ABFA,            LENGTH = 0x2
    config2   : ORIGIN = 0x2ABFC,            LENGTH = 0x2
    config1   : ORIGIN = 0x2ABFE,            LENGTH = 0x2
}
```

The region named "reset" is defined to start at address 0x0 and has a length of 0x4. This means that the first two instructions of the device are used for the reset vector. This is just enough for one 'goto' instruction. This corresponds to hardware implementation and should not be changed. This defines section (1).

Section (2) is the IVT table. This is defined with the "ivt" memory entry. It starts at address 0x4 and is 0xFC bytes long. This corresponds to hardware implementation and should not be changed.

Section (3) is the AIVT table. This is defined with the "aivt" memory entry. It starts at address 0x104 and is 0xFC bytes long. This corresponds to hardware implementation and should not be changed.

Section (4) is the section for the boot loader code. This section is covered by the "program" entry in the memory table. This section starts at address 0x400 and is 0x1000 bytes long in this example (ends at 0x1400). As you can see with this section it has been decreased from the total size of the device to limit the boot loader code to this specific area. This is how the linker knows where the boot loader code is allowed to reside.

Looking in the corresponding application linker file will result in a similar table.

```
/*
** Memory Regions
*/
```

```
MEMORY
{
    data  (a!xr)  : ORIGIN = 0x800,          LENGTH = 0x4000
    reset        : ORIGIN = 0x0,             LENGTH = 0x4
    ivt         : ORIGIN = 0x4,             LENGTH = 0xFC
    aivt        : ORIGIN = 0x104,            LENGTH = 0xFC
    app_ivt     : ORIGIN = 0x1400,            LENGTH = 0x10C
    program (xr) : ORIGIN = 0x1510,            LENGTH = 0x296E8
    config4      : ORIGIN = 0x2ABF8,           LENGTH = 0x2
    config3      : ORIGIN = 0x2ABFA,           LENGTH = 0x2
    config2      : ORIGIN = 0x2ABFC,           LENGTH = 0x2
    config1      : ORIGIN = 0x2ABFE,           LENGTH = 0x2
}
```

Note that the "reset", "ivt", and "aivt" sections are all still present in the application linker script. These sections remain here so that applications compiled with the boot loader can be programmed with or without the boot loader. This aids in the development of the application without having to use the boot loader while maintaining identical interrupt latency and memory positioning.

Sections (5) and (6) are created in the special "app\_ivt" section. The following discussion topic describes how the content of this section is created. This entry in the memory table is how the space for that area is allocated. Note that the "app\_ivt" section starts at address 0x1400 (the same address that the boot loader ended at). Since different parts have different number of interrupts, the size of the "app\_ivt" section may change.

The "program" memory section has changed for the application space. It starts at address 0x1510 in this example. This will vary from part to part based on the size of the "app\_ivt" section. The "program" memory section corresponds to the user application code (section (7)). Note that it takes up the rest of the memory of the device that is available to load.

### 9.2.1.5.2 Special Region Creation

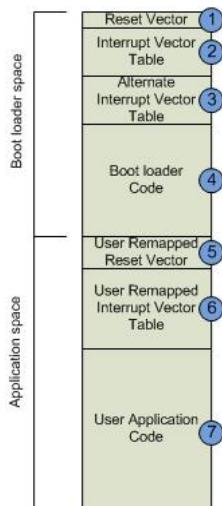
This section covers how each of the special memory regions are created/populated within the linker files.

#### Description

The Memory Region Definitions( page 1009) section described how each of the memory regions are defined. This allocates the room for each of the memory regions.

This discussion covers how the values of some of the special memory regions are created/populated. Please refer to the earlier sections for an understanding of how the reset and interrupt remapping works before proceeding through this section.

Let's take a look at each of the memory regions in order. Please note that there are two linker scripts, one for the boot loader and one for the application. In order for some of these section definitions to make sense, we will be showing excerpts from either or both of these files for any given section. Please pay close attention to which linker file we are referring to when we show an example.



1) Section (1) is the reset vector. This belongs to the boot loader space so this is located in the boot loader linker file. What we need at the reset vector is a jump to the start of the boot loader code. In the boot loader linker script:

```

/*
 ** Reset Instruction
 */
.reset :
{
    SHORT(ABSOLUTE(__reset));
    SHORT(0x04);
    SHORT((ABSOLUTE(__reset) >> 16) & 0x7F);
    SHORT(0);
} >reset

```

The code in this section generates a "goto \_\_reset" instruction located in the "reset" memory section. This will cause the CPU to jump to the boot loader startup code after any device reset. This is common code that is present in any default linker script for PIC24F.

2) The second section is the IVT. In the IVT we need to jump to the user's remapped IVT table.

```

__APP_IVT_BASE = 0x1400;
.ivt __IVT_BASE :
{
    LONG(ABSOLUTE(__APP_IVT_BASE) + 0x004); /* __ReservedTrap0*/
    LONG(ABSOLUTE(__APP_IVT_BASE) + 0x008); /* __OscillatorFail*/
    LONG(ABSOLUTE(__APP_IVT_BASE) + 0x00C); /* __AddressError*/
    LONG(ABSOLUTE(__APP_IVT_BASE) + 0x010); /* __StackError*/
    LONG(ABSOLUTE(__APP_IVT_BASE) + 0x014); /* __MathError*/
    ...
    LONG(ABSOLUTE(__DEFAULT_VECTOR)); /* __Interrupt116 not implemented */
    LONG(ABSOLUTE(__DEFAULT_VECTOR)); /* __Interrupt117 not implemented */
}

```

```
} >ivt
```

This linker code will place the `_APP_IVT_BASE` constant + an offset address at each of the IVT vector entries. This will cause the CPU to jump to the specified vector in the user's remapped IVT table.

Note that each entry is 4 bytes away from the previous entry. Is is because the resulting remapped IVT will need to use "goto" instructions at each entry in order to reach the desired handler. The "goto" instruction takes two instruction words at 2 bytes of memory address each.

3) Section (3), the AIVT, is either not used or is used by the boot loader and shouldn't be used by the application. If the boot loader requires interrupts, then it uses the AIVT and switches to AIVT interrupts before starting and switches back to the IVT before jumping to the customer code. No linker modifications are required here. For boot loaders that don't require interrupts, some have the AIVT section removed since they are not remapped to the user space and not used by the boot loader.

4) Section (4), the boot loader code - the only modification required in the linker script for the boot loader code is the changes to the memory region definitions discussed previously in the Memory Region Definitions(■ page 1009) section.

5) Section (5) is the user remapped reset. This is the address where the boot loader jumps upon completion. This address needs to be at a fixed location in code that both the boot loader and the application know about. At this address there needs to be a jump to the user application code. In the application linker script:

```
.application_ivt __APP_IVT_BASE :  
{  
    SHORT(ABSOLUTE(__reset)); SHORT(0x04); SHORT((ABSOLUTE(__reset) >> 16) & 0x7F);  
    SHORT(0);  
    SHORT(DEFINED(__ReservedTrap0)) ? ABSOLUTE(__ReservedTrap0) :  
    ABSOLUTE(__DefaultInterrupt); SHORT(0x04); SHORT(DEFINED(__ReservedTrap0)) ?  
    (ABSOLUTE(__ReservedTrap0) >> 16) & 0x7F : (ABSOLUTE(__DefaultInterrupt) >> 16) & 0x7F);  
    SHORT(0);  
    SHORT(DEFINED(__OscillatorFail)) ? ABSOLUTE(__OscillatorFail) :  
    ABSOLUTE(__DefaultInterrupt); SHORT(0x04); SHORT(DEFINED(__OscillatorFail)) ?  
    (ABSOLUTE(__OscillatorFail) >> 16) & 0x7F : (ABSOLUTE(__DefaultInterrupt) >> 16) & 0x7F);  
    SHORT(0);  
    SHORT(DEFINED(__AddressError)) ? ABSOLUTE(__AddressError) :  
    ABSOLUTE(__DefaultInterrupt); SHORT(0x04); SHORT(DEFINED(__AddressError)) ?  
    (ABSOLUTE(__AddressError) >> 16) & 0x7F : (ABSOLUTE(__DefaultInterrupt) >> 16) & 0x7F);  
    SHORT(0);
```

This section of code has been added to the default linker script. This creates a section in code located at `__APP_IVT_BASE` address. In this case the `__APP_IVT_BASE` address is also defined in the application linker file:

```
__APP_IVT_BASE = 0x1400;
```

This address must match exactly between the boot loader code, boot loader linker file, and the application linker file. If any of these do not match then the linkage between the interrupt remapping or reset remapping will not work and the application will fail to run properly.

The first entry in this table is the user remapped reset. This code generates a "goto `__reset`" at address `__APP_IVT_BASE`. This allows the boot loader to jump to this fixed address to then jump to the start of the user code (located at the `__reset` label).

6) Section (6) is the remapped IVT table. This section allows the interrupt to be remapped from the boot loader space to the application space. In order to do this the boot loader must either know the exact address of every interrupt handler, or must have another jump table that it jumps to in order to redirect it to the correct interrupt handler. The second approach is the one used in the implemented boot loaders. This is implemented in the following table:

```
.application_ivt __APP_IVT_BASE :  
{  
    SHORT(ABSOLUTE(__reset)); SHORT(0x04); SHORT((ABSOLUTE(__reset) >> 16) & 0x7F);  
    SHORT(0);  
    SHORT(DEFINED(__ReservedTrap0)) ? ABSOLUTE(__ReservedTrap0) :  
    ABSOLUTE(__DefaultInterrupt); SHORT(0x04); SHORT(DEFINED(__ReservedTrap0)) ?  
    (ABSOLUTE(__ReservedTrap0) >> 16) & 0x7F : (ABSOLUTE(__DefaultInterrupt) >> 16) & 0x7F);  
    SHORT(0);  
    SHORT(DEFINED(__OscillatorFail)) ? ABSOLUTE(__OscillatorFail) :  
    ABSOLUTE(__DefaultInterrupt); SHORT(0x04); SHORT(DEFINED(__OscillatorFail)) ?  
    (ABSOLUTE(__OscillatorFail) >> 16) & 0x7F : (ABSOLUTE(__DefaultInterrupt) >> 16) & 0x7F);  
    SHORT(0);
```

```
SHORT(DEFINED(__AddressError) ? ABSOLUTE(__AddressError) :  
ABSOLUTE(__DefaultInterrupt)); SHORT(0x04); SHORT(DEFINED(__AddressError) ?  
(ABSOLUTE(__AddressError) >> 16) & 0x7F : (ABSOLUTE(__DefaultInterrupt) >> 16) & 0x7F);  
SHORT(0);
```

This first entry in the table is the remapped reset vector that we just discussed. The second entry in the table is the first possible interrupt. In this case it is the ReservedTrap0 interrupt. This line of linker code will look for the \_\_ReservedTrap0 interrupt function. If it exists it will insert a "goto \_\_ReservedTrap0" at the second address in this table. If it doesn't find the \_\_ReservedTrap0 function, it will put a "goto \_\_DefaultInterrupt" at this entry in the table. In this way just by defining the appropriate interrupt handler function in the application code, the linker will automatically create the jump table entry .required.

Looking at an example application\_ivt table as generated by the linker script where the ReservedTrap0 interrupt is not defined and the OscillatorFail and AddressError handlers are defined, starting at address \_APP\_IVT\_BASE you will have the following entries in program memory:

```
goto __reset  
goto __DefaultInterrupt  
goto __OscillatorFail  
goto __AddressError  
  
...
```

7) Section (7), the user application code - the only modification to the linker script required for the application code is the changes to the memory region definitions discussed previously in the Memory Region Definitions([page 1009](#)) section.

### 9.2.1.5.3 Changing the memory foot print of the boot loader

This section covers how to modify how much memory is used by the boot loader. This can be useful when adding features to the boot loader that increase the size beyond the default example or if a version of the compiler is used that doesn't provide a sufficient level of optimizations to fit the default boot loader.

#### Description

This section covers how to modify how much memory is used by the boot loader. This can be useful when adding features to the boot loader that increase the size beyond the default example or if a version of the compiler is used that doesn't provide a sufficient level of optimizations to fit the default boot loader.

Each boot loader has different memory sections and implementations so there is a section covering each boot loader individually. Please refer to the section corresponding to the boot loader in question.

### 9.2.1.5.3.1 HID boot loader

This section covers how to modify the size of the HID boot loader.

#### Description

This section covers how to modify the size of the HID boot loader. This can be useful when adding features to the boot loader that increase the size beyond the default example or if a version of the compiler is used that doesn't provide a sufficient level of optimizations to fit the default boot loader. The boot loaders provided by default assume full optimizations and may not work with compilers that don't have access to full optimizations.

Please read all of the other topics in the PIC24F boot loader section before proceeding in this topic. This topic will show where the modifications need to be made and how they need to match up, but will not describe what the sections that are being modified are or how they are implemented. This information is in previous sections.

There are three places that require corresponding changes: the boot loader linker script, the application linker script, and the boot loader code. You may wish to make copies of the original files so that you preserve the original non-modified files.

In the following examples we will be increasing the size of the boot loader from 0x1400 to 0x2400 in length.

First start by determining the size that you want the boot loader to be. This must be a multiple of an erase page. On many PIC24F devices there is a 512 instruction word erase page (1024 addresses per page). Please insure that the address you select for the end of the boot loader corresponds to a page boundary. There are several ways to determine the size of the boot loader application. Below is an example of one method.

- 1) Remove the boot loader linker script provided if it is causing link errors due either to optimization settings or added code.
- 2) Build the project
- 3) Open the memory window and find the last non-blank address in the program memory space.
- 4) Find the next flash erase page address after this address. Add any additional buffer room that you might want for future boot loader development, growth, or changes. Use this address as your new boot loader end address.

Once the end address of the boot loader is known, start by modifying the boot loader linker script program memory region to match that change. The boot loader linker script can either be found in the folder containing the boot loader project file or in a folder that is specified for boot loader linker scripts. In the linker script find the memory regions.

