

USB

John Garney

USB Explained Steven McDowell, Martin D. Seyer, 1998-09-24 8115C-5.TXT The complete guide to the revolutionary new USB standard. Written for everyone—from users to engineers. Operating system support and troubleshooting techniques. USB hubs, bus interconnects, devices, hosts, protocols, and more. The new Universal Serial Bus standard handles everything from joysticks to live video, all at breathtaking speeds. USB devices are coming fast, and built-in USB support is a key feature of Windows 98. Now there's a complete guide to making the most of this hot new connectivity standard: Universal Serial Bus Explained. Co-authored by the best-selling author of RS-232 Made Easy, this book is written in layman's terms for every interested computer user—and it's comprehensive enough to serve the needs of hardware and software developers. You'll find thorough coverage of: Setting up USB hardware and interfacing peripherals. USB protocols and data flow: what actually happens “on the wire.” A close look inside USB hubs, bus interconnects, devices, and hosts. Troubleshooting USB: Analyzing bus traffic and device configuration. USB support in Windows and other operating systems. Universal Serial Bus Explained shows how the USB standard delivers easy peripheral expansion, fast data transfer, guaranteed bandwidth for multimedia, low cost, true “plug-and-play” support, and a whole lot more. It answers today's most frequently asked questions about USB and the new generation of devices that utilize it. Detailed appendices provide more information about the USB specification; Internet-based resources, periodicals and technical conferences; and an extensive source list for USB devices and software. Whether you want to use USB devices or invent them, this is the only USB book you'll ever need.

USB Complete: The Developer's Guide, Fifth Edition Jan Axelson, 2015-03-01
Developers who design and program USB devices have a new resource in the fifth edition of USB Complete: The Developer's Guide. This edition adds an introduction to USB 3.1 and SuperSpeedPlus bus, which offers a 2x increase in bus speed over USB 3.0's SuperSpeed. For designs that don't require USB 3.1's capabilities, the book also covers USB 2.0 technology and applications. USB Complete Fifth Edition bridges the gap between the technical specifications and the real world of design and programming. Author Jan Axelson distills the fundamentals of the protocols and guides developers in choosing device hardware, deciding whether to target a USB class driver or another host driver, and writing device firmware and host applications. Example code in Visual C# shows how to detect and access USB devices and how to program and communicate with vendor-defined devices that use the human-interface-device (HID) class driver and Microsoft's WinUSB driver. Also covered are how to use bus power, including new advanced power delivery capabilities, wireless communications for USB devices, and developing embedded hosts, including dual-role USB On-The-Go devices. Programmers and hardware designers can rely on USB Complete's Fifth Edition to help get projects up and running quickly. Students and hobbyists will learn how to use the interface built into every PC. Instructors will find inspiration and guidance for class projects.

USB Mass Storage Jan Axelson, 2006 This developer's guide for designers and programmers of mass-storage devices that use the Universal Serial Bus (USB) interface provides developers with information on how to choose storage media, interface the media to a microcontroller or other CPU, and write device firmware to access the media and perform USB communications. Comparisons of popular storage-media options to help users choose a media

type for a project are included, and the types described cover hard drives and flash-memory cards such as the MultiMediaCard (MMC), Secure Digital (SD) card, and CompactFlash card. Helpful tips on developing an embedded host that can access USB mass-storage devices are also covered.

USB System Architecture Don Anderson, MindShare, Inc, 1997 This series of books is truly an important part of my library.... They are consistently accurate.... I would recommend them to anyone doing hardware design or support, as well as to any developers who write low-level system code. Paul Tomlinson Windows Developer's Journal 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 specification. It focuses on the USB protocol, signaling environment, and electrical specifications, along with the hardware/software interaction required to configure and access USB devices. Although this book does not focus on writing USB device drivers, it does contain useful background information that aids in understanding the USB software environment. Key topics include: differential signaling environment device configuration suspend/resume operations device descriptors device requests (commands) transfer mechanisms USB transaction protocols bus-powered devices self-powered devices host controller designs (UHC and OHC) error detection and handling device class definitions If you design or test hardware or software that involves USB, Universal Serial Bus System Architecture is an essential, time-saving tool. The PC System Architecture Series is a crisply written and comprehensive set of guides to the most important PC hardware standards. Each title is designed to illustrate the relationship between the software and hardware and explains thoroughly the architecture, features, and operations of systems built using one particular

type of chip or hardware specification. MindShare Inc. is one of the leading technical training companies in the computer industry, providing innovative courses for dozens of companies, including Intel, IBM, and Compaq. Don Anderson passes on his wealth of experience in digital electronics and computer design by training engineers, programmers, and technicians for MindShare. 0201461374B04062001

