

AN14169

基于 i.MX RT 系列芯片构建一个自定义类 USB 设备

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应用笔记

文档信息

信息	内容
关键词	AN14169, USB, 自定义类
摘要	本应用笔记介绍了如何构建一个自定义类的 USB 设备。本应用笔记以 <code>cdc_vcom</code> 例程为基础，详细描述如何修改此例程以实现一个仅包含两个双向 Bulk 端点的自定义类设备，并且会描述如何从电脑端构建相关的上位机与自定义类设备进行双向通信传输数据。



1 简介

本应用笔记介绍了如何构建一个自定义类的 USB 设备。

本应用笔记以 `usb_device_cdc_vcom` 例程为基础，详细描述如何修改此例程以实现一个仅包含两个双向 Bulk 端点的自定义类设备，并且会描述如何从电脑端构建相关的上位机与自定义类设备进行双向通信传输数据。

2 USB 自定义类设备简介

USB 协会根据所实现的各种功能定义了很多的类，USB 设备在开发阶段都会根据功能选择使用相关的类进行开发，不管是 Windows 还是 Linux 基础的系统都已经根据 USB 协会的定义实现了大部分常规类的驱动。所以，对大多数的 USB 应用来说，照着定义开发就能实现基本的功能，并且大部分都能直接在电脑上使用。

现有的类的定义囊括了绝大多数的 USB 应用，但是在嵌入式开发中，USB 作为一种速度较高且结构简单的接口，经常会有现有类以外的数据传输需求。USB 协会在定义各个类的协议的同时也定义了一种自定义类的选项。开发者可以在接口描述符中选择 `0xFF` 作为类字段的值，然后再根据自己的需求定义接口描述符中的各个字段。

本篇应用笔记以一个较为简单的仅包含两个 Bulk 双向传输端点的自定义类为例，介绍自定义类以及相关上位机的实现。用户根据实际的应用需求，可以添加多个包含不同类型端点的 Interface，来实现更为复杂的数据传输需求。

3 实现自定义类设备

本篇应用笔记使用 2.14.0 版本的 RT1170-EVKB SDK 包内的 `usb_device_cdc_vcom` 例程作为示例，此例程中实现了两个接口，分别是用于传输控制信息的 CDC Control 接口以及用于数据传输的 CDC Data 接口。在仅仅需要双向数据通信的场景下，CDC Control 的接口可以完全移除，所以最终我们实现的自定义类设备完整 Configure 描述符仅包含四个描述符，分别是一个设备 Configure 描述符，一个 Interface 描述符，以及两个 Endpoint 描述符。

如要自定义设备，请按以下步骤操作：

1. 改造描述符部分。

例程原本的代码中，定义了一个宏 `USB_DEVICE_CONFIG_CDC_CIC_EP_DISABLE`，打开此宏定义后，CDC Control Interface 中的端点会被失能。使能此宏后，修改 `g_UsbDeviceConfigurationDescriptor` 此数组中的元素，将 `length` 项修改为如图 1 所示。



2. 在数组的后半部分，将 Control Interface 相关的六个描述符全部删去，只保留一共四个描述符。然后将 CDC Data Interface 描述符的 Class 部分按图 2 所示改成自定义类。

```

/* Data Interface Descriptor */
USB_DESCRIPTOR_LENGTH_INTERFACE, USB_DESCRIPTOR_TYPE_INTERFACE, USB_CDC_VCOM_DATA_INTERFACE,
USB_CDC_VCOM_DATA_INTERFACE_ALTERNATE_0, USB_CDC_VCOM_ENDPOINT_DIC_COUNT, USB_CDC_VCOM_DIC_C
USB_CDC_VCOM_DIC_SUBCLASS, USB_CDC_VCOM_DIC_PROTOCOL, 0x00, /* Interface Description String Index */

/* Data Interface Descriptor */
USB_DESCRIPTOR_LENGTH_INTERFACE, USB_DESCRIPTOR_TYPE_INTERFACE, 0,
USB_CDC_VCOM_DATA_INTERFACE_ALTERNATE_0, USB_CDC_VCOM_ENDPOINT_DIC_COUNT, 0xFF,
0xFF, 0xFF, 0x00, /* Interface Description String Index */
    
```