```
MEMORY
{
    data  (a!xr) : ORIGIN = 0x800,           LENGTH = 0x4000
    reset      : ORIGIN = 0x0,               LENGTH = 0x4
    ivt       : ORIGIN = 0x4,               LENGTH = 0xFC
    aivt      : ORIGIN = 0x104,              LENGTH = 0xFC
    program (xr) : ORIGIN = 0x400,             LENGTH = 0x2000
    config4   : ORIGIN = 0x2ABF8,             LENGTH = 0x2
    config3   : ORIGIN = 0x2ABFA,             LENGTH = 0x2
    config2   : ORIGIN = 0x2ABFC,             LENGTH = 0x2
    config1   : ORIGIN = 0x2ABFE,             LENGTH = 0x2
}
```

Change the LENGTH field of the program memory section to match the new length. Note that this is length and not the end address. To get the end address, please add LENGTH + ORIGIN.

Next, locate the \_\_APP\_IVT\_BASE definition in the linker file. Change this to equal the end address of your boot loader.

```
__APP_IVT_BASE = 0x2400;
```

Once the length of the boot loader is changed, you will need to make similar changes in the application boot loader linker script. The application boot loader linker scripts are typically found in a folder with the boot loader project. In the application linker file, locate the memory regions section. In this section there are three items that need to change.

1. The first is the ORIGIN of the app\_ivt section. This needs to be modified to match the new end address of the boot loader.
2. Second, move the ORIGIN of the program memory section to the ORIGIN of app\_ivt + the LENGTH of the app\_ivt section so that the program memory starts immediately after the app\_ivt section.
3. Last, change the LENGTH field of the program section so that it goes to the end of the program memory of the device.

Remember that the LENGTH field is the length starting from the origin and not the end address. An easy way to make sure that this address is correct is by just subtracting off from the LENGTH the same amount that was added to the ORIGIN.

```
MEMORY
{
    data  (a!xr)      : ORIGIN = 0x800,           LENGTH = 0x4000
    reset            : ORIGIN = 0x0,             LENGTH = 0x4
    ivt              : ORIGIN = 0x4,             LENGTH = 0xFC
    aivt             : ORIGIN = 0x104,            LENGTH = 0xFC
    app_ivt          : ORIGIN = 0x2400,            LENGTH = 0x110
    program (xr)     : ORIGIN = 0x2510,            LENGTH = 0x286E8
    config4          : ORIGIN = 0x2ABF8,            LENGTH = 0x2
    config3          : ORIGIN = 0x2ABFA,            LENGTH = 0x2
    config2          : ORIGIN = 0x2ABFC,            LENGTH = 0x2
    config1          : ORIGIN = 0x2ABFE,            LENGTH = 0x2
}
```

The final changes that needs to be made are in the boot loader code itself. Open up the boot loader project.

- Find the ProgramMemStart definition in the main.c file. Change the start address to match the new address.

```
#define ProgramMemStart          0x00002400
```

- Next find the #ifdef section that applies to the device that you are working with. This section will contain definitions used by the boot loader to determine what memory is should erase and re-write.

```
#if defined(__PIC24FJ256GB110__) || defined(__PIC24FJ256GB108__) ||
defined(__PIC24FJ256GB106__)
    #define BeginPageToErase      5           //Bootloader and vectors occupy first
six 1024 word (1536 bytes due to 25% unimplemented bytes) pages
    #define MaxPageToEraseNoConfigs 169        //Last full page of flash on the
PIC24FJ256GB110, which does not contain the flash configuration words.
    #define MaxPageToEraseWithConfigs 170        //Page 170 contains the flash
configurations words on the PIC24FJ256GB110. Page 170 is also smaller than the rest of the
(1536 byte) pages.
    #define ProgramMemStopNoConfigs 0x0002A800 //Must be instruction word aligned
address. This address does not get updated, but the one just below it does:
                                                //IE: If AddressToStopPopulating =
0x200, 0x1FF is the last programmed address (0x200 not programmed)
    #define ProgramMemStopWithConfigs 0x0002ABF8 //Must be instruction word aligned
address. This address does not get updated, but the one just below it does: IE: If
AddressToStopPopulating = 0x200, 0x1FF is the last programmed address (0x200 not programmed)
    #define ConfigWordsStartAddress 0x0002ABF8 //0x2ABFA is start of CW3 on
PIC24FJ256GB110 Family devices
    #define ConfigWordsStopAddress 0x0002AC00
```

- Modify the BeginPageToErase to indicate which page is the first page it should erase. This will be the ProgramMemStart/Page Size. In this case we are starting at 0x2400 and each page is 0x400 so this should now be 9.

```
#define BeginPageToErase      9
```

- Locate the start of the main() function. In the first few lines of code there is a check to determine of the code should stay in the boot loader or jump to the application code. Change the address in the "goto" statement to match the new end of the boot loader and start of the application.

```
__asm__("goto 0x2400");
```

This should be all of the changes required in order to change the size of the HID boot loader.

Please note that since the boot loader and the application code are developed as two separate applications, they do not need to use the same optimization settings.

### 9.2.1.5.3.2 MSD boot loader

This section covers how to modify the size of the MSD boot loader.

#### Description

This section covers how to modify the size of the MSD boot loader. This can be useful when adding features to the boot loader that increase the size beyond the default example or if a version of the compiler is used that doesn't provide a sufficient level of optimizations to fit the default boot loader. The boot loaders provided by default assume full optimizations and may not work with compilers that don't have access to full optimizations.

Please read all of the other topics in the PIC24F boot loader section before proceeding in this topic. This topic will show where the modifications need to be made and how they need to match up, but will not describe what the sections that are being modified are or how they are implemented. This information is in previous sections.

There are three places that require corresponding changes: the boot loader linker script, the application linker script, and the boot loader code. You may wish to make copies of the original files so that you preserve the original non-modified files.

In the following examples we will be increasing the size of the boot loader from 0xA000 to 0xC000.

First start by determining the size that you want the boot loader to be. This must be a multiple of an erase page. On many PIC24F devices there is a 512 instruction word erase page (1024 addresses per page). Please insure that the address you select for the end of the boot loader corresponds to a page boundary. There are several ways to determine the size of the boot loader application. Below is an example of one method.

- 1) Remove the boot loader linker script provided if it is causing link errors due either to optimization settings or added code.
- 2) Build the project
- 3) Open the memory window and find the last non-blank address in the program memory space.
- 4) Find the next flash erase page address after this address. Add any additional buffer room that you might want for future boot loader development, growth, or changes. Use this address as your new boot loader end address.

Once the end address of the boot loader is known, start by modifying the boot loader linker script program memory region to match that change. The boot loader linker script can either be found in the folder containing the boot loader project file or in a folder that is specified for boot loader linker scripts. In the linker script find the memory regions.

```
MEMORY
{
    data  (a!xr) : ORIGIN = 0x800,           LENGTH = 0x4000
    reset      : ORIGIN = 0x0,               LENGTH = 0x4
    ivt       : ORIGIN = 0x4,               LENGTH = 0xFC
    aivt      : ORIGIN = 0x104,              LENGTH = 0xFC
    program (xr) : ORIGIN = 0x400,          LENGTH = 0xBC00
    config4   : ORIGIN = 0x2ABF8,             LENGTH = 0x2
    config3   : ORIGIN = 0x2ABFA,             LENGTH = 0x2
    config2   : ORIGIN = 0x2ABFC,             LENGTH = 0x2
    config1   : ORIGIN = 0x2ABFE,             LENGTH = 0x2
}
```

Change the LENGTH field of the program memory section to match the new length. Note that this is length and not the end address. To get the end address, please add LENGTH + ORIGIN.

Next, locate the \_\_APP\_IVT\_BASE definition in the linker file. Change this to equal the end address of your boot loader.

```
__APP_IVT_BASE = 0xC000;
```

Once the length of the boot loader is changed, you will need to make similar changes in the application boot loader linker script. The application boot loader linker scripts are typically found in a folder with the boot loader project. In the application linker file, locate the memory regions section. In this section there are three items that need to change.

1. The first is the ORIGIN of the app\_ivt section. This needs to be modified to match the new end address of the boot loader.
2. Second, move the ORIGIN of the program memory section to the ORIGIN of app\_ivt + the LENGTH of the app\_ivt section so that the program memory starts immediately after the app\_ivt section.
3. Last, change the LENGTH field of the program section so that it goes to the end of the program memory of the device.

Remember that the LENGTH field is the length starting from the origin and not the end address. An easy way to make sure that this address is correct is by just subtracting off from the LENGTH the same amount that was added to the ORIGIN.

```
MEMORY
{
    data  (a!xr)      : ORIGIN = 0x800,           LENGTH = 0x4000
    reset            : ORIGIN = 0x0,             LENGTH = 0x4
    ivt              : ORIGIN = 0x4,             LENGTH = 0xFC
    aivt             : ORIGIN = 0x104,            LENGTH = 0xFC
    app_ivt          : ORIGIN = 0xC000,            LENGTH = 0x110
    program (xr)     : ORIGIN = 0xC110,            LENGTH = 0x1EAE8
    config4          : ORIGIN = 0x2ABF8,            LENGTH = 0x2
    config3          : ORIGIN = 0x2ABFA,            LENGTH = 0x2
    config2          : ORIGIN = 0x2ABFC,            LENGTH = 0x2
    config1          : ORIGIN = 0x2ABFE,            LENGTH = 0x2
}
```

The final changes that needs to be made are in the boot loader code itself. Open up the boot loader project.

1. Find the processor section in boot\_config.h that applies to the processor that you are using. This section should contain a definition APPLICATION\_ADDRESS. This address indicates the address where the user application reset vector resides. Change this address to match the new user reset address.

```
#define APPLICATION_ADDRESS      0xC000ul
```

2. Next find the PROGRAM\_FLASH\_BASE. This address specifies the starting address of memory where the device will start to erase and reprogram. Please make sure to make this address at the start of an erase page on the device.

```
#define PROGRAM_FLASH_BASE      0xC000ul
```

3. Next modify the PROGRAM\_FLASH\_LENGTH to match the new flash length. This length specifies the number of bytes starting from the PROGRAM\_FLASH\_BASE that is valid for the application.

