

USB CDC libusb device lab

USB CDC libusb device

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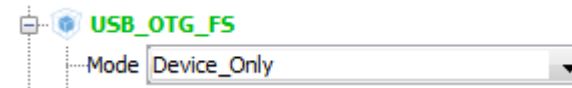
- Libusb offers API for communication with CDC (and other classes) devices without default Windows driver, which is supporting obsolete COM port emulation
 - + Spare one endpoint on STM32 device
 - + No need to handle interrupt channel, and additional VCP layer (control signals, line coding..)
 - + Native Plug and Play
 - Need driver on Windows side, which needs to be signed
 - Not so bright offer of terminal applications

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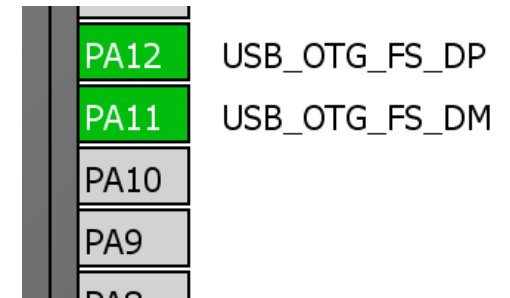
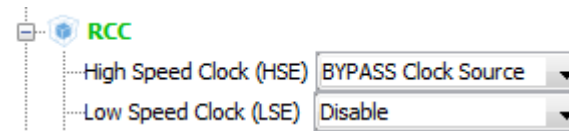
- Create project in CubeMX, same as for CDC VCP device
 - Menu > File > New Project
 - Select STM32F4 > STM32F446 > LQFP144 > STM32F446ZETx

- Select USB FS OTG in device mode

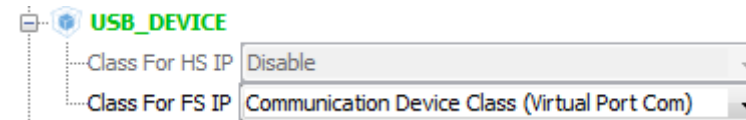


- Select HSE clock

- (Bypass HSE from STlink)



- Select CDC class in MiddleWares



- Configure RCC clocks

- Set 8 MHz HSE as PLL input, set HCLK frequency 168 MHz

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- Now we set the project details for generation