图 2. 修改 Interface 描述符

3. Interface 描述符部分修改后，还需要把用于初始化类驱动的 g_UsbDeviceCdcVcomInterfaces 数组的第一组元素删除，并且修改剩余一个 Interface 的 class 相关内容。

```

/* Define interfaces for virtual com */
usb_device_interfaces_struct_t g_UsbDeviceCdcVcomInterfaces[USB_CDC_VCOM_INTERFACE_COUNT] = {
    {USB_CDC_VCOM_CIC_CLASS, USB_CDC_VCOM_CIC_SUBCLASS, USB_CDC_VCOM_CIC_PROTOCOL, USB_CDC_VCOM_CIC_INTERFACE_INDEX,
    g_UsbDeviceCdcVcomCommunicationInterface,
    sizeof(g_UsbDeviceCdcVcomCommunicationInterface) / sizeof(usb_device_interface_struct_t)},
    {USB_CDC_VCOM_DIC_CLASS, USB_CDC_VCOM_DIC_SUBCLASS, USB_CDC_VCOM_DIC_PROTOCOL, USB_CDC_VCOM_DATA_INTERFACE_INDEX,
    g_UsbDeviceCdcVcomDataInterface, sizeof(g_UsbDeviceCdcVcomDataInterface) / sizeof(usb_device_interface_struct_t)},
};

/* Define interfaces for virtual com */
usb_device_interfaces_struct_t g_UsbDeviceCdcVcomInterfaces[USB_CDC_VCOM_INTERFACE_COUNT] = {
    {USB_CDC_VCOM_CIC_CLASS, USB_CDC_VCOM_CIC_SUBCLASS, USB_CDC_VCOM_CIC_PROTOCOL, USB_CDC_VCOM_CIC_INTERFACE_INDEX,
    g_UsbDeviceCdcVcomCommunicationInterface,
    sizeof(g_UsbDeviceCdcVcomCommunicationInterface) / sizeof(usb_device_interface_struct_t)},
    {0xFF, 0xFF, 0xFF, USB_CDC_VCOM_DATA_INTERFACE_INDEX,
    g_UsbDeviceCdcVcomDataInterface, sizeof(g_UsbDeviceCdcVcomDataInterface) / sizeof(usb_device_interface_struct_t)},
};
    
```

图 3. 修改 Interface 数组

4. 再把 usb_device_descriptor.h 中的宏 USB_CDC_VCOM_INTERFACE_COUNT 的值改成 1，再将 USB_DEVICE_CLASS 宏的值改为 0x00。

完成描述符部分的修改后，需要对 CDC ACM 的类驱动进行一些修改。CDC ACM 的类驱动中的 USB_DeviceCdcAcmEndpointsInit() 接口中，首先会获取 Control 接口的相关信息，由于前面描述符中已经删除了 Control 接口，所以此处获取 Control 接口信息的部分需要删除。删除部分的代码为 usb_device_cdc_acm.c 的 217 行到 266 行。

同时在初始化数据端点时，会有一部分判断 Interface 中的类的代码，将此段代码按照图 4 所示进行修改。

```

208     for (count = 0U; count < interfaceList->count; count++)
209     {
210         if (USB_DEVICE_CONFIG_CDC_DATA_CLASS_CODE == interfaceList->interfaces[count].classCode
211             && (index == 0U; index < interfaceList->interfaces[count].count; index++))
212             {
213                 if (interfaceList->interfaces[count].interface[index].alternateSetting == cdca
214                     && (interface = &interfaceList->interfaces[count].interface[index];
215                         break;
216                     }
217             }
218         }
219     }
220     break;
221 }
222 }
    
```

