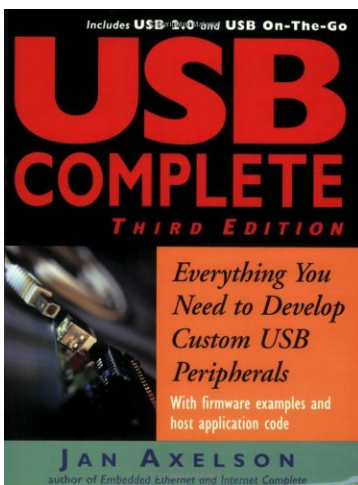


# [PDF] USB Complete: Everything You Need To Develop Custom USB Peripherals (Complete Guides Series)

Jan Axelson - pdf download free book

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#### Books Details:

Title: USB Complete: Everything You

Author: Jan Axelson

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#### Description:

**Review** "EEs . . . interested in a clearer, more concise presentation might do better to obtain a copy of USB Complete, Second Edition." -- *EDN magazine*

"If you want to add the Universal Serial Bus to your repertoire, then this is the book for you." -- *Nuts & Volts*

An excellent and highly recommended "how to" guide and reference. -- *Midwest Book*

## Review

Covers all aspects of building and coding USB devices. Jan's description of building a HID-class peripheral is the best around. -- *Embedded Systems Programming, March 2000*

I tell all my students that they really need this book in their library. -- *Paul E. Berg, instructor, Annabooks USB Developers Workshop*

Many books are full of things that are easy to find out. Jan has obviously slogged at the difficult stuff. -- *Dave Wright, Cypress Semiconductor*

The author has a flair for making complicated information readable, interesting, and informative. The best book on the topic. -- *Test & Measurement World, June 2000*--  
This text refers to an out of print or unavailable edition of this title.

**From the Author** A few words about USB developing...

USB is very different from earlier PC interfaces such as the serial (COM) and parallel ports. On attaching to a PC, a device must respond to a series of requests that enable the PC to learn about the device. So every USB device must contain an intelligent controller that knows how to respond to the requests. You can't just connect generic I/O pins to the cable as you can with a parallel port. In the host PC, every device must have a device driver to manage communications between applications and the system's USB drivers. Applications must communicate with the driver. They can't access a generic port as they can with serial and parallel ports.

For many devices, complying with the standard for the human interface device (HID) class can simplify development. All Windows editions from Windows 98 on support HID communications. This means that you don't have to provide (and ask users to install) a device driver for the PC. The HID class includes standard peripherals such as keyboards and mice, but HID's are suitable for other uses as well, including instrumentation, robotics, motor control, and data acquisition.

The example HID device firmware in USB Complete is for the Cypress enCoRe series of USB controllers. If you prefer a different controller, my web site has additional examples that are compatible with the host software in the book.

I hope you find the book useful. I welcome any comments you may have.

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It covers the USB protocol, and even covers the Cypress USB development kit, which can be used to develop a USB peripheral. Simply stated, this book won't make you a USB genius, but if you are charged with developing a USB device from scratch, it can compress the time required to ramp up. It can save you hours of frustration. Unfortunately, reading this book won't make host (PC) programmers into USB geniuses, but it does explain USB reasonably well. Jan Axelson, *«USB Complete: Everything You Need to Develop Custom USB Peripherals»* Lakeview Research | ISBN: 0965081958 | 2001 Year | 450 Pages | PDF | 4 MB. Who should read this book? What is USB and how do peripherals use it to communicate with PCs? There's a lot to the USB interface, and understanding how USB works is essential in creating hardware and program code that works efficiently and reliably. This book's focus is on the practical knowledge you'll need in selecting components and writing device firmware to communicate over the bus. As with any embedded-system project, developing a USB device also requires a development system for loading and debugging code, and I cover the options here as well. 2 USB Complete A Fresh Start What USB Can Do USB is a likely solution any time you want to use a computer to communicate with devices outside the computer. The interface is suitable for one-of-kind and small-scale designs as well as mass-produced, standard peripheral types. Using USB for as many peripherals as possible frees up IRQ lines for the peripherals that do require them. The PC dedicates a series of port addresses and one interrupt-request (IRQ) line to the USB interface, but beyond this, individual peripherals don't require additional resources. The advantages make users eager to use USB peripherals, so there's no need to fear wasting time developing for an unpopular interface. And many of the user advantages also make things easier for developers. Reflecting the changes in the newly released USB 2.0 standard, this book also includes a complete project that shows how to develop a custom USB peripheral from start to finish. Author Biography: Jan Axelson is the author of *Serial Port Complete*, *Parallel Port Complete*, *The Micro Controller Idea Book*, and *Making Printed Circuit Boards*. She lives in Madison, Wisconsin.

Now in its Fifth Edition, USB Complete bridges the gap between the technical specifications and the real world of design Serial Port Complete COM Ports, USB Virtual COM Ports, and Ports for Embedded Systems 400 Pages 2015 4.05 MB 3,456 Downloads. The next chapters are a guide to programming. Chapters 9 and 10 show how to program serial ports on PCs using Visual Basic. Universal Serial Bus System Architecture provides an in-depth discussion of USB and is based on the 1.0 version of the Universal Serial Bus System Architecture. Developing with FreeRTOS, libopencm3 and GCC. 418 Pages 2018 7.69 MB 14,646 Downloads New! Using FreeRTOS and libopencm3 instead of the Arduino software environment, this book will help you develop multi-tasking It covers the USB protocol, and even covers the Cypress USB development kit, which can be used to develop a USB peripheral. Simply stated, this book won't make you a USB genius, but if you are charged with developing a USB device from scratch, it can compress the time required to ramp up. It can save you hours of frustration. Unfortunately, reading this book won't make host (PC) programmers into USB geniuses, but it does explain USB reasonably well. If you need to program stuff to deal with USB then you absolutely need this book. Jan explains everything about USB (1 and 2 only) really clearly. Read more. Report abuse. USB Complete book. Read 2 reviews from the world's largest community for readers. Now in its third edition, this developer's guide to the Universal Serial Bus... Goodreads helps you keep track of books you want to read. Start by marking "USB Complete: Everything You Need to Develop Custom USB Peripherals" as Want to Read: Want to Read saving... Want to Read. Custom Devices Some peripherals are custom devices intended for use only with specific applications. One example is the development boards for USB chips, which are designed for use with a vendor's monitor application. Developers who wanted to support both Windows 95 and Windows NT had to develop a driver for each. But one WDM driver will work under both Windows 98 and Windows USB Complete 197. 9 Chapter 10 The USB bus drivers included with Windows 98 are WDM drivers.