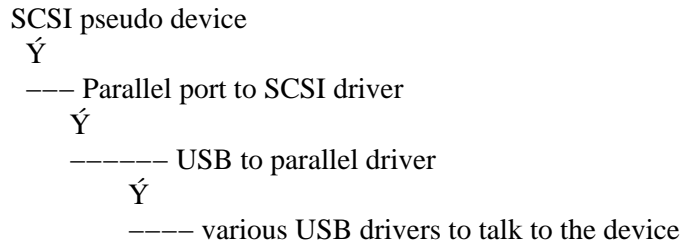




Now you are in the realms of long term support and conflicts beyond your control. Having seen too many badly written pieces of USB devices that mean you are potentially sharing a communications channel with soemthing beyond your control.

Let's see well known brand of scanners that added the following levels of software as their scanners kept up with the latest fad and they did a major kludge on their software. The device started as a SCSI device, became parallel port, then USB, so we ended up with the following drivers



The customer sites I have been to where the systems had to have the multi interface devices connected by means other than USB, as the USB devices and their software interacted with each other causing crashes or other instability.

Most of the host side software, like most windows applications assumes it is the ONLY thing added to a virgin system.

Plug and play is NOT that, but load the software BEFORE connecting the device. Then make sure you have either shut the machine down or used "Safely remove Hardware", before disconnecting. The number of people who I have seen caught out by these is beyond belief.

Then the support nightmares of hardware or operating system upgrades and there is no longer support for devices. I have seen this already for USB devices, because the toy market called desktops/laptops assumes at the slightest problem everything is ditched for the new model.

USB is NOT mature on the software front for me to consider for many applications, either due to burst communications or random connections like once a month.

There are PC type applications where USB like interfacing would be a good idea (cameras, scanners, temporary media connections), but too much is done on it relying on using up the host resources to do what should be done in the device. Classic example being inkjet printers.

For PC applications not involving Games, typewriting, web browsing and other toy usages, USB adds too many non deterministic features to make it worthwhile.

>> *I wonder how many have had requests to wireless network their current projects*

comp.arch.embedded: Re: Using USB instead of RS232 on embeded project

>> *because it would be nice, despite the overkill for many applications.*

>

>Overkill, by who's definition?

There are many applications, where the environment will mean it is not practical. Excessive addition of cost and/or power consumption for the amount of benefit. Let alone the complexity of adding to quite a few applications a 16/32bit processor module to do the work of the wireless link on an application that is 4/8 bit in the first place.

If you want to have PC fad, make the system from a PC in the first place.

More often the things are added because they can or it is the latest fad e.g. Bluetooth, or internet access (e.g. washing machines, pens and toaster that have internet connections).

I have seen too many projects that used a PC that should have been a black box that was a 100baseT interface for the archiving of data, that have caused long term support and manufacturing problems due to inability to get the same PC three months later, let alone the software and interface cards issues.

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Paul Carpenter | paul@pcserviceselectronics.co.uk  
<<http://www.pcserviceselectronics.co.uk/>> PC Services  
<<http://www.gnuh8.org.uk/>> GNU H8 & mailing list info  
<<http://www.badweb.org.uk/>> For those web sites you hate