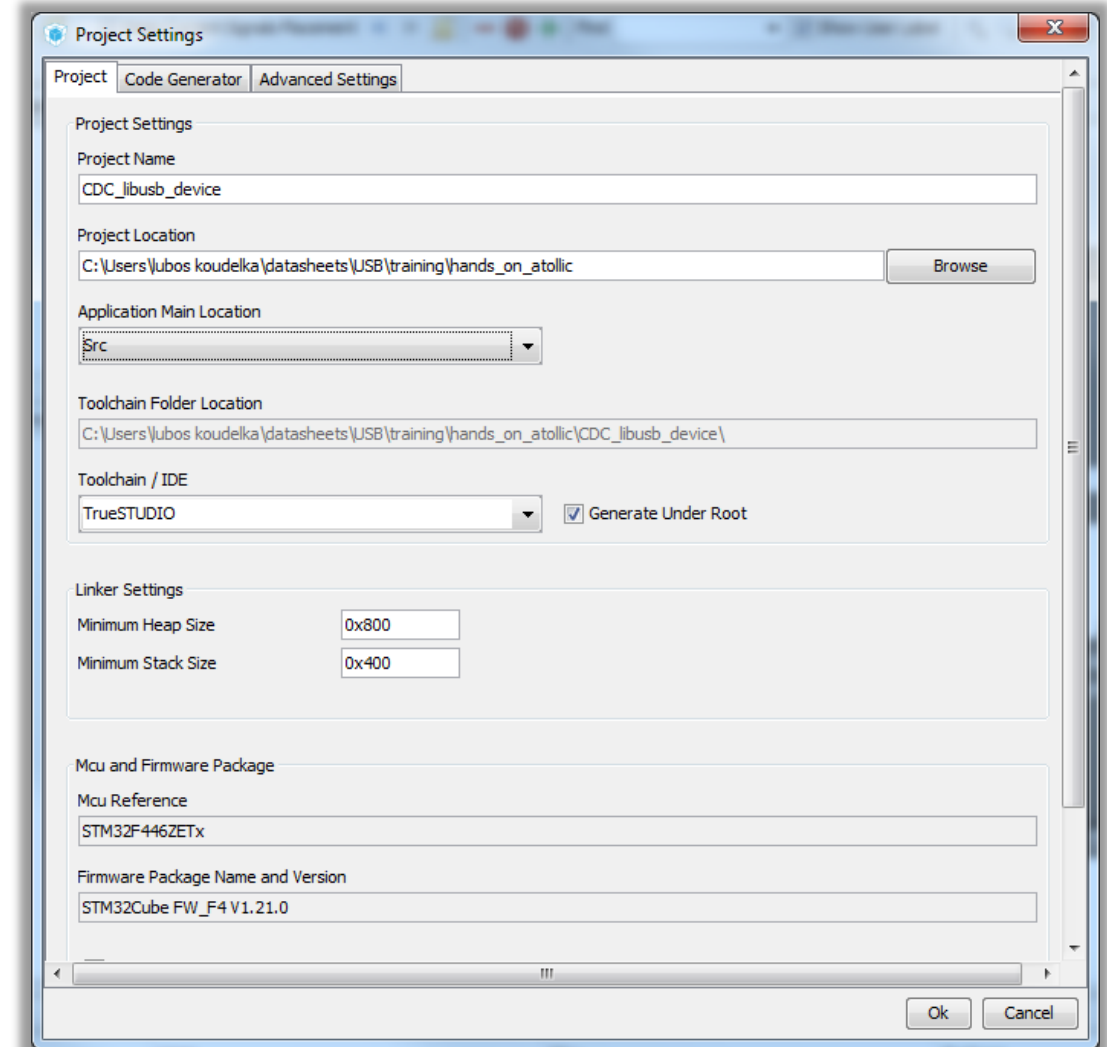
- Menu > Project > Project Settings
- Set the project name
- Project location
- Type of toolchain

- Linker Settings

- Increase heap size to 0x800
- Default value 0x200 is not enough for VCP example

- Now we can Generate Code

- Menu > Project > Generate Code



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- Change device descriptor to differ this project from previous VCP project
 - PID 0xC1B0 is currently not used, but also it's not assigned for this functionality
 - Temporary testing solution, for usage in real application request for own PID is mandatory
 - Find and change in usbd_desc.c

```
#define USBD_PID_FS    0xC1B0
```

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- Change device descriptor in usbd_desc.c
- Default value of bDeviceClass and subclass (0x2) is recognized as VCP

```
__ALIGN_BEGIN uint8_t USBD_FS_DeviceDesc[USB_LEN_DEV_DESC]
__ALIGN_END =
{
    0x12,                                /*bLength */
    USB_DESC_TYPE_DEVICE,                /*bDescriptorType*/
    #if (USBD_LPM_ENABLED == 1)
        0x01,                            /*bcdUSB */
    #else
        0x00,                            /* bcdUSB */
    #endif
    0x02,                                /*bDeviceClass*/
    0x00,                                /*bDeviceSubClass*/
    0x00,                                /*bDeviceProtocol*/
    0x00,                                /*bMaxPacketSize*/
    USB_MAX_EP0_SIZE,                    /*idVendor*/
    LOBYTE(USBD_VID),                    /*idVendor*/
    HIBYTE(USBD_VID),                    /*idVendor*/
    LOBYTE(USBD_PID_FS),                  /*idVendor*/
    HIBYTE(USBD_PID_FS),                  /*idVendor*/
    0x00,                                /*bcdDevice rel. 2.00*/
    0x02,                                /*Index of manufacturer string*/
    USBD_IDX_PRODUCT_STR,                 /*Index of product string*/
    USBD_IDX_SERIAL_STR,                  /*Index of serial number string*/
    USBD_MAX_NUM_CONFIGURATION            /*bNumConfigurations*/
} ;
```

