Wellington Chun

From: Wellington Chun

Sent: Friday, July 11, 2014 9:32 PM **To:** greg.hayes@densitron.com

Subject: Beagle Bone Black USB communication very slow;RipDraw - Beagle Board Black

Development

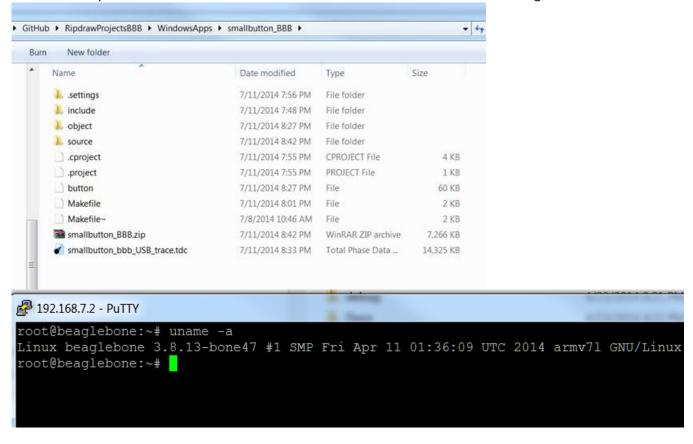
Attachments: smallbutton_BBB.zip; smallbuttonswindows.zip

Greg,

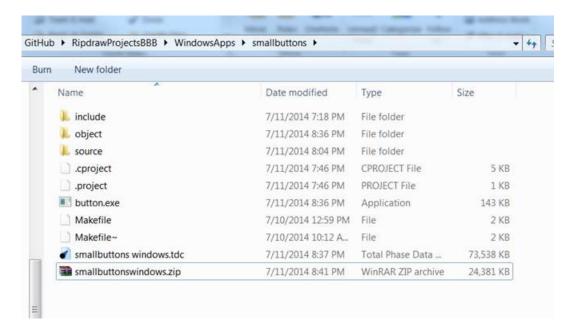
There is an issue with the USB speed between the Beagle Bone Black and the Ripdraw board. Let me know if you need any additional technical information

I have run the following sample ripdraw applications on both the BBB and the Windows.

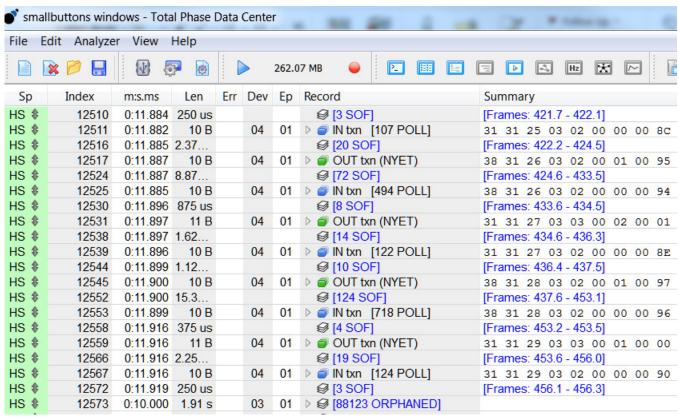
The smallbuttonBBB.zip has all the source for the test routines and the USB sniffer trace for Beagle Bone Black.



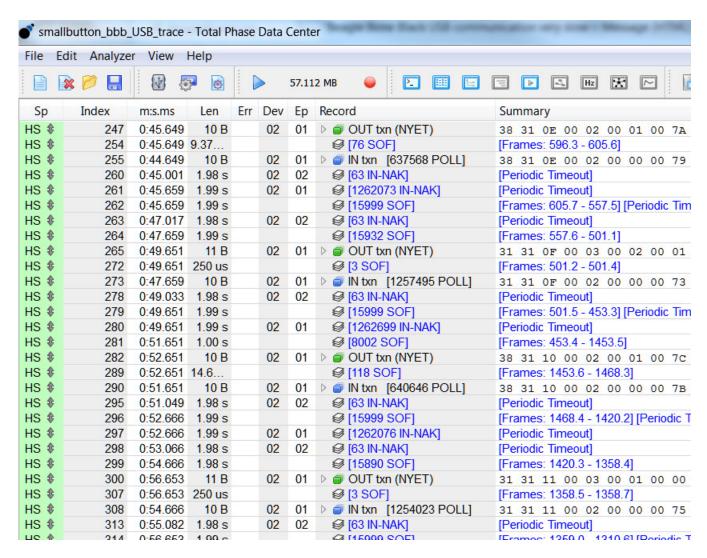
The smallbuttonwindows.zip contains the same application but run under windows, which is fine. This also contains the USB trace for between the ripdraw and windows system



If you look at the windows trace the time between the 0x3131 SetLayer command and 0x3138 ComposeLayersToPage is short



But if you look at the BBB USB trace, the time 0x3131 SetLayer command and 0x3138 ComposeLayersToPage is about 3 to 4 seconds. Please have a look at why the BBB and Ripdraw board is having this communication delays. Please note that the data is moving, but between each Ripdraw out/Ripdraw respone, the USB port seems to loses connection and needs 3-4 seconds to reconnect.



Both versions used the same code expect one version has ripdraw-serial.c configured for com port under windows and the other ripdraw-serial.c configured for com port under Linux.

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