```
#define PROGRAM_FLASH_LENGTH    0x1EB00
```

This should be all of the changes required in order to change the size of the HID boot loader.

Please note that since the boot loader and the application code are developed as two separate applications, they do not need to use the same optimization settings.

## 9.2.2 Important Considerations

There are some important topics that need to be considered when developing an application for a boot loader. This section will cover some of these topics that need to be considered.

## 9.2.2.1 Configuration Bits

This section covers some topics related to configuration bits.

### Description

#### Matching configuration bits between application and boot loader

While the code space of the application and the boot loader are separate, they both must run on the same device. As such they both use the same configuration bits. Some boot loaders are able to update configuration bits. Others are not. If the boot loader is able to load configuration bits, the application designer should be careful to select a setting that works for both the application as well as the boot loader. It is possible to change the configuration bits into a setting that isn't compatible with the boot loader.

For example: if the boot loader wasn't designed to handle a watch dog timer (doesn't clear the watch dog timer) and the application enables the watch dog timer through the configuration bits, it is possible that the boot loader will never be able to load a new set of code again because it gets a watch dog timer event before the loading of a file is complete.

The previous example is just one of many ways that changes in configuration bits by the loaded application files can be dangerous to future use of the boot loader. Caution should be used when changing the configuration bits if the boot loader enables that feature.

## 9.2.2.2 Boot Loader Entry

This section covers topics related to boot loader entry.

### Description

While some applications it is desirable to enter the boot loader after starting the application, designers should consider have a mechanism to enter the boot loader without jumping to the application in case of an application failure.

Example: An application wants to run and when the user selects that they want to load a new firmware, they go to the boot loader. If there is a power failure during the loading process it is possible that there isn't a valid application image that will run successfully. If there isn't a mechanism to detect this failure or a method to enter the boot loader directly without going to the application, then this device could be rendered useless.

Even if the main method of boot loader entry is directly from the application, a secondary method that doesn't require an application should be considered for such circumstances.

### 9.2.2.3 Interrupts

This section covers some topics related to interrupts.

#### Description

##### PIC24F

Because the interrupts must be remapped from the IVT to the application space, there is additional latency from the time that the interrupt is generated to the time that the first line in the interrupt handler is executed. There is one additional inserted "goto" instruction resulting in a 2 cycle increased interrupt latency.

Note that the provided application linker files allow projects built for the PIC24F boot loaders to be either programmed or boot loaded. In both cases the interrupt latency and memory organization are identical allowing users to develop their application without having to use the boot loader but having identical performance and memory usage as if they were using the boot loader.

The PIC24F boot loaders only remap the main interrupt vector table (IVT). They don't remap the alternate interrupt vector table (AIVT). Please see the PIC24F Implementation details for more information.

##### PIC32MX

The PIC32MX processor has a programmable interrupt vector table address, both the boot loader and the application projects can have their own interrupt vector tables. The boot loader and application code vector from their interrupt tables directly thus there are no special requirements or changes in latency for the PIC32MX family while using the USB boot loaders.

---

## 9.3 Notes on .inf Files

Describes important information about .inf file usage and behavior.

#### Description

Upon initially plugging in a USB device, in some cases Windows will prompt the user for a driver. Rather than having users manually copy .sys files (driver binary files) into important system directories (such as within the "Windows\system32" directory structure) and manually add registry entries, Windows automates the driver installation process through the use of .INF files. INF files are plain text (can be edited with notepad) installation instruction script files.

Some types of USB devices will not require .INF files or user provided drivers (for example, a HID class mouse). For these types of devices, the operating system makes use of drivers already built into/distributed with the operating system, so no user provided driver or .INF file is necessary.

For other types of devices, Windows will prompt the user for a driver. In these cases, point Windows to the .INF file relevant for the USB device. All of the example projects included in the MCHPFSUSB framework which need an INF file are provided with an example INF file. The INF file will need slight modification (most importantly to change the VID and PID) before commercial distribution.

The INF file for the custom demo can be found in <Install Directory>\USB Tools\MCHPUSB Custom Driver\MCHPUSB Driver\Release.

The INF file for the CDC demos can be found in <Install Directory>\USB Tools\USB CDC Serial Demo\inf\win2k\_winxp.

---

## 9.4 Vendor IDs (VID) and Product IDs (PID)

Describes important information about Vendor IDs (VID) and Product IDs (PID).

### Description

Every USB product line must have a unique combination of VID and PID. All firmware examples use Microchip's VID (0x04d8) and a unique PID. Prior to manufacturing and marketing a new USB product, the VID and PID need to be changed. New VID and PID numbers can be obtained by purchasing a VID from the USB Implementers Forum:

<http://www.usb.org/developers/vendor>

Alternatively, Microchip has a free VID sublicensing program. An application form for obtaining a PID (for use with Microchip's VID: 0x04d8) from Microchip can be obtained by [clicking here](#) for the direct link.

Once a new VID/PID combination is obtained, both the firmware and the .INF file (when applicable) will need to be updated.

To modify the VID/PID in one of the example USB firmware projects, open the `usb_descriptors.c` file (found in each of the demo folders). They should appear in the table used for the USB Device Descriptor. Change both values as needed.

To modify the VID/PID in the .INF file, open the relevant INF file and search for the “[DeviceList]” sections. There are two sections, one for 32-bit and one for 64-bit, both sections should be identical. In these sections, some text will appear with the form “`USB\VID_xxxx&PID_yyyy`”. Update the “`xxxx`” and “`yyyy`” sections with the new hexadecimal format VID/PID values.

---

## 9.5 Using a diff tool

This section will cover the basics of using a diff tool to compare two different sets of code to evaluate the differences. This section will cover a couple of different tools available and their basic functionality. This section doesn't cover all of the features available in each tool nor does this section cover all of the possible diff tools available.

---

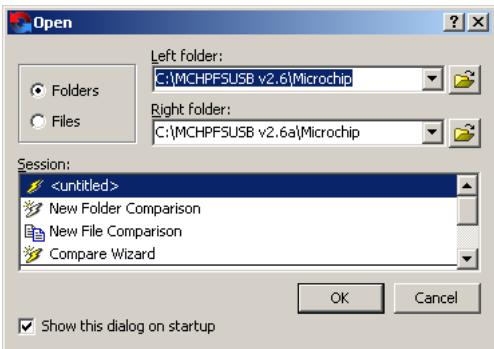
### 9.5.1 Beyond Compare

Beyond Compare is a commercial available differencing software from Scooter Software, Inc (<http://www.scootersoftware.com/>).

This demonstration is based on Beyond Compare v2.2.7. There may be interface or features changes in other versions of this software. Please refer to the software's documentation for a more detailed and updated description of the functionality.

#### Creating a comparison

There are a couple of ways to create a comparison with Beyond Compare. The first is to open the Beyond Compare program from the Start menu. This opens a window that allows you to either compare two files or two folders.



Beyond compare also has a right click menu option that allows the user to right click on two files and compare them to each other.



When two files are compared together, the differences between the two files are highlighted. On the left of the main windows there is also a difference navigation bar that shows where the differences are in the file. You can click on this bar to go to that location in the code.

The screenshot shows a comparison between two versions of the file `usb_device.c`. The left pane (version 2.7) and right pane (version 2.6a) both contain the same code, which is highlighted in green. The code is as follows:

```
721 //clear all of the internal pipe information
722 inPipes[0].info.Val = 0;
723 outPipes[0].info.Val = 0;
724 outPipes[0].wCount.Val = 0;
725
726 // Make sure packet processing is enabled
727 USBPacketDisable = 0;
728
729 //Initialize all pBDTEntryIn[] and pBDTEntryOut[]
730 //pointers to NULL, so they don't get used inadvertently.
731 for(i = 0; i < (BYTE)(USB_MAX_EP_NUMBER+iu); i++)
732 {
733     pBDTEntryIn[i] = 0u;
734     pBDTEntryOut[i] = 0u;
735 }
736
737 //Get ready for the first packet
738 pBDTEntryIn[0] = (volatile BDT_ENTRY*)&BDT[EPO_IN_EVENT];
739
740 // Clear active configuration
741 USBActiveConfiguration = 0;
742
743 //Indicate that we are now in the detached state
744 USBDeviceState = DETACHED_STATE;
745
746 }
747
748 //DOM-IGNORE-BEGIN
749 *****
750 Function:
751 void USBDeviceTasks(void)
752
753 Description:
754 This function is the main state machine of the
755 USB device side stack. This function should be
```

The bottom status bar indicates "41 Section(s) Different".

## Moving changes

Once a difference between two files is detected, it is easy to move that change from one file to the other. In Beyond

Compare simply highlight the lines that need to move, and click on the "Copy to other side" button that is shown below.

```

External pipe information
;
0;
= 0;

processing is enabled

tryIn[] and pBDTEntryOut[]
they don't get used inadvertently.
(SB_MAX_EP_NUMBER+1u); i++)

;
u;

first packet

```

## Comparing Folders

A feature of Beyond Compare is that it allows you to compare two folders against each other. Once two folders are selected in the program (or through the right-click menu option discussed before), the folders are compared against each other. At this point of time the contents of the folders aren't compared to see if they are different, just if the files are present or not.

Name	Size	Modified	Name	Size	Modified
Common	22,527	5/6/2010 3:52:36 pm	Common	31,976	5/6/2010 3:52:24 pm
uart2.c (r)	11,379	10/19/2009 3:34:24 pm	■ TimeDelay.c (r)	8,721	1/28/2010 4:58:48 pm
■ uart2.c (r)	32,824,655	5/6/2010 3:52:31 pm	■ uart2.c (r)	12,107	1/28/2010 4:58:48 pm
Graphics	32,824,655	5/6/2010 3:52:31 pm	Graphics	33,376,541	5/6/2010 3:52:19 pm
Drivers	442,586	5/6/2010 3:52:33 pm	Drivers	452,014	5/6/2010 3:52:19 pm
drvTFT001.c (r)	50,116	11/13/2009 11:28:34 am	drvTFT001.c (r)	50,444	2/1/2010 7:39:10 pm
drvTFT002.c (r)	32,942	10/19/2009 3:34:08 pm	drvTFT002.c (r)	33,466	1/25/2010 12:53:08 pm
HIT1270.c (r)	31,329	10/19/2009 3:34:08 pm	■ gfxepmp.c (r)	8,422	1/25/2010 12:53:08 pm
HX8347.c (r)	32,085	10/19/2009 3:34:08 pm	■ gfxpmp.c (r)	7,498	2/12/2010 3:57:16 pm
MicrochipGraphicsModule.c (r)	58,100	11/16/2009 4:43:54 pm	■ HIT1270.c (r)	30,332	1/25/2010 12:53:06 pm
SH1101A_SSD1303.c (r)	14,767	11/11/2009 2:09:22 pm	■ HX8347A.c (r)	31,772	1/25/2010 12:53:06 pm
SSD1339.c (r)	30,871	10/19/2009 3:34:08 pm	■ MicrochipGraphicsModule.c (r)	78,911	2/5/2010 1:21:16 pm
SSD1926.c (r)	74,663	11/13/2009 5:05:40 pm	■ SH1101A_SSD1303.c (r)	12,849	2/12/2010 3:57:16 pm
ST7529.c (r)	30,856	10/19/2009 3:34:08 pm	■ SSD1339.c (r)	30,178	1/25/2010 12:53:06 pm
UC1610.c (r)	22,436	10/19/2009 3:34:08 pm	■ SSD1926.c (r)	69,418	2/9/2010 8:54:02 am
Utilities	1,064,960	5/6/2010 3:52:08 pm	■ ST7529.c (r)	13,038	1/25/2010 12:53:08 pm
Graphics Resource Converter	888,832	5/6/2010 3:52:08 pm	■ UC1610.c (r)	21,265	1/25/2010 12:53:08 pm
■ Graphics Resource Converter.exe (r)	888,832	11/17/2009 4:09:36 pm	Utilities	1,603,677	5/6/2010 3:51:39 pm
■ DigitalMeter.c (r)	12,354	10/19/2009 3:34:08 pm	■ Graphics Resource Converter Help.chm ...	538,717	2/15/2010 8:42:08 pm
■ DisplayDriver.c (r)	3,786	10/27/2009 10:06:28 am	■ Graphics Resource Converter.exe (r)	888,832	1/28/2010 4:58:48 pm
■ GOL.c (r)	39,486	11/11/2009 2:09:22 pm	■ DigitalMeter.c (r)	12,983	1/25/2010 12:53:08 pm
■ ListBox.c (r)	25,336	10/19/2009 3:34:08 pm	■ DisplayDriver.c (r)	3,788	1/25/2010 12:53:08 pm
■ Palette.c (r)	6,021	10/19/2009 3:34:08 pm	■ GOL.c (r)	40,283	1/25/2010 12:53:08 pm
■ Primitive.c (r)	74,753	11/13/2009 5:05:40 pm	■ ListBox.c (r)	25,374	1/25/2010 12:53:08 pm
■ RoundDial.c (r)	18,549	10/19/2009 3:34:08 pm	■ Palette.c (r)	6,058	1/25/2010 12:53:08 pm
■ StaticText.c (r)	11,281	10/19/2009 3:34:08 pm	■ Primitive.c (r)	76,219	1/25/2010 12:53:08 pm
Help	18,845,753	5/6/2010 3:52:03 pm	■ RoundDial.c (r)	18,964	2/12/2010 3:57:16 pm
■ Graphics Library Help.chm (r)	2,486,236	11/17/2009 3:24:20 pm	■ StaticText.c (r)	11,638	1/25/2010 12:53:08 pm
■ MCHPFSUSB Library Help.chm (r)	3,357,715	11/17/2009 11:22:08 am	Help	18,793,570	5/6/2010 3:51:31 pm
			■ Graphics Library Help.chm (r)	2,434,807	2/15/2010 9:08:34 pm
			■ MCHPFSUSB Library Help.chm (r)	3,354,461	2/9/2010 11:10:20 am

5/6/2010 3:55:23 PM Load Comparison: C:\MCHPFSUSB v2.6\Microchip <-> C:\MCHPFSUSB v2.6a\Microchip  
5/6/2010 3:56:01 PM Rules-Based Comparison of 17 Files  
5/6/2010 3:56:01 PM Elapsed time: 0.04 seconds  
5/6/2010 3:56:09 PM Rules-Based Comparison of 840 Files  
5/6/2010 3:56:09 PM Elapsed time: 1.53 seconds

Selected: 1 file(s), 32.2 KB (1.82 GB free on C:)      69 file(s), 15.3 MB (1.82 GB free on C:)

Double clicking on a file will open a file difference instance showing the difference between the two files.

To compare all of the contents against each other you can select all of the files by expanding all of the folders,



selecting all of the files,



and running the file comparison tool.



To see only files that are different, select the "Only mismatch" from the comparison tool.



## 9.5.2 MPLAB X (NetBeans)

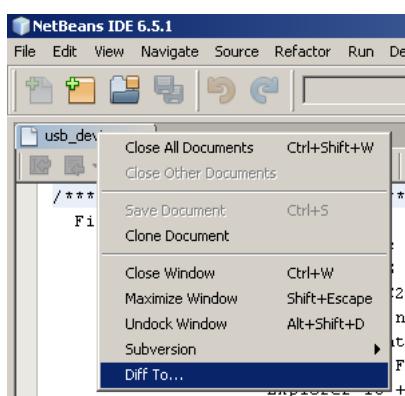
MPLAB X (NetBeans) is an open source IDE that has built in differencing functionality ([www.microchip.com/mplabx](http://www.microchip.com/mplabx) and <http://netbeans.org/>).

This demonstration is based on NetBeans v6.5.1 but also applies to MPLAB X beta 7.02. There may be interface or features changes in other versions of this software. Please refer to the software's documentation for a more detailed and updated description of the functionality.

### Creating a comparison

To compare two files in MPLAB X (NetBeans), one of the files must first be opened. This can be done using the "File->Open File" menu option.

Once one file is open, right click on the tab with the file name. In this menu there should be a "Diff to..." option that is available.



This option will open a new file window. In this file window select the file that you want to compare against. Once this file is

selected the two files will sit side by side. On the right hand side of the window there is a difference navigation bar. By clicking on any of these highlighted sections, it will bring you to the difference in the two files.

## Moving changes

Changes in MPLAB X (NetBeans) are always made from the left file to the right file. If the files were opened in the opposite order as the changes that need to be made, you can click the "Swap" button that is just above both of the two files. This will exchange the position of the two files.

usb_device <-> usb_device [Diff] x					Swap	Export...	Options...
C:\MCHPPFSUSB v2.7\usb_device.c	32/47					C:\MCHPPFSUSB v2.6a\usb_device.c	
t out to the current out packet	2288				2231	//set the next out to the current	

To move a change, click on the icon that is near the center bar between the differences. An arrow "->" indicator on the left window indicates that the changes in that section will be moved from the left file to the right file. An "X" found on the right file in a green section indicates that the source found in that section will be deleted when you click the "X".