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- Modify the project to avoid usage of interrupt endpoint
- There is a lot of changes in usbd_cdc.c in order to exclude command endpoint
 - Copy complete content of following file
 - Compare this file with previous one to observe modifications
- Modify configuration descriptor size in usbd_cdc.h
 - CMD endpoint address define may be deleted



```
#define USB_CDC_CONFIG_DESC_SIZ
```

```
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```

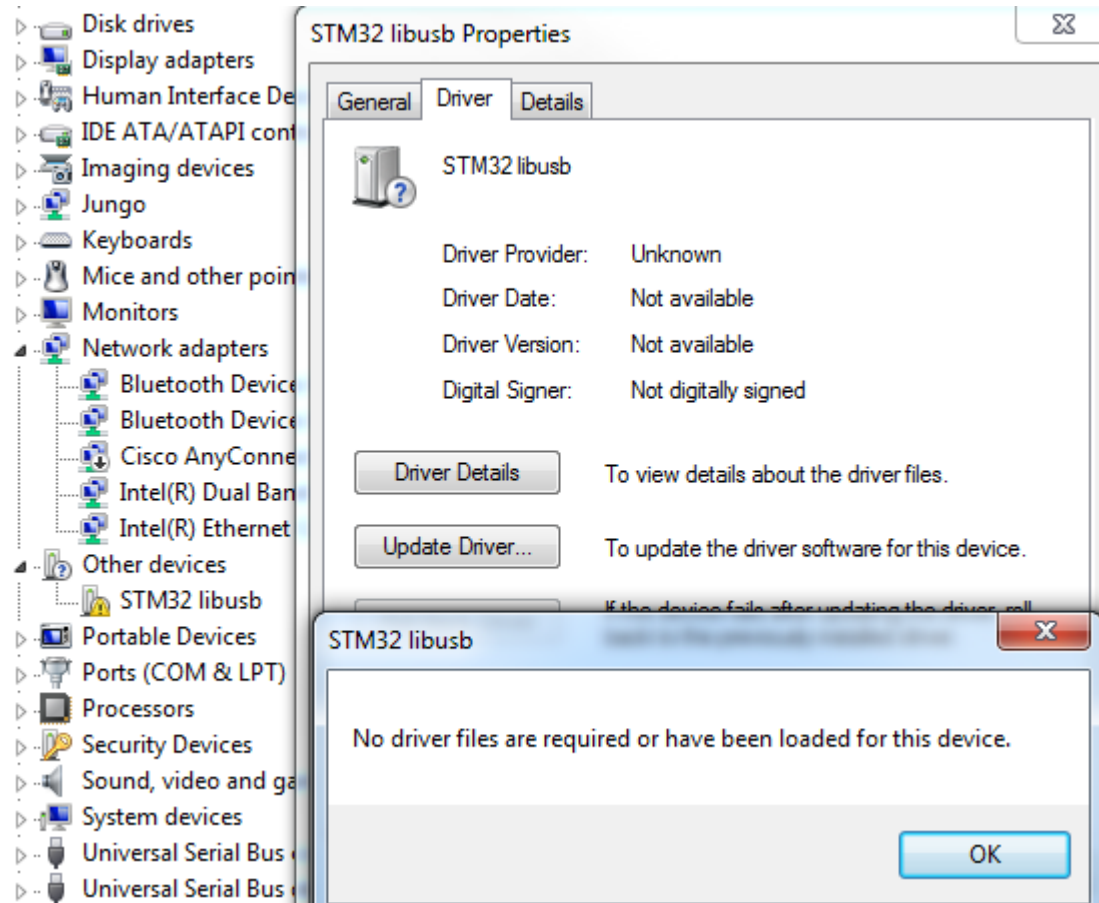
- In file usbd_cdc_if.c add loopback for echoing of incoming communication