图 4. 修改类驱动

由于本应用笔记中实现的 Bulk 传输与 CDC ACM 的 data 传输部分基本一致，所以可以重用 CDC ACM 的部分类驱动。对于更加复杂的应用，用户需要重构自己的类驱动，本质上类驱动部分是为了更好的实现类的功能，它的下一层调用是通用 Controller Driver，参考现有的各种类驱动基本上可以很方便的实现自定义类的驱动。

5. 驱动修改完成后，需要对应用层也进行一些修改。应用层面上，demo 原本的设置里建立了一个开始传输的标志位 startTransactions，而此标志位只有在 CDC ACM 的相关 request 全部获取完成后才会置位，所以在 virtual_com.c 文件中，将所有如图 5 的判断中的后半部分去除以直接实现接收到数据后回写的功能。

```

203     error = USB_DeviceCdcAcmsend(handle, USB_CDC_VCOM_BULK_IN_ENDPOINT, NUI
204 }
205 else if ((IU == s_cdcVcom.attach) && (IU == s_cdcVcom.startTransactions))
206 {
    
```

图 5. 修改应用代码

完成上述所有修改后即实现了一个仅包含两个 Bulk 数据端点的自定义类设备，在编译下载完成后直接接入电脑，会在设备管理器内显示为其他设备。

4 实现上位机

由于自定义类设备在电脑上没有现成的 Driver，所以在插入电脑后显示为其他设备，这个时候就需要编写一个上位机以与此设备进行交互。本篇应用笔记介绍的上位机使用 libusb 这个跨平台库来操作 USB 设备。

首先需要到 <https://github.com/libusb/libusb/releases> 此页面下载相关的库文件。在此链接内应选择 binaries 版本的压缩包，包内包含各种编译器所编译出的库文件以及 libusb 的头文件。

在使用 libusb 操作 USB 设备前，需要为相关设备更新驱动为通用 USB 驱动程序。

使用 Zadig 软件可以很方便的将设备的驱动程序更新为支持 libusb 库的通用驱动。从 <https://github.com/pbatard/libwidi/releases> 可以下载最新的 Zadig 软件。