```
USBDeviceState = ADDRESS_STATE;
}
else
{
    //initialize the required endpoints
    USB_SET_CONFIGURATION_HANDLER(EVENT_CONFIGURED)
    //Otherwise go to the configured state. Updat=2306
    //after performing all of the set configuration tasks.
    //tasks.
    USBDeviceState = CONFIGURED STATE;
} //end if(SetupPkt.bConfigurationValue == 0)
//end USBStdSetCfgHandler
```

```
2243 } else
2244 {
2245 //Otherwise go to the configured state
2246 USBDeviceState = CONFIGURED STATE;
2247 //initialize the required endpoints
2248 USB_SET_CONFIGURATION_HANDLER(EVENT_CONFIGURED)
2249 //end if(SetupPkt.bConfigurationValue == 0)
2250 } //end USBStdSetCfgHandler
2251 //***** Function: void USBConfigureEndpoint (RVTF
2252 * Function.
```

Please note that changes made to the files via the MPLAB X (NetBeans) comparison tool may be final. You may not be able to undo these effects so please use caution when making changes.

# 10 Trademark Information

The Microchip name and logo, the Microchip logo, MPLAB, and PIC are registered trademarks of Microchip Technology Incorporated in the U.S.A. and other countries.

PICDEM and PICTail are trademarks of Microchip Technology Incorporated in the U.S.A. and other countries.

Microsoft, Windows, and Windows Vista are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

SD is a trademark of the SD Association in the U.S.A and other countries

## Index

- - \_BDT union 856
    - \_BDT data members 996
  - \_BDT::struct@1::ADRL 853
  - \_BDT::struct@2::ADR 853
  - \_BDT::v data member 998
  - \_BDT::Val data member 997
  - \_USTAT union 868
  - \_AD macro 877
  - \_AS macro 878
  - \_BD\_STAT union 855
  - \_BD\_STAT::struct@1::BC8 853
  - \_BD\_STAT::struct@1::BC9 853
  - \_BD\_STAT::struct@1::INCDIS 853
  - \_BD\_STAT::struct@1::KEN 853
  - \_BSTALL macro 878
  - \_BULK macro 878
  - \_CLIENT\_DRIVER\_TABLE structure 350
  - \_COMM\_INTERFACE\_DETAILS structure 435
  - \_CTRL macro 878
  - \_DAT0 macro 879
  - \_DAT1 macro 879
  - \_DATA\_INTERFACE\_DETAILS structure 436
  - \_DE macro 879
  - \_DEFAULT macro 879
  - \_DTSEN macro 880
  - \_DTSMASK macro 880
  - \_EP\_IN macro 880
  - \_EP\_OUT macro 880
  - \_EP01\_IN macro 881
  - \_EP01\_OUT macro 881
  - \_EP02\_IN macro 881
  - \_EP02\_OUT macro 881
  - \_EP03\_IN macro 882
  - \_EP03\_OUT macro 882
  - \_EP04\_IN macro 882
  - \_EP04\_OUT macro 882
  - \_EP05\_IN macro 883
  - \_EP05\_OUT macro 883
  - \_EP06\_IN macro 883
  - \_EP06\_OUT macro 883
  - \_EP07\_IN macro 884
  - \_EP07\_OUT macro 884
  - \_EP08\_IN macro 884
  - \_EP08\_OUT macro 884
  - \_EP09\_IN macro 885
  - \_EP09\_OUT macro 885
  - \_EP10\_IN macro 885
  - \_EP10\_OUT macro 885
  - \_EP11\_IN macro 886
  - \_EP11\_OUT macro 886
  - \_EP12\_IN macro 886
  - \_EP12\_OUT macro 886
  - \_EP13\_IN macro 887
  - \_EP13\_OUT macro 887
  - \_EP14\_IN macro 887
  - \_EP14\_OUT macro 887
  - \_EP15\_IN macro 888
  - \_EP15\_OUT macro 888
  - \_FE macro 888
  - \_FS macro 888
  - \_HID\_COLLECTION structure 579
  - \_HID\_DATA\_DETAILS structure 580
  - \_HID\_GLOBALS structure 582
  - \_HID\_ITEM\_INFO structure 583
  - \_HID\_REPORT structure 584
  - \_HID\_REPORTITEM structure 585
  - \_HID\_STRINGITEM structure 586
  - \_HID\_TRANSFER\_DATA structure 587
  - \_HID\_USAGEITEM structure 588
  - \_HNP macro 889
  - \_HOST\_TRANSFER\_DATA structure 351
  - \_IE macro 889
  - \_INCDIS macro 889
  - \_INT macro 889
  - \_INTERRUPT macro 890
  - \_ISO macro 890
  - \_KEN macro 890
  - \_LS macro 890
  - \_NS macro 891
  - \_OEMON macro 891

_override_client_driver_data structure	866	ANDROID_BASE_OFFSET macro	411
_POINTER union	857	ANDROID_INIT_FLAG_BYPASS_PROTOCOL macro	416
_PUEN macro	891	AndroidApplsReadComplete function	402
_RWU macro	891	AndroidApplsWriteComplete function	403
_SELF macro	892	AndroidAppRead function	404
_SRP macro	892	AndroidAppStart function	405
_STAT_MASK macro	892	AndroidAppWrite function	406
_SY macro	892	AndroidTasks function	407
_transfer_event_data structure	867	Appendix (Frequently Asked Questions, Important Information, Reference Material, etc.)	999
_TREXT macro	893	Application Programming Interface (API)	202
_TRINT macro	893	Audio Client Driver	366
_UCPU macro	893	Audio Function Driver	258
_USB_CDC_ACM_FN_DSC structure	437	Audio MIDI Client Driver	386
_USB_CDC_CALL_MGT_FN_DSC structure	438		
_USB_CDC_CONTROL_SIGNAL_BITMAP union	439		
_USB_CDC_DEVICE_INFO structure	440		
_USB_CDC_HEADER_FN_DSC structure	442	BARCODE_CODE128_CODESET_A_CHAR macro	704
_USB_CDC_LINE_CODING union	443	BARCODE_CODE128_CODESET_A_STRING macro	705
_USB_CDC_UNION_FN_DSC structure	444	BARCODE_CODE128_CODESET_B_CHAR macro	706
_USB_CONFIGURATION_DESCRIPTOR structure	859	BARCODE_CODE128_CODESET_B_STRING macro	707
_USB_DEVICE_DESCRIPTOR structure	859	BARCODE_CODE128_CODESET_C_CHAR macro	708
_USB_DEVICE_QUALIFIER_DESCRIPTOR structure	860	BARCODE_CODE128_CODESET_C_STRING macro	709
_USB_ENDPOINT_DESCRIPTOR structure	861	BARCODE_CODE128_CODESET_CHAR macro	710
_USB_H_ macro	893	BARCODE_CODE128_CODESET_STRING macro	711
_USB_HID_DEVICE_ID structure	596	BARCODE_TEXT_12x24 macro	712
_USB_HID_DEVICE_RPT_INFO structure	598	BARCODE_TEXT_18x36 macro	713
_USB_HID_ITEM_LIST structure	603	BARCODE_TEXT ABOVE macro	714
_USB_HOST_PRINTER_PRIMITIVES_H macro	703	BARCODE_TEXT ABOVE_AND_BELOW macro	715
_USB_INTERFACE_DESCRIPTOR structure	865	BARCODE_TEXT BELOW macro	716
_USB_OTG_DESCRIPTOR structure	865	BARCODE_TEXT OMIT macro	717
_USB_PRINTER_DEVICE_ID structure	782	BD_STAT union	855
_USB_STRING_DSC structure	866	BDT_ENTRY union	856
_USB_TPL structure	353	Beyond Compare	1022
_USIE macro	894	Boot Loader Entry	1020
_vbus_power_data structure	867	BOOT_INTF_SUBCLASS macro	296

**A**

Adding a boot loader to your project	1003
Android 3.1+ 95	
Android Accessory Client Driver	400
Android v3.1+ 143	
ANDROID_ACCESSORY_INFORMATION structure	409

**C**

CABLE_A_SIDE macro	819
CABLE_B_SIDE macro	820
CCID (Smart/Sim Card) Function Driver	261

CDC Client Driver	417	DESC_CONFIG_BYT macro	256
CDC Function Driver	266	DESC_CONFIG_DWORD macro	257
CDCInitEP function	268	DESC_CONFIG_WORD macro	258
CDCSetBaudRate macro	275	DESCRIPTOR_ID structure	856
CDCSetCharacterFormat macro	276	Device - Audio Microphone Basic Demo	20
CDCSetDataSize macro	277	Device - Audio MIDI Demo	24
CDCSetLineCoding macro	278	Device - Audio Speaker Demo	31
CDCSetParity macro	279	Device - Boot Loader - HID	34
CDCTxService function	269	Device - Boot Loader - MCHPUSB	42
Changing the memory foot print of the boot loader	1014	Device - CCID Smart Card Reader	43
Charger Client Driver	507	Device - CDC - Serial Emulator	54
Classes	995	Device - CDC Basic Demo	50
CLIENT_DRIVER_TABLE structure	350	Device - Composite - HID + MSD Demo	57
COMM_INTERFACE_DETAILS structure	435	Device - Composite - MSD + CDC Demo	60
Configuration Bits	38, 1019	Device - Composite - WinUSB + MSD Demo	62
Configuring the Demo	34, 42, 55, 58, 61, 63, 66, 82, 85, 88, 97, 100, 107, 110, 120, 138, 145, 148, 150, 151, 157, 158, 160, 162, 163, 165, 167, 169, 171, 173, 176, 178, 183	Device - HID - Custom Demo	65
Configuring the Hardware	21, 25, 32, 44, 51, 71, 75, 79	Device - HID - Digitizer Demos	70
ConvertToPhysicalAddress macro	894	Device - HID - Joystick Demo	74
ConvertToVirtualAddress macro	894	Device - HID - Keyboard Demo	78
Creating a Hex File to Load	154	Device - HID - Mouse Demo	81
Customizing the Boot Loader and Target Application Linker Scripts for PIC32 devices	155	Device - HID - Uninterruptible Power Supply	84
<b>D</b>		Device - LibUSB Generic Driver Demo	87
Data Type and Constants	408, 512	Device - Mass Storage - Internal Flash Demo	96
Data Types and Constants	245, 261, 281, 295, 305, 348, 379, 396, 432, 529, 562, 626, 695, 817	Device - Mass Storage - SD Card Data Logger	99
DATA_INTERFACE_DETAILS structure	436	Device - Mass Storage - SD Card Reader	106
DELAY_TA_AIDL_BDIS macro	821	Device - MCHPUSB Generic Driver Demo	109
DELAY_TA_BDIS_ACON macro	822	Device - Personal Healthcare Device Class (PHDC) Demo	119
DELAY_TA_BIDL_ADIS macro	823	Device - WinUSB Generic Driver Demo	137
DELAY_TA_WAIT_BCON macro	824	Device - WinUSB High Bandwidth Demo	144
DELAY_TA_WAIT_VRISE macro	825	Device Stack	202