```
static int8_t CDC_Receive_FS (uint8_t* Buf, uint32_t *Len)
{
    /* USER CODE BEGIN 6 */
    uint8_t length = MIN(Len[0],APP_TX_DATA_SIZE);
    USBD_CDC_SetRxBuffer(&hUsbDeviceFS, &Buf[0]);
    USBD_CDC_ReceivePacket(&hUsbDeviceFS);
    CDC_Transmit_FS(Buf,length);
    return (USBD_OK);
    /* USER CODE END 6 */
}
```


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- Now when project is loaded to the MCU, no driver is loaded to the device after connection



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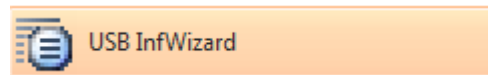
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- For easier driver assignment, libusbdotnet application is used
- You can either install from included file, or search in [project web sites](#) for up to date version



LibUsbDotNet_Setup.2.2.8.exe.7z

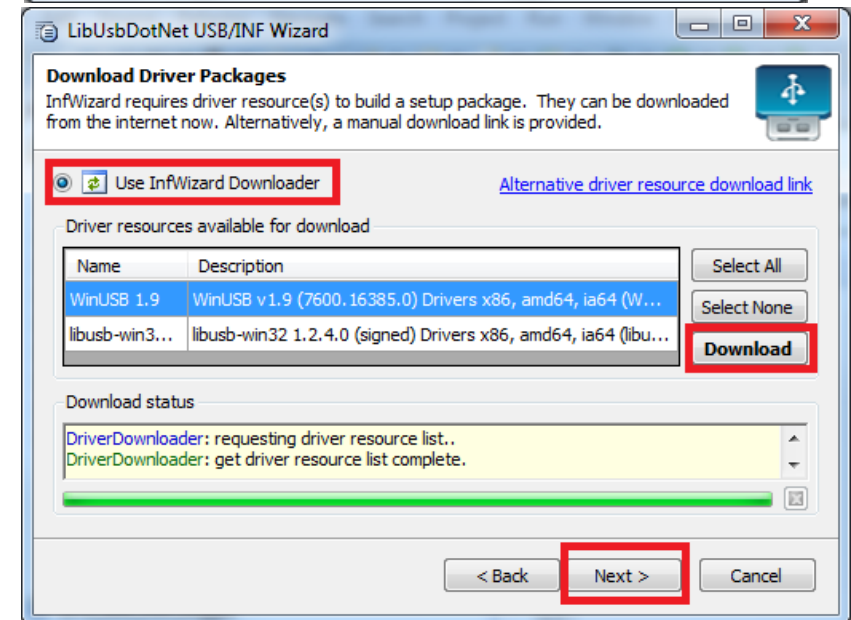
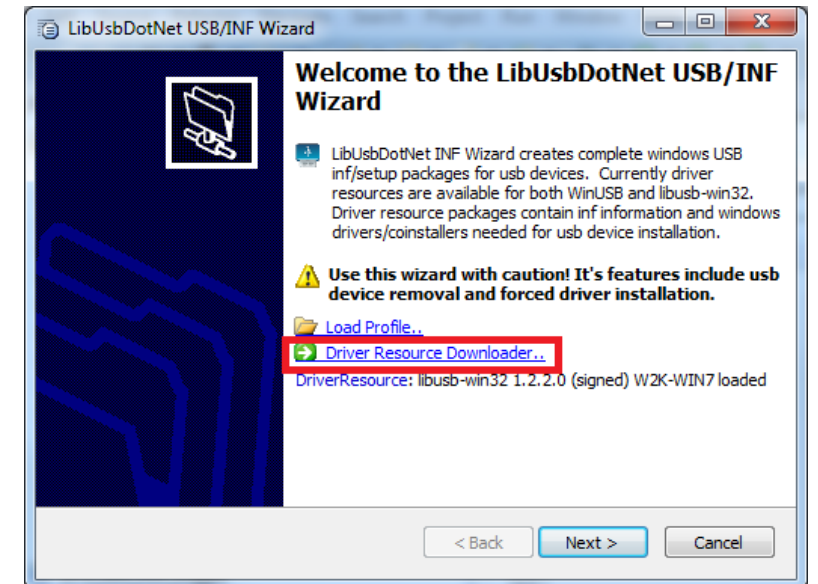
- Then run USBInfWizard, which is part of the installed package



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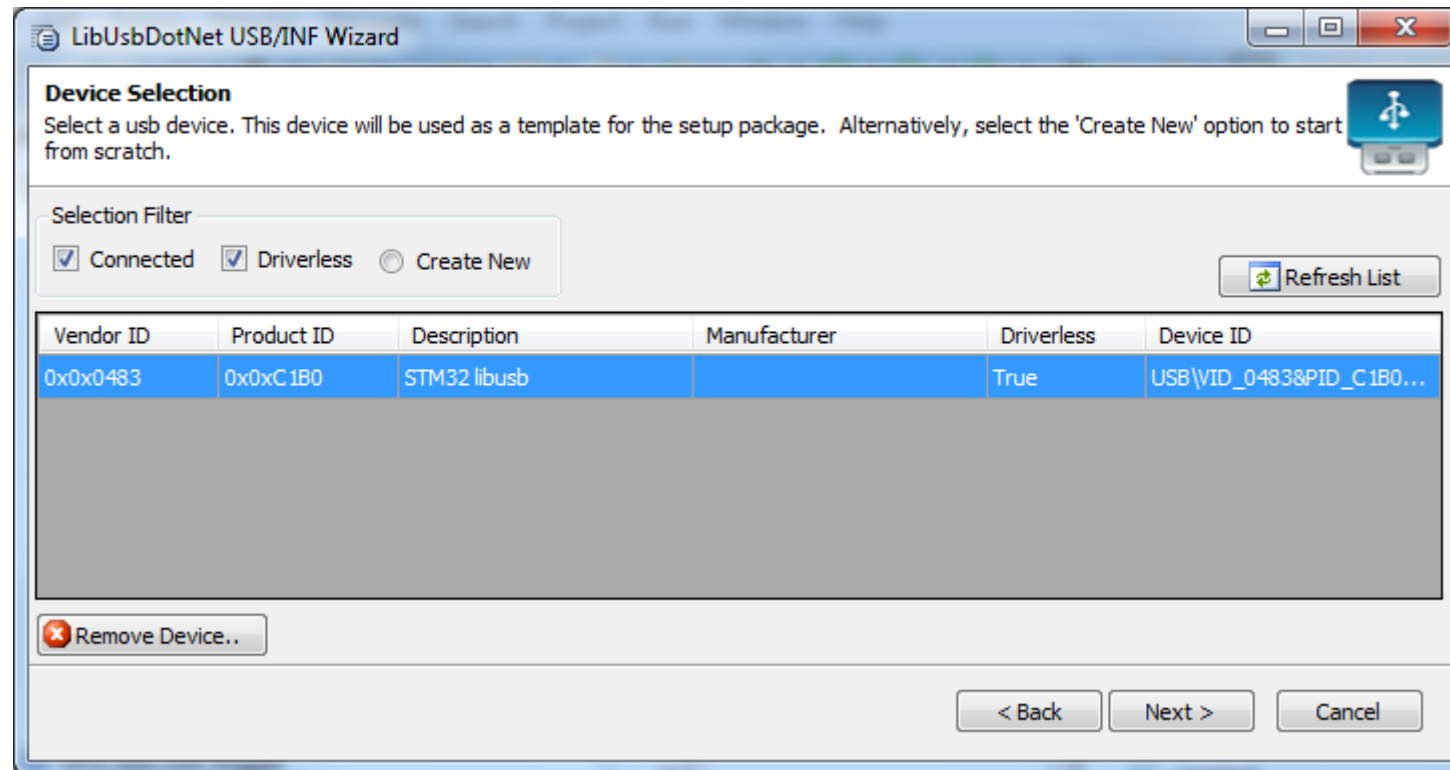
- Chose Driver Resource Downloader to get additional drivers