下载完成 Zadig 软件后打开，软件中会显示出如 图 6 所示的连接自定义类设备，此时此设备的 Driver 显示为 None。

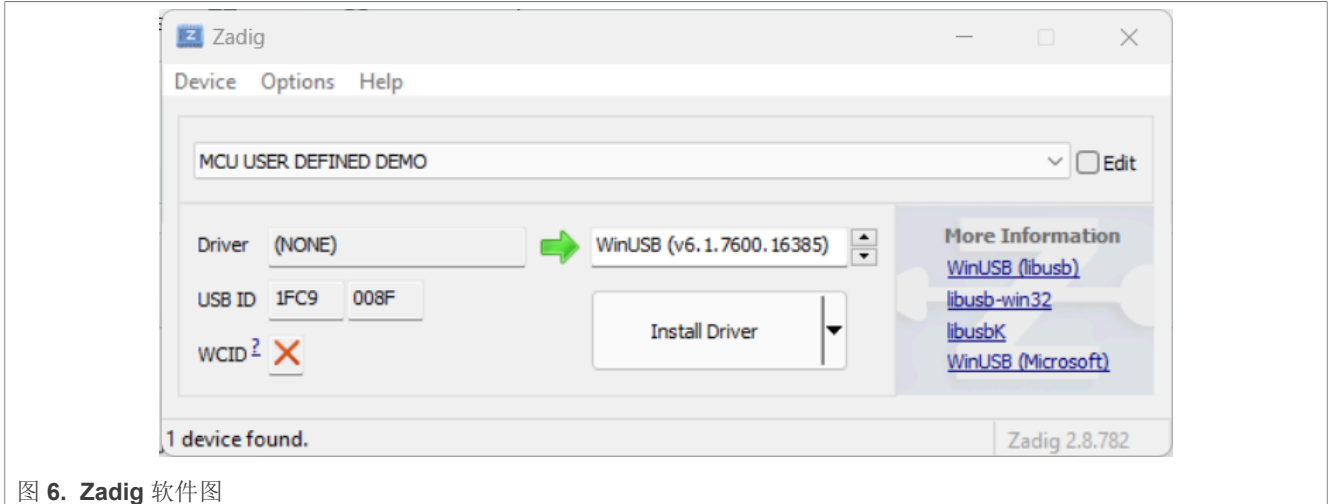


图 6. Zadig 软件图

在 Driver 选项中选择 WinUSB，然后点击 Install Driver 按钮，等待 Driver 安装。Driver 安装完成后，在设备管理器内的 Universal Serial Bus Device 下可以看到此自定义类设备。

设备的 Driver 安装完成后，即可开始进行上位机的开发，本应用笔记的上位机开发是基于 Visual Studio 完成的，首先安装 Visual Studio 2022 软件。并且在软件的安装界面勾选 MFC 相关组件。

安装完成后，如要创建一个空的项目，请按以下步骤操作：

1. 打开软件。
2. 新建 MFC 应用项目。
3. 在项目创建向导内的应用程序类型项上选择基于对话框。
4. 点击完成以创建空白项目。

项目创建完成后进入如 图 7 所示的控件编辑界面。

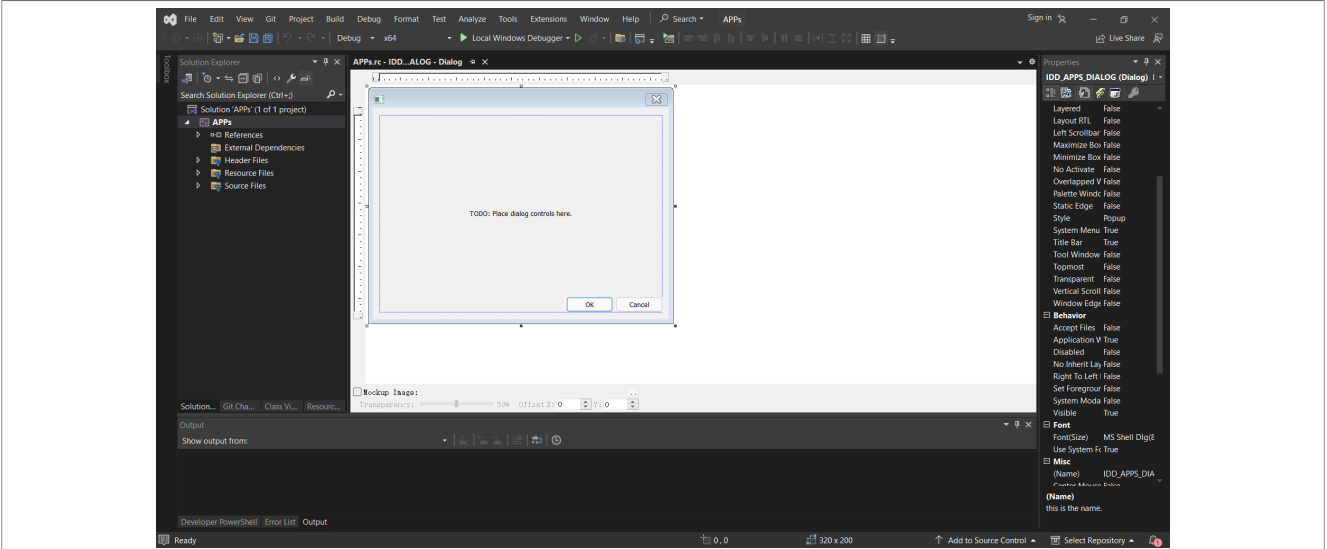


图 7. MFC 项目图

如要创建一个控件，请按以下步骤操作：

1. 在此视图下找到工具箱侧边栏，选择 **Button** 控件。
2. 在对话框内放置两个 **Button** 控件，分别作为连接按钮以及发送按钮。
3. 选择 **Edit Control** 控件，分别作为发送对话框以及接收显示对话框。构建出如 [图 8](#) 所示的窗体。

