

Re: developing Application software for a host to communicate with a USB device

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Tomás Ó hÉilidhe wrote:

This all depends on what kind of USB device you're using. There are many possibilities:

1. Mass storage device
2. Standard HID device (mouse, keyboard, joystick)
3. Custom HID device
4. Audio device
5. Virtual serial port
6. Custom device type
7. Many other types like printers, scanners, cameras, etc.

Is there any cross-platform library for USB communication?

In general, USB devices are intended to be accessed using the same operating system features as non-usb devices of the same type.

For example:

– Mass storage devices are accessed just like any other "disk drive" using file i/o.

– Serial port devices are intended to be used just like any COM or /dev/tty type device.

– HID devices are used by the system to support mouse, keyboard and similar types of human input devices.

The need to access lower level USB explicit functions is usually reserved for those writing device drivers for custom devices.

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Linux has support for user-space access to certain parts of the USB sub-system (libusb).

However, most USB class/interface/device drivers execute within the operating system kernel.

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"So often times it happens, that we live our lives in chains
and we never even know we have the key."

"Already Gone" by Jack Tempchin (recorded by The Eagles)

The Beatles were wrong: 1 & 1 & 1 is 1

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