- Check Use InfWizard Downloader and download WinUSB 1.9.
- Once download is complete, choose next



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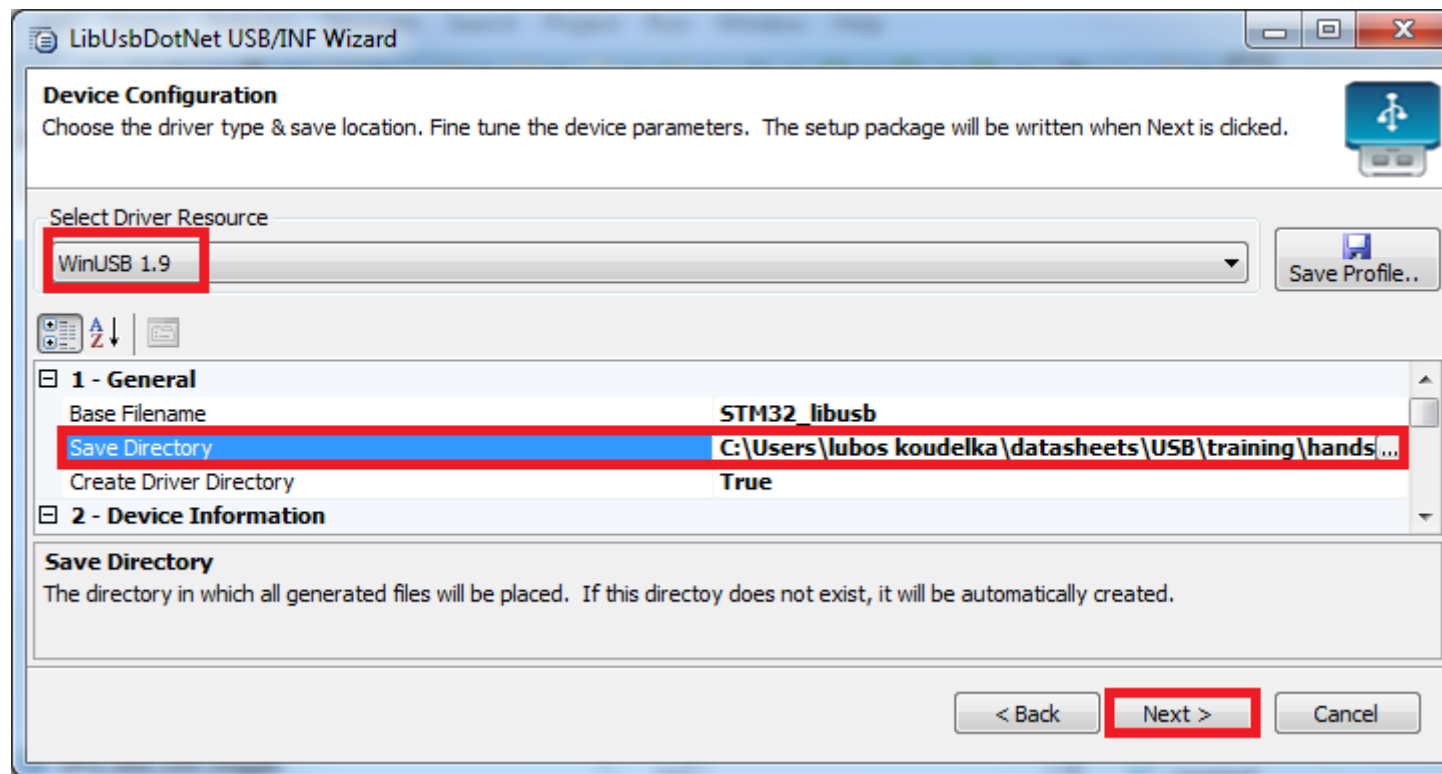
- Chose tested device (checking VID & PID) and choose next



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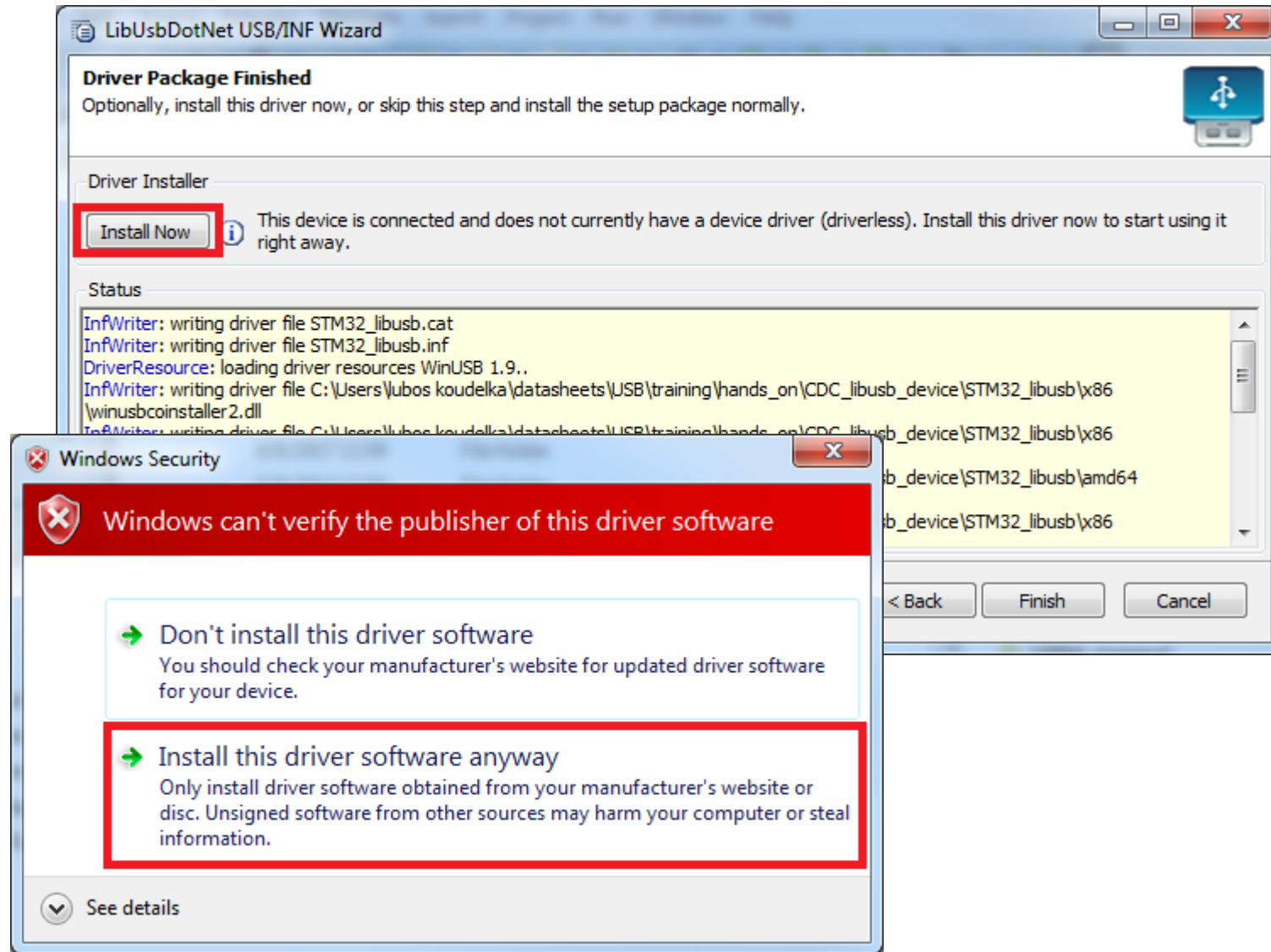
- Fill directory path where driver files will be saved (.inf, .cat and .dll files) and choose next
 - Inf file may be used for assigning the driver to this device on different machine without INFWizard usage



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- Click Install Now to assign the driver to the device
 - Since this driver is not signed, you need to confirm to the system, that unsigned driver shall be used
- Now is driver installation complete and device can be used



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- Communication with the device can be tested using attached USBlib_terminal (C#)



USBlib_terminal.7z

- Incoming communication is echoed by the application
- Plug and play is supported natively