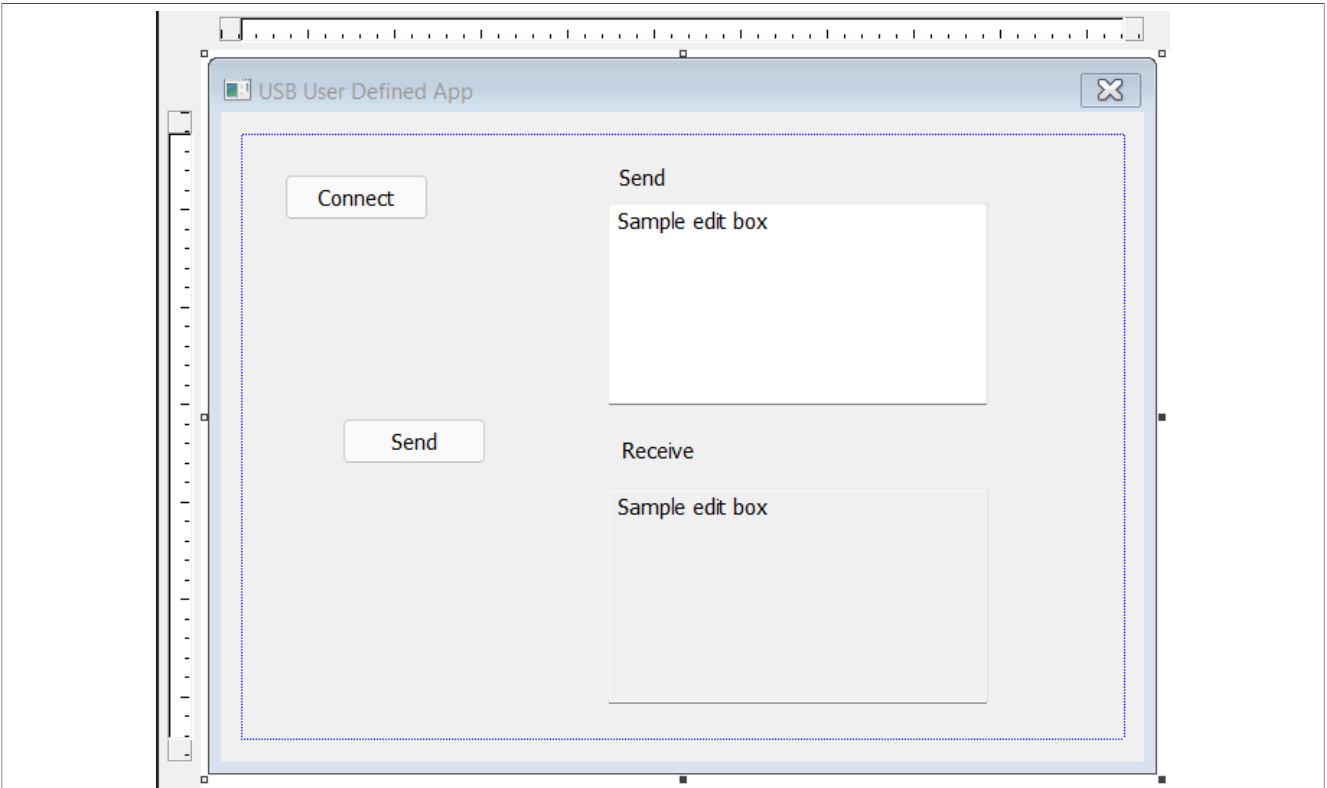


图 8. 控件编辑图

如要添加成员函数，请按以下步骤操作：

1. 在窗体框内鼠标右击选择类向导，如 图 9 所示。
2. 在跳出窗口内选择刚刚创建的 **Connect** 以及 **Send** 按钮，选择添加 BN_CLICKED 处理程序。