USB Embedded Hosts Jan Axelson, 2011-11-01 Developers who want to access USB devices from their embedded systems will find a helpful resource in *USB Embedded Hosts: The Developer's Guide*. This new book from the author of *USB Complete* shows how small systems can take advantage of the same wealth of USB devices available to conventional PCs. The book begins with a review of USB host communication protocols. Readers then learn which USB host requirements are relaxed for embedded systems and what new requirements some embedded systems must meet. To help in selecting a development platform, the book explores available hardware and software for USB host communications in small systems. The heart of the book focuses on communicating with USB devices. The topics (with example code) include USB drives, keyboards, virtual serial ports, network bridges, mics, speakers, video cameras, and printers, plus devices that don't fit defined USB classes. Also discussed are systems that support both USB host and device functions. The example code is written for the BeagleBoard-xM open development board using a distribution of Linux targeted to small systems. Also covered is how to use Linux commands and utilities to learn about, monitor, and debug communications with USB devices.

Unboxing Android USB Rajaram Regupathy, 2014-05-17 *Unboxing Android USB* focuses on apps that use USB. This book covers everything starting from simple tasks like managing media with USB to complex tasks like Android ADB

and developing application which exploit the potential of USB framework. With use cases that help developers build real world apps in real-time utilizing the advanced features of USB framework Unboxing Android USB tries to cover every single aspect of the app development cycle in totality. Unboxing Android USB helps you learn newly introduced android open accessory protocol with unique examples such as using USB Keyboard with Android device without USB host mode enabled and switching from MTP to MSC. The book is organized based on the USB functions, with each chapter explaining different USB classes available in Android. The functionalities are explained by starting from the USB specification followed by block diagrams that explain different blocks available in that USB class, followed by sequence diagram that elucidates flow of control and data. Each chapter has a unique sample Android application that uses the particular USB function.

USB Benjamin Lunt, 2018-04-20 Have you ever wondered how to use the USB hardware to send and receive data from an attached device? Wondered how to detect and initialize the controller, retrieve the device's descriptors, configure the device, and then communicate with it to send or retrieve its data? This book explains the ins and outs of the four major controllers, starting with the UHCI, OHCI, EHCI, and then the new Super Speed xHCI Controller. It explains in detail how to communicate with the various devices such as HID mice and keyboards, mass storage devices, including UASP devices, printers, and other USB devices. If you are interested in working with bare hardware to communicate with the USB, with no operating system to get in the way, you don't need to look any further. This book does not need to be on the shelf every USB enthusiast, it needs to be right on the desk. Third Edition -
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USB Design by Example John Hyde, 2001 This unique guide goes beyond all the USB specification overviews to provide designers with the expert knowledge and skills they need to design and implement USB I/O devices.

USB Complete Jan Axelson, 2004 This guide takes the pain out of designing for this popular interface with specific, detailed examples that show how to develop USB devices and the applications that communicate with them. How the USB communicates with the PC, deciding if a project should use a USB interface, choosing a USB controller chip for peripheral design, and determining code with Windows applications are covered in detail.

Seven Deadliest USB Attacks Brian Anderson, Barbara Anderson, 2010-06-03 Seven Deadliest USB Attacks provides a comprehensive view of the most serious types of Universal Serial Bus (USB) attacks. While the book focuses on Windows systems, Mac, Linux, and UNIX systems are equally susceptible to similar attacks. If you need to keep up with the latest hacks, attacks, and exploits effecting USB technology, then this book is for you. This book pinpoints the most dangerous hacks and exploits specific to USB, laying out the anatomy of these attacks including how to make your system more secure. You will discover the best ways to defend against these vicious hacks with step-by-step instruction and learn techniques to make your computer and network impenetrable. The attacks outlined in this book are intended for individuals with moderate Microsoft Windows proficiency. The book provides the tools, tricks, and detailed instructions necessary to reconstruct and mitigate these activities while peering into the risks and future aspects surrounding the respective technologies. There are seven chapters that cover the following: USB Hacksaw; the USB Switchblade; viruses and malicious codes; USB-based heap overflow; the evolution of forensics in computer security; pod

slurping; and the human element of security, including the risks, rewards, and controversy surrounding social-engineering engagements. This book was written to target a vast audience including students, technical staff, business leaders, or anyone seeking to understand fully the removable-media risk for Windows systems. It will be a valuable resource for information security professionals of all levels, as well as web application developers and recreational hackers. Knowledge is power, find out about the most dominant attacks currently waging war on computers and networks globally. Discover the best ways to defend against these vicious attacks; step-by-step instruction shows you how. Institute countermeasures, don't be caught defenseless again, and learn techniques to make your computer and network impenetrable.