DELAY_TB_AIDL_BDIS macro	826	Device/Peripheral	202
DELAY_TB_ASE0_BRST macro	827	DEVICE_CLASS_CDC macro	445
DELAY_TB_DATA_PLS macro	828	DEVICE_CLASS_HID macro	565
DELAY_TB_SE0_SRП macro	829	DEVICE_CLASS_MASS_STORAGE macro	627
DELAY_TB_SRП_FAIL macro	830	DEVICE_INTERFACE_PROTOCOL_BULK_ONLY macro	628
DELAY_VBUS_SETTLE macro	831	DEVICE_SUBCLASS_CD_DVD macro	629
Demo Board Information	185	DEVICE_SUBCLASS_FLOPPY_INTERFACE macro	630
Demo Board Support and Limitations	8	DEVICE_SUBCLASS_RBC macro	631
Demos	20	DEVICE_SUBCLASS_REMOVABLE macro	632
		DEVICE_SUBCLASS_SCSI macro	633
		DEVICE_SUBCLASS_TAPE_DRIVE macro	634
		DisableNonZeroEndpoints macro	894

DSC_HID macro 566	EVENT_AUDIO_OFFSET macro 385
DSC_PHY macro 567	EVENT_AUDIO_STREAM_RECEIVED macro 386
DSC_RPT macro 568	EVENT_CDC_COMM_READ_DONE macro 446
dsPIC33EP512MU810 Plug-In-Module (PIM) 196	EVENT_CDC_COMM_WRITE_DONE macro 447
Dual Role - MSD Host + HID Device 147	EVENT_CDC_DATA_READ_DONE macro 448
	EVENT_CDC_DATA_WRITE_DONE macro 449
	EVENT_CDC_NAK_TIMEOUT macro 450
	EVENT_CDC_NONE macro 451
<b>E</b>	EVENT_CDC_OFFSET macro 452
Embedded Host API 322	EVENT_CDC_RESET macro 453
Embedded Host Stack 323	EVENT_CHARGER_ATTACH macro 513
END_SESSION macro 832	EVENT_CHARGER_DETACH macro 514
ENDPOINT_MASK macro 895	EVENT_CHARGER_OFFSET macro 515
EP_ATTR_ADAPT macro 895	EVENT_GENERIC_ATTACH macro 532
EP_ATTR_ASYNC macro 895	EVENT_GENERIC_DETACH macro 533
EP_ATTR_BULK macro 896	EVENT_GENERIC_OFFSET macro 534
EP_ATTR_CONTROL macro 896	EVENT_GENERIC_RX_DONE macro 535
EP_ATTR_DATA macro 896	EVENT_GENERIC_TX_DONE macro 536
EP_ATTR_FEEDBACK macro 896	EVENT_HID_ATTACH macro 569
EP_ATTR_IMP_FB macro 897	EVENT_HID_BAD_REPORT_DESCRIPTOR macro 570
EP_ATTR_INTR macro 897	EVENT_HID_DETACH macro 571
EP_ATTR_ISOCH macro 897	EVENT_HID_NONE macro 572
EP_ATTR_NO_SYNC macro 897	EVENT_HID_OFFSET macro 573
EP_ATTR_SYNC macro 898	EVENT_HID_READ_DONE macro 574
EP_CTRL macro 898	EVENT_HID_RESET macro 575
EP_DIR_IN macro 898	EVENT_HID_RESET_ERROR macro 576
EP_DIR_OUT macro 898	EVENT_HID_RPT_DESC_PARSED macro 577
EP_IN macro 899	EVENT_HID_WRITE_DONE macro 578
EP_LG_PKT_BULK_FS macro 899	EVENT_MIDI_ATTACH macro 397
EP_MAX_PKT_BULK_FS macro 899	EVENT_MIDI_DETACH macro 398
EP_MAX_PKT_INTR_FS macro 899	EVENT_MIDI_OFFSET macro 399
EP_MAX_PKT_INTR_LS macro 900	EVENT_MIDI_TRANSFER_DONE macro 400
EP_MAX_PKT_ISOCH_FS macro 900	EVENT_MSD_MAX_LUN macro 635
EP_MED_PKT_BULK_FS macro 900	EVENT_MSD_NONE macro 636
EP_OUT macro 900	EVENT_MSD_OFFSET macro 637
EP_OUT_IN macro 901	EVENT_MSD_RESET macro 638
EP_SM_PKT_BULK_FS macro 901	EVENT_MSD_TRANSFER macro 639
EVENT_ANDROID_ATTACH macro 412	EVENT_PRINTER_ATTACH macro 718
EVENT_ANDROID_DETACH macro 413	EVENT_PRINTER_DETACH macro 719
EVENT_AUDIO_ATTACH macro 380	EVENT_PRINTER_OFFSET macro 720
EVENT_AUDIO_DETACH macro 381	EVENT_PRINTER_REQUEST_DONE macro 721
EVENT_AUDIO_FREQUENCY_SET macro 382	EVENT_PRINTER_REQUEST_ERROR macro 722
EVENT_AUDIO_INTERFACE_SET macro 383	
EVENT_AUDIO_NONE macro 384	

EVENT\_PRINTER\_RX\_DONE macro 723  
EVENT\_PRINTER\_RX\_ERROR macro 724  
EVENT\_PRINTER\_TX\_DONE macro 725  
EVENT\_PRINTER\_TX\_ERROR macro 726  
EVENT\_PRINTER\_UNSUPPORTED macro 727  
Explorer 16 199

## F

Files 972  
From v2.5 to v2.6 18  
From v2.6 to v2.6a 18  
From v2.6a to v2.7 18  
From v2.7 to v2.7a 18  
From v2.7a to v2.8 17  
From v2.8 to v2.9 17  
From v2.9 to v2.9a 17  
From v2.9a to v2.9b 17  
From v2.9b to v2.9c 17  
From v2.9c to v2.9d 17

HID\_TRANSFER\_DATA structure 587  
HID\_USAGEITEM structure 588  
HIDReportTypeEnum enumeration 589  
HIDRxHandleBusy macro 291  
HIDRxPacket macro 292  
HIDTxHandleBusy macro 293  
HIDTxPacket macro 294  
Host - Audio MIDI Demo 149  
Host - Boot Loader - Thumb Drive Boot Loader 151  
Host - CDC Serial Demo 156  
Host - Charger - Simple Charger 158  
Host - Composite - HID + MSD 161  
Host - Composite - MSD+ CDC 159  
Host - HID - Keyboard Demo 163  
Host - HID - Mouse Demo 164  
Host - Mass Storage - Thumb Drive Data Logger 168  
Host - Mass Storage (MSD) - Simple Demo 166  
Host - MCHPUSB - Generic Driver Demo 170  
Host - Printer - Print Screen Demo 172  
Host - Printer - Simple Full Sheet 175  
Host - Printer - Simple Point of Sale (POS) 177

## G

Garage Band '08 [Macintosh Computers] 28  
Generic Client Driver 516  
GENERIC\_DEVICE type 530  
GENERIC\_DEVICE\_ID type 531  
getsUSBUSART function 270

## H

HID boot loader 1015  
HID Client Driver 537  
HID Function Driver 289  
HID\_COLLECTION structure 579  
HID\_DATA\_DETAILS structure 580  
HID\_DESIGITEM structure 581  
HID\_GLOBALS structure 582  
HID\_ITEM\_INFO structure 583  
HID\_PROTOCOL\_KEYBOARD macro 298  
HID\_PROTOCOL\_MOUSE macro 299  
HID\_PROTOCOL\_NONE macro 300  
HID\_REPORT structure 584  
HID\_REPORTITEM structure 585  
HID\_STRINGITEM structure 586

HID\_TRANSFER\_DATA structure 587

HID\_USAGEITEM structure 588

HIDReportTypeEnum enumeration 589

HIDRxHandleBusy macro 291

HIDRxPacket macro 292

HIDTxHandleBusy macro 293

HIDTxPacket macro 294

Host - Audio MIDI Demo 149

Host - Boot Loader - Thumb Drive Boot Loader 151

Host - CDC Serial Demo 156

Host - Charger - Simple Charger 158

Host - Composite - HID + MSD 161

Host - Composite - MSD+ CDC 159

Host - HID - Keyboard Demo 163

Host - HID - Mouse Demo 164

Host - Mass Storage - Thumb Drive Data Logger 168

Host - Mass Storage (MSD) - Simple Demo 166

Host - MCHPUSB - Generic Driver Demo 170

Host - Printer - Print Screen Demo 172

Host - Printer - Simple Full Sheet 175

Host - Printer - Simple Point of Sale (POS) 177

HOST\_TRANSFER\_DATA structure 351

## I

Implementation and Customization Details 37, 42

Important Considerations 1018

IN\_TO\_HOST macro 901

INIT\_CL\_SC\_P macro 365

INIT\_VID\_PID macro 366

inPipes variable 994

Installing Windows Drivers 113

Interface Functions 387

Interface Routines 203, 259, 262, 267, 290, 301, 307, 320, 324, 367, 401, 419, 508, 517, 538, 612, 664, 809

Internal Members 417

Interrupt Remapping 1007

Interrupts 1021

Introduction 1

## L

LANGUAGE\_ID\_STRING\_ESCPOS macro 728

LANGUAGE\_ID\_STRING\_PCL macro 729

LANGUAGE_ID_STRING_POSTSCRIPT macro	730	OTG_EVENT_NONE macro	837
LANGUAGE_SUPPORT_FLAGS_ESCPOS macro	731	OTG_EVENT_RESUME_SIGNALING macro	838
LANGUAGE_SUPPORT_FLAGS_PCL3 macro	732	OTG_EVENT_SRP_CONNECT macro	839
LANGUAGE_SUPPORT_FLAGS_PCL5 macro	733	OTG_EVENT_SRP_DPLUS_HIGH macro	840
LANGUAGE_SUPPORT_FLAGS_POSTSCRIPT macro	734	OTG_EVENT_SRP_DPLUS_LOW macro	841
Library Migration	17	OTG_EVENT_SRP_FAILED macro	842
Linux	93	OTG_EVENT_SRP_VBUS_HIGH macro	843
Loading a precompiled demo	179	OTG_EVENT_SRP_VBUS_LOW macro	844
Low Pin Count USB Development Board	185	OTG_FEATURE_A_ALT_HNP_SUPPORT macro	901
LUN_FUNCTIONS type	306	OTG_FEATURE_A_HNP_SUPPORT macro	902
		OTG_FEATURE_B_HNP_ENABLE macro	902
		OTG_HNP_SUPPORT macro	902
		OTG_SRP_SUPPORT macro	902
		OUT_FROM_HOST macro	903
		outPipes variable	994

**M**

Macros	255, 364, 410, 868	P_USB_AUDIO_MIDI_EVENT_PACKET union	857
Mass Storage Client Driver	611	PARITY_EVEN macro	285
MCHPUSB PnP Demo	117	PARITY_MARK macro	286
Memory Map	1004	PARITY_NONE macro	287
Memory Region Definitions	1009	PARITY_ODD macro	288
MPLAB	8 179	PARITY_SPACE macro	289
MPLAB X (NetBeans)	1025	Part Specific Details	40
MSD boot loader	1017	pBDTEntryIn variable	995
MSD Function Driver	300	pBDTEntryOut variable	995
MSD_COMMAND FAILED macro	640	PC - WM_DEVICECHANGE Demo	181
MSD_COMMAND_PASSED macro	641	PC Tools and Example Code	200
MSD_PHASE_ERROR macro	642	PDFSUSB	115
MSDTasks function	302	Performing the Continua Precertification Tests	134

**N**

Notes on .inf Files	1021	Personal Healthcare Device Class (PHDC) Function Driver	306
NUM_ANDROID_DEVICES_SUPPORTED macro	414	PHDApplInit function	308
NUM_STOP_BITS_1 macro	282	PHDConnect function	310
NUM_STOP_BITS_1_5 macro	283	PHDDisConnect function	311
NUM_STOP_BITS_2 macro	284	PHDSendAppBufferPointer function	309

**O**

Online Reference and Resources	7	PHDSendMeasuredData function	312
On-The-Go (OTG)	808	PHDTimeoutHandler function	313
Operating System Support and Limitations	9	PIC18 Starter Kit	190
OTG - MCHPUSB Device/MCHPUSB Host Demo	182	PIC18F 41	
OTG_EVENT_CONNECT macro	833	PIC18F46J50 Plug-In-Module (PIM)	187