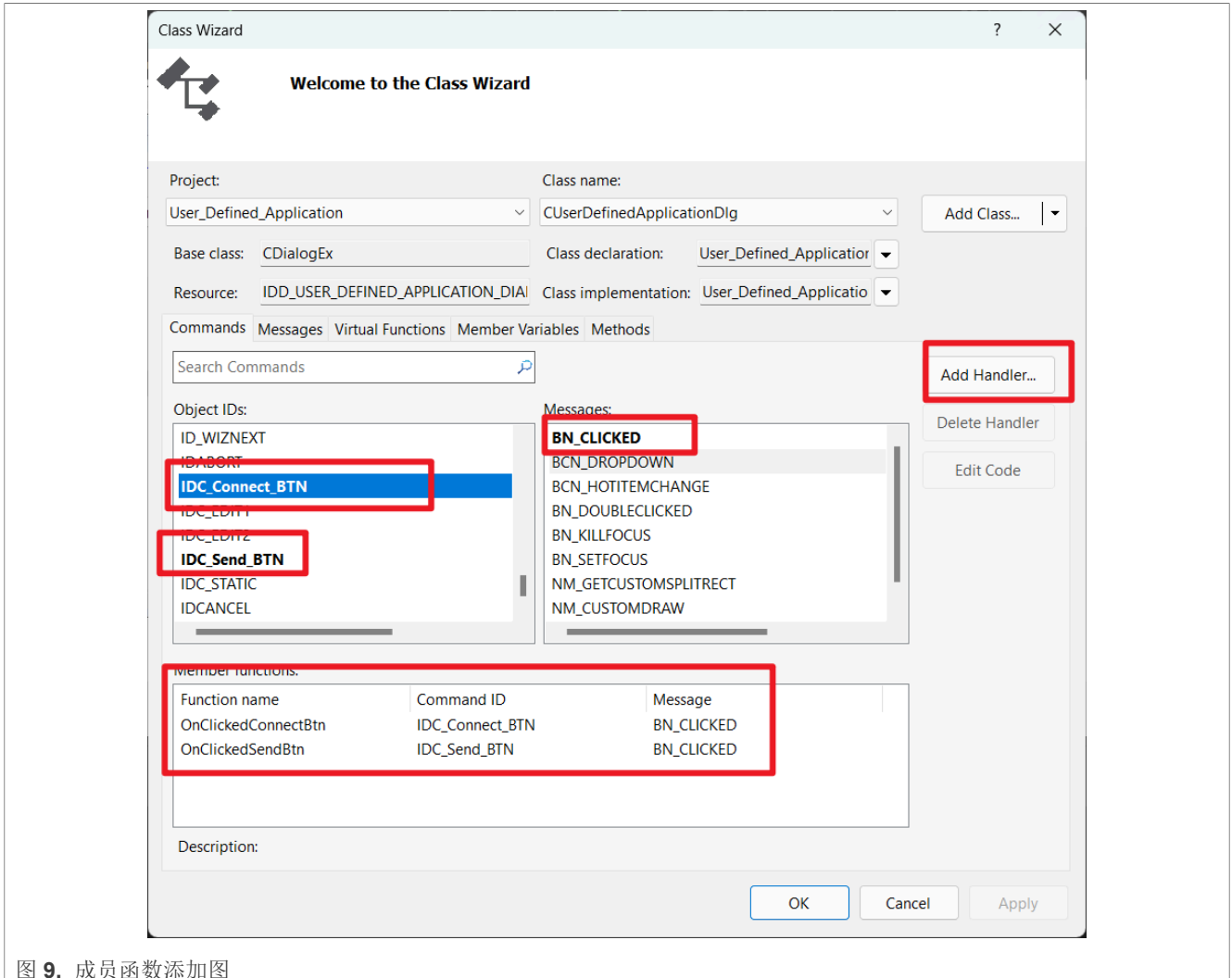


图 9. 成员函数添加图

函数添加完成后切换到解决方案资源管理器视图，在头文件中添加前面下载的 libusb 的包里的 libusb.h 文件。在项目的窗体源码文件内添加 libusb.h 头文件包含。拷贝 libusb-1.0.26-binaries\VS2015-x64\dll 目录下的 libusb-1.0.dll 以及 libusb-1.0.lib 文件到 VS 解决方案目录内。

在解决方案的属性中选择配置属性条目下的 VC++ 目录项，将 libusb-1.0.lib 所在文件夹加入库目录条目。接着在连接器条目下的输入项，在附加依赖项选项内输入 libusb-1.0.lib。保存设置后直接点击调试以生成 Debug 目录。此步骤中 VS 可能会报错，忽略错误后，将 libusb-1.0.dll 拷贝到解决方案目录下的 \x64\Debug\ 目录内。

完成上述步骤后开始添加代码，在 CUserDefinedApplicationDlg 类内添加两个成员函数，分别用于连接 USB 设备以及发送数据，创建如下的 connect_device() 函数。

```
libusb_device_handle* handle;
libusb_device* dev;
struct libusb_config_descriptor* conf_desc;
uint8_t endpoint_in = 0, endpoint_out = 0; // default IN and OUT endpoints
int CUserDefinedApplicationDlg::connect_device()
{
    const struct libusb_endpoint_descriptor* endpoint;
```

```

int i, j, k, r;
int iface, nb_ifaces, first_iface = -1;
struct libusb_device_descriptor dev_desc;
libusb_init(NULL);
handle = libusb_open_device_with_vid_pid(NULL, 0x1fc9, 0x0094);
if (handle == NULL) {
    MessageBox(TEXT("Connect Failed!"), TEXT("message"), MB_OK);
    return -1;
}
dev = libusb_get_device(handle);
CALL_CHECK_CLOSE(libusb_get_config_descriptor(dev, 0, &conf_desc), handle);
nb_ifaces = conf_desc->bNumInterfaces;
if (nb_ifaces > 0)
    first_iface = conf_desc->interface[0].altsetting[0].bInterfaceNumber;