WiMedia UWB Ghobad Heidari, 2008-09-15 UWB (ultra-wideband) has been investigated for many decades but only recently has it become commercially viable. With the advent of WiMedia UWB technology and its associated standard specifications, the stage is set for the next generation of WPAN applications to take root. WiMedia UWB focuses on the ECMA-368 standard. Both PHY layer and MAC sublayers specified in this standard are explained in great detail. The book offers not only the facts about the requirements of the standard, but also the motivation and logic behind them. To give a comprehensive perspective of the UWB technology to the reader, other interrelated topics are also examined in this book. These include the history of UWB and its recent standardization attempts; UWB applications and advantages; UWB spectrum allocation and regulations around the world; UWB platform clients: Certified Wireless USB (CW-USB), Bluetooth, and WLP (WiMedia Link layer Protocol, which enables Internet Protocol over UWB); as well as some

important implementation issues and considerations. As the first application of WiMedia UWB, CW-USB is given a special and more comprehensive treatment. This book is ideal for any engineer or engineering managers who are expecting to either develop a solution based on UWB or to integrate it with other devices. It will also be of interest to researchers who require an overview or an interpretation of the technology. One of the first books to describe the WiMedia standards (PHY and MAC) in detail A comprehensive approach to de-obfuscating the entire WiMedia UWB technology, from the PHY through the MAC, the MAC clients, the applications, and the regulations Includes a description of the CW-USB standard and its relation to WiMedia MAC Provides an up-to-date view of the UWB spectrum allocations and associated regulations around the world Derived from hands-on experiences in WiMedia UWB standards and system development efforts.

Developing USB PC Peripherals Wooi Ming Tan,1999

The top ten USB flash drive tips ,

USB Hardware and Software John Garney,1998 No publisher description provided for this product.

1394/USB Newsletter ,

MC/USB The Micrium Usb Team,2012-09 USB is likely the most successful communication interface in the history of computer systems, and is the de-facto standard for connecting computer peripherals. Micri m's C/USB-Device is a USB device stack designed specifically for embedded systems. Built from the ground up with Micri m's quality, scalability and reliability, it has gone through a rigorous validation process to comply with the USB 2.0 specification. The first part of this book describes the inner-workings of USB using Micri m's C/USB-Device stack as a reference. The second part

demonstrates how the Renesas YRDKRX63N Demonstration Kit (sold separately) and Micri m's C/USB-Device stack can be used as the foundation to build a USB device that relies on a combination of proven hardware and software platforms. Renesas' ultra-low-power RX63N MCU is at the core of the YRDKRX63N board, which incorporates communication functions such as USB 2.0 full-speed (host or device) among others. The examples featured in this book include USB devices with the most basic functionality that will allow you to understand the USB concepts covered in the first part of the book and at the same time, they provide a framework to quickly build devices such as: - USB-to-serial adapter (Communications Device Class) - Mouse or keyboard (Human Interface Device Class) - Removable storage device (Mass Storage Class) - USB medical device (Personal Healthcare Device Class) - Custom device (Vendor Class)

Test Results for Hardware Write Block Device: WiebeTech Forensic ComboDock (USB Interface) ,

USB 2.0, wireless USB, USB OTG ?????? Jan Axelson,2005
1394/USB Newsletter ,

Implementation of an Android Framework for USB storage access without root rights Magnus Jahnen,2016-07-22 Bachelor Thesis from the year 2014 in the subject Computer Science - Software, grade: 1,0, Technical University of Munich, language: English, abstract: This bachelor thesis describes the implementation of an Android framework to access mass storage devices over the USB interface of a smartphone. First the basics of USB (i.e. interfaces, endpoints and USB On the go) and accessing USB devices via the official Android API are discussed. Next the USB mass storage class is explained, which was designed by the USB-IF to access mobile mass storage like USB pen drives or external HDDs. For communication with mass storage devices, most

important are the bulk-only transfer and the SCSI transparent command set. Furthermore file systems, for accessing directories and files, are described. This thesis focuses on the FAT32 file system from Microsoft, because it is the most commonly used file system on such devices. After the theory part it is time to look at the implementation of the framework. In this section, the first concern is the purpose in general. Then the architecture of the framework and the actual implementation are presented. Important parts are discussed in detail. The thesis finishes with an overview of the test results on various Android devices, a short conclusion and an outlook to future developments. Moreover the current status of the developed framework is visualized.

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