OTG_EVENT_DISCONNECT macro	834	PIC18F47J53 Plug-In-Module (PIM)	188
OTG_EVENT_HNP_ABORT macro	835	PIC18F87J50 Plug-In-Module (PIM) Demo Board	189
OTG_EVENT_HNP_FAILED macro	836		

PIC24EP512GU810 Plug-In-Module (PIM)	195	760
PIC24F 42		PRINTER_POS_DENSITY_HORIZONTAL_SINGLE macro
PIC24F Implementation Specific Details	1002	761
PIC24F Starter Kit	195	PRINTER_POS_DENSITY_VERTICAL_24 macro
PIC24FJ256DA210 Development Board	194	762
PIC24FJ256GB110 Plug-In-Module (PIM)	193	PRINTER_POS_DENSITY_VERTICAL_8 macro
PIC24FJ256GB210 Plug-In-Module (PIM)	193	763
PIC24FJ64GB004 Plug-In-Module (PIM)	191	PRINTER_POS_LEFT_TO_RIGHT macro
PIC24FJ64GB502 Microstick	192	764
PIC32 USB Starter Kit	196	PRINTER_POS_RIGHT_TO_LEFT macro
PIC32 USB Starter Kit II	197	765
PIC32MX460F512L Plug-In-Module (PIM)	196	PRINTER_POS_TOP_TO_BOTTOM macro
PIC32MX795F512L Plug-In-Module (PIM)	196	766
PICDEM FS USB Board	186	PrintScreen function
POINTER union	857	666
Printer Client Driver	660	PullUpConfiguration macro
PRINTER_COLOR_BLACK macro	735	903
PRINTER_COLOR_WHITE macro	736	putrsUSBUSART function
PRINTER_DEVICE_REQUEST_GET_DEVICE_ID macro	737	271
PRINTER_DEVICE_REQUEST_GET_PORT_STATUS macro	738	putsUSBUSART function
PRINTER_DEVICE_REQUEST_SOFT_RESET macro	739	272
PRINTER_FILL_CROSS_HATCHED macro	740	putUSBUSART function
PRINTER_FILL_HATCHED macro	741	273
PRINTER_FILL_SHADED macro	742	
PRINTER_FILL_SOLID macro	743	<b>R</b>
PRINTER_LINE_END_BUTT macro	744	Release Notes
PRINTER_LINE_END_ROUND macro	745	5
PRINTER_LINE_END_SQUARE macro	746	Revision History
PRINTER_LINE_JOIN_BEVEL macro	747	11
PRINTER_LINE_JOIN_MITER macro	748	ROLE_DEVICE macro
PRINTER_LINE_JOIN_ROUND macro	749	845
PRINTER_LINE_TYPE_DASHED macro	750	ROLE_HOST macro
PRINTER_LINE_TYPE_DOTTED macro	751	846
PRINTER_LINE_TYPE_SOLID macro	752	Running the demo
PRINTER_LINE_WIDTH_NORMAL macro	753	177
PRINTER_LINE_WIDTH_THICK macro	754	Running the Demo
PRINTER_PAGE_LANDSCAPE_HEIGHT macro	755	22, 26, 33, 35, 42, 47, 52, 56, 59, 62, 64,
PRINTER_PAGE_LANDSCAPE_WIDTH macro	756	67, 73, 76, 80, 83, 87, 90, 98, 102, 108, 111, 139, 146, 149,
PRINTER_PAGE_PORTRAIT_HEIGHT macro	757	151, 152, 157, 159, 161, 162, 164, 166, 168, 170, 172, 173,
PRINTER_PAGE_PORTRAIT_WIDTH macro	758	179, 183
PRINTER_POS_BOTTOM_TO_TOP macro	759	Running the Demo (Android v3.1+) 118
PRINTER_POS_DENSITY_HORIZONTAL_DOUBLE macro		Running the PHDC Blood Pressure Monitor Demo 122
		Running the PHDC Glucose Meter Demo 125
		Running the PHDC Thermometer Demo 128
		Running the PHDC Weigh Scale Demo 131
		<b>S</b>
		SetConfigurationOptions macro
		903
		Software License Agreement
		2
		Special Region Creation
		1011
		START_SESSION macro
		847
		Startup Sequence and Reset Remapping
		1006
		Structs, Records, Enums
		852
		Support
		6
		Supported Demo Boards
		20, 24, 31, 34, 42, 44, 50, 54, 57,
		60, 62, 65, 70, 74, 78, 81, 84, 88, 96, 100, 106, 109, 119,
		137, 144, 147, 149, 151, 156, 158, 160, 161, 163, 165, 166,
		168, 171, 172, 175, 177, 182

**T**

TOGGLE\_SESSION macro 848

Tool Information 10

TPL\_ALLOW\_HNP macro 363

TPL\_CLASS\_DRV macro 362

TPL\_SET\_CONFIG macro 361

Trademark Information 1028

TRANSFER\_ATTRIBUTES union 352

TRANSFER\_FLAGS union 858

Troubleshooting 99

Types 854

**U**

U1ADDR macro 903

U1CNFG1 macro 904

U1CON macro 904

U1CONbits macro 904

U1EIE macro 904

U1EIR macro 905

U1EP0 macro 905

U1EP0bits macro 905

U1EP1 macro 905

U1IE macro 906

U1IR macro 906

U1STAT macro 906

UEP\_STALL macro 906

Understanding and Customizing the Boot Loader  
Implementation 1008

USB PICTail Plus Daughter Board 198

usb.h 973

USB\_ALLOW\_SETUP macro 907

USB\_APPLICATION\_EVENT\_HANDLER function 206

USB\_AUDIO\_MIDI\_EVENT\_PACKET union 858

USB\_BDT\_ADDRESS macro 907

USB\_BUSY macro 907

USB\_CANNOT\_ENUMERATE macro 907

USB\_CDC\_ABSTRACT\_CONTROL\_MODEL macro 454

USB\_CDC\_ACM\_FN\_DSC structure 437

USB\_CDC\_ATM\_NETWORKING\_CONTROL\_MODEL  
macro 455

USB\_CDC\_CALL\_MGT\_FN\_DSC structure 438

USB\_CDC\_CAPI\_CONTROL\_MODEL macro 456

USB\_CDC\_CLASS\_ERROR macro 457

USB\_CDC\_COMM\_INTF macro 458

USB\_CDC\_COMMAND\_FAILED macro 459

USB\_CDC\_COMMAND\_PASSED macro 460

USB\_CDC\_CONTROL\_LINE\_LENGTH macro 461

USB\_CDC\_CONTROL\_SIGNAL\_BITMAP union 439

USB\_CDC\_CS\_ENDPOINT macro 462

USB\_CDC\_CS\_INTERFACE macro 463

USB\_CDC\_DATA\_INTF macro 464

USB\_CDC\_DEVICE\_BUSY macro 465

USB\_CDC\_DEVICE\_DETACHED macro 466

USB\_CDC\_DEVICE\_HOLDING macro 467

USB\_CDC\_DEVICE\_INFO structure 440

USB\_CDC\_DEVICE\_MANAGEMENT macro 468

USB\_CDC\_DEVICE\_NOT\_FOUND macro 469

USB\_CDC\_DIRECT\_LINE\_CONTROL\_MODEL macro 470

USB\_CDC\_DSC\_FN\_ACM macro 471

USB\_CDC\_DSC\_FN\_CALL\_MGT macro 472

USB\_CDC\_DSC\_FN\_COUNTRY\_SELECTION macro 473

USB\_CDC\_DSC\_FN\_DLM macro 474

USB\_CDC\_DSC\_FN\_HEADER macro 475

USB\_CDC\_DSC\_FN\_RPT\_CAPABILITIES macro 476

USB\_CDC\_DSC\_FN\_TEL\_OP\_MODES macro 477

USB\_CDC\_DSC\_FN\_TELEPHONE\_RINGER macro 478

USB\_CDC\_DSC\_FN\_UNION macro 479

USB\_CDC\_DSC\_FN\_USB\_TERMINAL macro 480

USB\_CDC\_ETHERNET\_EMULATION\_MODEL macro 481

USB\_CDC\_ETHERNET\_NETWORKING\_CONTROL\_MODE  
L  
macro 482

USB\_CDC\_GET\_COMM\_FEATURE macro 483

USB\_CDC\_GET\_ENCAPSULATED\_REQUEST macro 484

USB\_CDC\_GET\_LINE\_CODING macro 485

USB\_CDC\_HEADER\_FN\_DSC structure 442

USB\_CDC\_ILLEGAL\_REQUEST macro 486

USB\_CDC\_INITIALIZING macro 487

USB\_CDC\_INTERFACE\_ERROR macro 488

USB\_CDC\_LINE\_CODING union 443

USB\_CDC\_LINE\_CODING\_LENGTH macro 489

USB\_CDC\_MOBILE\_DIRECT\_LINE\_MODEL macro 490

USB\_CDC\_MULTI\_CHANNEL\_CONTROL\_MODEL macro  
491

USB_CDC_NO_PROTOCOL macro 492	USB_DEVICE_ENUMERATING macro 912
USB_CDC_NO_REPORT_DESCRIPTOR macro 493	USB_DEVICE_QUALIFIER_DESCRIPTOR structure 860
USB_CDC_NORMAL_RUNNING macro 494	USB_DEVICE_STACK_EVENTS enumeration 247
USB_CDC_OBEX macro 495	USB_DEVICE_STATE enumeration 246
USB_CDC_PHASE_ERROR macro 496	USB_DEVICE_STATUS macro 912
USB_CDC_REPORT_DESCRIPTOR_BAD macro 497	USB_DEVICE_SUSPENDED macro 912
USB_CDC_RESET_ERROR macro 498	USB_DISALLOW_SETUP macro 912
USB_CDC_RESETTING_DEVICE macro 499	USB_DOT_VER macro 913
USB_CDC_SEND_BREAK macro 500	USB_DTS_MASK macro 913
USB_CDC_SEND_ENCAPSULATED_COMMAND macro 501	USB_ENDPOINT_BUSY macro 913
USB_CDC_SET_COMM_FEATURE macro 502	USB_ENDPOINT_DESCRIPTOR structure 861
USB_CDC_SET_CONTROL_LINE_STATE macro 503	USB_ENDPOINT_ERROR macro 913
USB_CDC_SET_LINE_CODING macro 504	USB_ENDPOINT_ERROR_BIT_STUFF macro 914
USB_CDC_TELEPHONE_CONTROL_MODEL macro 505	USB_ENDPOINT_ERROR_BMX macro 914
USB_CDC_UNION_FN_DSC structure 444	USB_ENDPOINT_ERROR_CRC16 macro 914
USB_CDC_V25TER macro 506	USB_ENDPOINT_ERROR_DATA_FIELD macro 914
USB_CDC_WIRELESS_HANDSET_CONTROL_MODEL macro 507	USB_ENDPOINT_ERROR_DMA macro 915
USB_CFG_DSC_Rem_WAKE macro 908	USB_ENDPOINT_ERROR_END_OF_FRAME macro 915
USB_CFG_DSC_REQUIRED macro 908	USB_ENDPOINT_ERROR_ILLEGAL_PID macro 915
USB_CFG_DSC_SELF_PWR macro 908	USB_ENDPOINT_ERROR_PID_CHECK macro 915
usb_ch9.h 973	USB_ENDPOINT_ERROR_TIMEOUT macro 916
USB_CLIENT_EVENT_HANDLER type 355	USB_ENDPOINT_ILLEGAL_DIRECTION macro 916
USB_CLIENT_INIT type 354	USB_ENDPOINT_ILLEGAL_TYPE macro 916
usb_common.h 978	USB_ENDPOINT_NAK_TIMEOUT macro 916
USB_CONFIGURATION_DESCRIPTOR structure 859	USB_ENDPOINT_NOT_FOUND macro 917
USB_DATA_POINTER union 767	USB_ENDPOINT_STALLED macro 917
USB_DATA_POINTER_RAM macro 768	USB_ENDPOINT_UNRESOLVED_STATE macro 917
USB_DATA_POINTER_ROM macro 769	USB_EP_NUM_MASK macro 917
USB_DATA0 macro 908	USB_EP0 macro 918
USB_DATA1 macro 909	USB_EP0_BUSY macro 248
USB_DESCRIPTOR_CONFIGURATION macro 909	USB_EP0_INCLUDE_ZERO macro 249
USB_DESCRIPTOR_DEVICE macro 909	USB_EP0_NO_DATA macro 250
USB_DESCRIPTOR_DEVICE_QUALIFIER macro 909	USB_EP0_NO_OPTIONS macro 251
USB_DESCRIPTOR_ENDPOINT macro 910	USB_EP0_RAM macro 252
USB_DESCRIPTOR_INTERFACE macro 910	USB_EP0_ROM macro 253
USB_DESCRIPTOR_INTERFACE_POWER macro 910	USB_EP1 macro 918
USB_DESCRIPTOR_OTG macro 910	USB_EP10 macro 918
USB_DESCRIPTOR_OTHER_SPEED macro 911	USB_EP11 macro 918
USB_DESCRIPTOR_STRING macro 911	USB_EP12 macro 919
USB_DEVICE_ATTACHED macro 911	USB_EP13 macro 919
USB_DEVICE_DESCRIPTOR structure 859	USB_EP14 macro 919
USB_DEVICE_DETACHED macro 911	USB_EP15 macro 919

USB_EP2 macro	920	USB_HAL_PULL_UP_D_MINUS macro	927
USB_EP3 macro	920	USB_HAL_PULL_UP_D_PLUS macro	928
USB_EP4 macro	920	USB_HAL_RECEIVE macro	928
USB_EP5 macro	920	USB_HAL_TRANSMIT macro	928
USB_EP6 macro	921	USB_HANDLE macro	254
USB_EP7 macro	921	USB_HANDSHAKE_DISABLED macro	928
USB_EP8 macro	921	USB_HANDSHAKE_ENABLED macro	929
USB_EP9 macro	921	USB_HID_CLASS_ERROR macro	590
USB_ERROR_BUFFER_TOO_SMALL macro	415	USB_HID_COMMAND_FAILED macro	591
USB_ERROR_CLASS_DEFINED macro	922	USB_HID_COMMAND_PASSED macro	592
USB_ERROR_INSUFFICIENT_POWER macro	922	USB_HID_DEVICE_BUSY macro	593
USB_ERROR_INTERRUPT macro	922	USB_HID_DEVICE_DETACHED macro	594
USB_EVENT enumeration	862	USB_HID_DEVICE_HOLDING macro	595
USB_EVENT_HANDLER type	864	USB_HID_DEVICE_ID structure	596
USB_EVENT_QUEUE_FULL macro	922	USB_HID_DEVICE_NOT_FOUND macro	597
USB_EXTERNAL_TRANSCEIVER macro	923	USB_HID_DEVICE_RPT_INFO structure	598
USB_FEATURE_DEVICE_REMOTE_WAKEUP macro	923	USB_HID_ILLEGAL_REQUEST macro	600
USB_FEATURE_ENDPOINT_HALT macro	923	USB_HID_INITIALIZING macro	601
USB_FEATURE_ENDPOINT_STALL macro	923	USB_HID_INTERFACE_ERROR macro	602
USB_FEATURE_TEST_MODE macro	924	USB_HID_ITEM_LIST structure	603
USB_FORCE_DTS macro	924	USB_HID_NO_REPORT_DESCRIPTOR macro	604
USB_FULL_SPEED macro	924	USB_HID_NORMAL_RUNNING macro	605
usb_function_midi.h	982	USB_HID_PHASE_ERROR macro	606
USB_GENERIC_EP macro	537	USB_HID_REPORT_DESCRIPTOR_BAD macro	607
usb_hal.h	983	USB_HID_RESET_ERROR macro	608
USB_HAL_ALLOW_HUB macro	924	USB_HID_RESETTING_DEVICE macro	609
USB_HAL_DEV_CONN_FULL_SPD macro	925	USB_HID_RPT_DESC_ERROR enumeration	610
USB_HAL_DEV_CONN_LOW_SPD macro	925	USB_HOLDING_CLIENT_INIT_ERROR macro	929
USB_HAL_DEV_DISCONNECT macro	925	USB_HOLDING_INVALID_CONFIGURATION macro	929
usb_hal_dspic33E.h	984	USB_HOLDING_OUT_OF_MEMORY macro	929
USB_HAL_HANDSHAKE macro	925	USB_HOLDING_POWER_REQUIREMENT macro	930
USB_HAL_HW_KEEP macro	926	USB_HOLDING_PROCESSING_CAPACITY macro	930
USB_HAL_NO_INC macro	926	USB_HOLDING_UNSUPPORTED_DEVICE macro	930
USB_HAL_NO_RETRY macro	926	USB_HOLDING_UNSUPPORTED_HUB macro	930
usb_hal_pic18.h	985	USB_HOST_APP_EVENT_HANDLER function	325
USB_HAL_PIC18_H macro	926	USB_HUB_CLASSCODE macro	931
usb_hal_pic24E.h	986	USB_ILLEGAL_REQUEST macro	931
usb_hal_pic24f.h	986	USB_IN_DISABLED macro	931
USB_HAL_PIC24F_H macro	927	USB_IN_ENABLED macro	931
usb_hal_pic32.h	990	USB_IN_EP macro	932
USB_HAL_PULL_DN_D_MINUS macro	927	USB_INTERFACE_DESCRIPTOR structure	865
USB_HAL_PULL_DN_D_PLUS macro	927	USB_INTERNAL_TRANSCEIVER macro	932

---

USB_INVALID_CONFIGURATION macro	932	USB_PING_PONG__ALL_BUT_EP0 macro	935
USB_INVALID_STATE macro	932	USB_PING_PONG__EP0_OUT_ONLY macro	935
USB_LOW_SPEED macro	933	USB_PING_PONG__FULL_PING_PONG macro	935
USB_MAJOR_VER macro	933	USB_PING_PONG__NO_PING_PONG macro	936
USB_MAX_CHARGING_DEVICES macro	516	USB_PRINT_SCREEN_INFO structure	772
USB_MAX_PRINTER_DEVICES macro	770	USB_PRINTER_COMMAND enumeration	773
USB_MEMORY_ALLOCATION_ERROR macro	933	USB_PRINTER_DEVICE_ID structure	782
USB_MINOR_VER macro	933	USB_PRINTER_ERRORS enumeration	783
USB_MSD_CBW_ERROR macro	643	USB_PRINTER_FONTS enumeration	784
USB_MSD_COMMAND_FAILED macro	644	USB_PRINTER_FONTS_POS enumeration	785
USB_MSD_COMMAND_PASSED macro	645	USB_PRINTER_FUNCTION_SUPPORT union	786
USB_MSD_CSW_ERROR macro	646	USB_PRINTER_FUNCTION_SUPPORT_POS macro	787
USB_MSD_DEVICE_BUSY macro	647	USB_PRINTER_FUNCTION_SUPPORT_VECTOR_GRAPHICS macro	788
USB_MSD_DEVICE_DETACHED macro	648	USB_PRINTER_GRAPHICS_PARAMETERS union	789
USB_MSD_DEVICE_NOT_FOUND macro	649	USB_PRINTER_IMAGE_INFO structure	793
USB_MSD_ERROR macro	650	USB_PRINTER_INTERFACE structure	795
USB_MSD_ERROR_STATE macro	651	USB_PRINTER_LANGUAGE_HANDLER type	796
USB_MSD_ILLEGAL_REQUEST macro	652	USB_PRINTER_LANGUAGE_SUPPORTED type	797
USB_MSD_INITIALIZING macro	653	USB_PRINTER_POS_24_DOT_IMAGE_SUPPORT macro	936
USB_MSD_INVALID_LUN macro	654	USB_PRINTER_POS_36_DOT_IMAGE_SUPPORT macro	936
USB_MSD_MEDIA_INTERFACE_ERROR macro	655	USB_PRINTER_POS_BARCODE_FORMAT enumeration	798
USB_MSD_NORMAL_RUNNING macro	656	USB_PRINTER_POS_BARCODE_SUPPORT macro	936
USB_MSD_OUT_OF_MEMORY macro	657	USB_PRINTER_POS_BIXOLON_SR_P_270 macro	937
USB_MSD_PHASE_ERROR macro	658	usb_printer_pos_bixolon_srp_270.h	991
USB_MSD_RESET_ERROR macro	659	USB_PRINTER_POS_CUTTER_SUPPORT macro	937
USB_MSD_RESETTING_DEVICE macro	660	USB_PRINTER_POS_EPSON_TM_T88IV macro	937
USB_NULL macro	771	usb_printer_pos_epson_tm_t88iv.h	991
USB_NUM_BULK_NAKS macro	356	USB_PRINTER_POS_IMAGE_LINE_SPACING macro	938
USB_NUM_COMMAND_TRIES macro	357	USB_PRINTER_POS_REVERSE_TEXT_SUPPORT macro	938
USB_NUM_CONTROL_NAKS macro	358	USB_PRINTER_POS_SEIKO_DPU_V445 macro	938
USB_NUM_ENUMERATION_TRIES macro	359	usb_printer_pos_seiko_dpu_v445.h	992
USB_NUM_INTERRUPT_NAKS macro	360	USB_PRINTER_POS_SEIKO_MPU_L465 macro	938
USB_OTG_DESCRIPTOR structure	865	usb_printer_pos_seiko_mpu_l465.h	993
USB_OTG_DPLUS_ENABLE macro	934	USB_PRINTER_POS_TWO_COLOR_SUPPORT macro	939
USB_OTG_ENABLE macro	934	USB_PRINTER_SPECIFIC_INTERFACE structure	800
USB_OTG_FW_DOT_VER macro	849	USB_PRINTER_TRANSFER_COPY_DATA macro	801
USB_OTG_FW_MAJOR_VER macro	850	USB_PRINTER_TRANSFER_FROM_RAM macro	802
USB_OTG_FW_MINOR_VER macro	851	USB_PRINTER_TRANSFER_FROM_ROM macro	803
USB_OUT_DISABLED macro	934	USB_PRINTER_TRANSFER_NOTIFY macro	804
USB_OUT_ENABLED macro	934		
USB_OUT_EP macro	935		
USB_OVERRIDE_CLIENT_DRIVER_EVENT_DATA structure	866		

USB_PRINTER_TRANSFER_STATIC_DATA macro 805	USB_TPL structure 353
USB_PROCESSING_REPORT_DESCRIPTOR macro 611	USB_TRANSFER_EVENT_DATA structure 867
USB_PULLUP_DISABLED macro 939	USB_TRANSFER_TYPE_BULK macro 949
USB_PULLUP_ENABLE macro 939	USB_TRANSFER_TYPE_CONTROL macro 949
USB_RECEIVE macro 939	USB_TRANSFER_TYPE_INTERRUPT macro 949
USB_REQUEST_CLEAR_FEATURE macro 940	USB_TRANSFER_TYPE_ISOCHRONOUS macro 949
USB_REQUEST_GET_CONFIGURATION macro 940	USB_TRANSMIT macro 950
USB_REQUEST_GET_DESCRIPTOR macro 940	USB_UNKNOWN_DEVICE macro 950
USB_REQUEST_GET_INTERFACE macro 940	USB_VBUS_CHARGE macro 950
USB_REQUEST_GET_STATUS macro 941	USB_VBUS_DISCHARGE macro 950
USB_REQUEST_SET_ADDRESS macro 941	USB_VBUS_POWER_EVENT_DATA structure 867
USB_REQUEST_SET_CONFIGURATION macro 941	USB_VBUS_POWER_OFF macro 951
USB_REQUEST_SET_DESCRIPTOR macro 941	USB_VBUS_POWER_ON macro 951
USB_REQUEST_SET_FEATURE macro 942	USB_ZERO_PKT macro 951
USB_REQUEST_SET_INTERFACE macro 942	USBActiveConfiguration variable 995
USB_REQUEST_SYNCH_FRAME macro 942	USBActivityIE macro 951
USB_SETUP_DATA macro 942	USBActivityIF macro 952
USB_SETUP_DEVICE_TO_HOST macro 943	USBActivityIFBitNum macro 952
USB_SETUP_DEVICE_TO_HOST_BITFIELD macro 943	USBActivityIFReg macro 952
USB_SETUP_HOST_TO_DEVICE macro 943	USBCancelIO function 207
USB_SETUP_HOST_TO_DEVICE_BITFIELD macro 943	USBCCIDBulkInService function 263
USB_SETUP_PKT macro 944	USBCCIDInitEP function 264
USB_SETUP_RECIPIENT_DEVICE macro 944	USBCCIDSendDataToHost function 265
USB_SETUP_RECIPIENT_DEVICE_BITFIELD macro 944	USBCheckAudioRequest function 260
USB_SETUP_RECIPIENT_ENDPOINT macro 944	USBCheckCCIDRequest function 266
USB_SETUP_RECIPIENT_ENDPOINT_BITFIELD macro 945	USBCheckCDCRequest function 274
USB_SETUP_RECIPIENT_INTERFACE macro 945	USBCheckMSDRequest function 303
USB_SETUP_RECIPIENT_INTERFACE_BITFIELD macro 945	USBClearInterruptFlag macro 952
USB_SETUP_RECIPIENT_OTHER macro 945	USBClearInterruptRegister macro 953
USB_SETUP_RECIPIENT_OTHER_BITFIELD macro 946	USBClearUSBInterrupt macro 953
USB_SETUP_STATUS macro 946	USBCtrIEPAllowDataStage function 208
USB_SETUP_TYPE_CLASS macro 946	USBCtrIEPAllowStatusStage function 209
USB_SETUP_TYPE_CLASS_BITFIELD macro 946	USBDeferINDataStage function 210
USB_SETUP_TYPE_STANDARD macro 947	USBDeferOUTDataStage function 212
USB_SETUP_TYPE_STANDARD_BITFIELD macro 947	USBDeferStatusStage function 214
USB_SETUP_TYPE_VENDOR macro 947	USBDeviceAttach function 215
USB_SETUP_TYPE_VENDOR_BITFIELD macro 947	USBDeviceDetach function 216
USB_SINGLE_DEVICE_ADDRESS macro 948	USBDeviceInit function 218
USB_SOF_INTERRUPT macro 948	USBDevicePHDCCheckRequest function 318
USB_STALL_ENDPOINT macro 948	USBDevicePHDCInit function 314
USB_STRING_DESCRIPTOR structure 866	USBDevicePHDCReceiveData function 315
USB_SUCCESS macro 948	USBDevicePHDCSendData function 316

---

USBDevicePHDCTxRXService function 317	USBHostAudioV1SetInterfaceFullBandwidth function 372
USBDevicePHDCUpdateStatus function 319	USBHostAudioV1SetInterfaceZeroBandwidth function 373
USBDeviceTasks function 219	USBHostAudioV1SetSamplingFrequency function 374
USBDisableInterrupts macro 954	USBHostAudioV1SupportedFrequencies function 376
USBEnableEndpoint function 221	USBHostAudioV1TerminateTransfer function 378
USBEnableInterrupts macro 954	USBHostCDC_Api_ACm_Request function 420
USBEP0Receive function 223	USBHostCDC_Api_Get_IN_Data function 421
USBEP0SendRAMPtr function 224	USBHostCDC_ApiTransferIsComplete function 422
USBEP0SendROMPtr function 225	USBHostCDCDeviceStatus function 423
USBEP0Transmit function 226	USBHostCDCEventHandler function 424
USBErrorIE macro 954	USBHostCDCInitAddress function 425
USBErrorIF macro 954	USBHostCDCInitialize function 426
USBErrorIFBitNum macro 955	USBHostCDCRead_DATA macro 427
USBErrorIFReg macro 955	USBHostCDCResetDevice function 428
USBGenRead macro 321	USBHostCDCSend_DATA macro 429
USBGenWrite macro 322	USBHostCDCTransfer function 430
USBGetDeviceState function 227	USBHostCDCTransferIsComplete function 431
USBGetNextHandle function 228	USBHostChargerDeviceDetached function 509
USBGetRemoteWakeUpStatus function 230	USBHostChargerEventHandler function 510
USBGetSuspendState function 231	USBHostChargerGetDeviceAddress function 511
USBHAL_BTO_ERR macro 955	USBHostClearEndpointErrors function 326
USBHAL_BTS_ERR macro 955	USBHostDeviceSpecificClientDriver function 327
USBHAL_CRC16 macro 956	USBHostDeviceStatus function 328
USBHAL_CRC5 macro 956	USBHostGenericDeviceDetached macro 518
USBHAL_DFN8 macro 956	USBHostGenericEventHandler function 519
USBHAL_DMA_ERR macro 956	USBHostGenericGetDeviceAddress function 520
USBHAL_DMA_ERR2 macro 957	USBHostGenericGetRxLength macro 521
USBHAL_HOST_EOF macro 957	USBHostGenericInit function 522
USBHAL_NO_EP macro 957	USBHostGenericRead function 523
USBHAL_PID_ERR macro 957	USBHostGenericRxIsBusy macro 524
USBHAL_XFER_ID macro 958	USBHostGenericRxIsComplete function 525
USBHALControlUsbResistors macro 958	USBHostGenericTxIsBusy macro 526
USBHALGetLastDirection macro 958	USBHostGenericTxIsComplete function 527
USBHALGetLastEndpoint macro 958	USBHostGenericWrite function 528
USBHALGetLastPingPong macro 959	USBHostGetCurrentConfigurationDescriptor macro 329
USBHandleBusy function 232	USBHostGetDeviceDescriptor macro 330
USBHandleGetAddr function 233	USBHostGetStringDescriptor macro 331
USBHandleGetLength function 234	USBHostHID_ApiFindBit function 540
USBHostAudioV1DataEventHandler function 368	USBHostHID_ApiFindValue function 541
USBHostAudioV1EventHandler function 369	USBHostHID_ApiGetCurrentInterfaceNum function 542
USBHostAudioV1Initialize function 370	USBHostHID_ApiGetReport macro 543
USBHostAudioV1ReceiveAudioData function 371	USBHostHID_ApiImportData function 544

USBHostHID_ApiSendReport macro 545	USBHostPrinterCommand function 667
USBHostHID_ApiTransferIsComplete macro 546	USBHostPrinterCommandReady function 669
USBHostHID_GetCurrentReportInfo macro 547	USBHostPrinterCommandWithReadyWait macro 670
USBHostHID_GetItemListPointers macro 548	USBHostPrinterDeviceDetached function 672
USBHostHID_HasUsage function 549	USBHostPrinterEventHandler function 673
USBHostHIDDeviceDetect function 550	USBHostPrinterGetRxLength function 674
USBHostHIDDeviceStatus function 551	USBHostPrinterGetStatus function 675
USBHostHIDEVENTHandler function 552	USBHostPrinterInitialize function 676
USBHostHIDInitialize function 553	USBHostPrinterLanguageESCPOS function 677
USBHostHIDRead macro 554	USBHostPrinterLanguageESCPOSIssupported function 679
USBHostHIDResetDevice function 555	USBHostPrinterLanguagePCL5 function 680
USBHostHIDResetDeviceWithWait function 556	USBHostPrinterLanguagePCL5Issupported function 682
USBHostHIDTasks function 557	USBHostPrinterLanguagePostScript function 683
USBHostHIDTerminateTransfer function 558	USBHostPrinterLanguagePostScriptIssupported function 685
USBHostHIDTransfer function 559	USBHostPrinterPOSImageDatFormat function 686
USBHostHIDTransferIsComplete function 560	USBHostPrinterPosition macro 688
USBHostHIDWrite macro 561	USBHostPrinterPositionRelative macro 689
USBHostInit function 333	USBHostPrinterRead function 690
USBHostMIDIDeviceDetached macro 388	USBHostPrinterReset function 691
USBHostMIDIEndpointDirection macro 389	USBHostPrinterRxIsBusy function 692
USBHostMIDINumberOfEndpoints macro 390	USBHostPrinterWrite function 693
USBHostMIDIRead function 391	USBHostPrinterWriteComplete function 694
USBHostMIDISizeOfEndpoint macro 392	USBHostRead function 334
USBHostMIDITransferIsBusy macro 393	USBHostResetDevice function 336
USBHostMIDITransferIsComplete function 394	USBHostResumeDevice function 337
USBHostMIDIWrite function 395	USBHostSetDeviceConfiguration function 338
USBHostMSDDeviceStatus function 613	USBHostSetNAKTimeout function 340
USBHostMSDEVENTHandler function 614	USBHostSuspendDevice function 341
USBHostMSDInitialize function 615	USBHostTerminateTransfer function 342
USBHostMSDRead macro 616	USBHostTransferIsComplete function 343
USBHostMSDResetDevice function 617	USBHostVbusEvent function 345
USBHostMSDSCSIEVENTHandler function 618	USBHostWrite function 346
USBHostMSDSCSIIInitialize function 619	USBIDIE macro 959
USBHostMSDSCSISectorRead function 620	USBIDIF macro 959
USBHostMSDSCSISectorWrite function 621	USBIDIFBitNum macro 959
USBHostMSDTerminateTransfer function 622	USBIDIFReg macro 960
USBHostMSDTransfer function 623	USBIdleIE macro 960
USBHostMSDTransferIsComplete function 624	USBIdleIF macro 960
USBHostMSDWrite macro 625	USBIdleFBitNum macro 960
USBHOSTPRINTER_SETFLAG_COPY_DATA macro 806	USBIdleFReg macro 961
USBHOSTPRINTER_SETFLAG_NOTIFY macro 807	USBINDataStageDeferred function 235
USBHOSTPRINTER_SETFLAG_STATIC_DATA macro 808	USBInitialize macro 961

USBInterruptFlag macro	961	USBTransactionCompleteIE macro	968
USBIsBusSuspended function	236	USBTransactionCompleteIF macro	969
USBIsDeviceSuspended function	237	USBTransactionCompleteIFBitNum macro	969
USBMaskInterrupts macro	961	USBTransactionCompleteIFReg macro	969
USBModuleDisable macro	962	USBTransferOnePacket function	242
USBMSDInit function	304	USBTxOnePacket function	244
USBOTGClearRoleSwitch function	810	USBUnmaskInterrupts macro	969
USBOTGCurrentRoleIs function	811	USBUSARTIsTxTrfReady macro	280
USBOTGDefaultRoleIs function	812	USE_PRINTER_POS_EXTENDED_BARCODE_FORMAT macro	970
USBOTGInitialize function	813	Using a diff tool	1022
USBOTGRequestSession function	814	Using breakpoints in USB host applications	999
USBOTGRoleSwitch function	815	Using Linux MultiMedia Studio (LMMS) [Linux and Windows Computers]	30
USBOTGSelectRole function	816	USTAT_EP_MASK macro	970
USBOTGSession function	817	USTAT_EP0_IN macro	970
USBOUTDataStageDeferred function	240	USTAT_EP0_IN_EVEN macro	970
USBPacketDisable macro	962	USTAT_EP0_IN_ODD macro	971
USBPingPongBufferReset macro	962	USTAT_EP0_OUT macro	971
USBPowerModule macro	963	USTAT_EP0_OUT_EVEN macro	971
USBResetIE macro	963	USTAT_EP0_OUT_ODD macro	971
USBResetIF macro	963	USTAT_EP0_PP_MASK macro	972
USBResetIFBitNum macro	963	USTAT_FIELDS union	868
USBResetIFReg macro	964	<b>V</b>	
USBResumeControl macro	964	v2.7 15	
USBRxOnePacket function	238	v2.7a 15	
USBSE0Event macro	964	v2.8 14	
USBSetBDTAddress macro	964	v2.9 13	
USBSOFIE macro	965	v2.9a 13	
USBSOFIG macro	965	v2.9b 12	
USBSOFIGBitNum macro	965	v2.9c 11	
USBSOFIGReg macro	966	v2.9d 11	
USBSoftDetach function	239	Variables	994
USBStallEndpoint function	241	Vendor Class (Generic) Function Driver	319
USBStallIE macro	966	Vendor ID (VID) and Product ID (PID)	39
USBStallIF macro	966	Vendor IDs (VID) and Product IDs (PID)	1022
USBStallIFBitNum macro	966	<b>W</b>	
USBStallIFReg macro	967	What's New	5
USBSSuspendControl macro	967	What's Next	6
USBT1MSECIE macro	967	Windows	91, 141
USBT1MSECIF macro	967		
USBT1MSECIFBitNum macro	968		
USBT1MSECIFReg macro	968		
USBTasks macro	968		

**X****XFLAGS macro 972**