for (i = 0; i < nb_ifaces; i++) {
    for (j = 0; j < conf_desc->interface[i].num_altsetting; j++)
    {
        for (k = 0; k < conf_desc->interface[i].altsetting[j].bNumEndpoints;
k++) {
            struct libusb_ss_endpoint_companion_descriptor* ep_comp = NULL;
            endpoint = &conf_desc->interface[i].altsetting[j].endpoint[k];
            if ((endpoint->bmAttributes & LIBUSB_TRANSFER_TYPE_MASK) &
(LIBUSB_TRANSFER_TYPE_BULK | LIBUSB_TRANSFER_TYPE_INTERRUPT)) {
                if (endpoint->bEndpointAddress & LIBUSB_ENDPOINT_IN) {
                    if (!endpoint_in)
                        endpoint_in = endpoint->bEndpointAddress;
                }
                else {
                    if (!endpoint_out)
                        endpoint_out = endpoint->bEndpointAddress;
                }
            }
            if (ep_comp) {
                libusb_free_ss_endpoint_companion_descriptor(ep_comp);
            }
        }
    }
    libusb_free_config_descriptor(conf_desc);
    r = libusb_set_auto_detach_kernel_driver(handle, 1);
    for (iface = 0; iface < nb_ifaces; iface++)
    {
        r = libusb_claim_interface(handle, iface);
        if (r != LIBUSB_SUCCESS) {
            MessageBox(TEXT("Connect Failed!"), TEXT("message"), MB_OK);
            return -1;
        }
    }
    MessageBox(TEXT("Connect Successfully!"), TEXT("message"), MB_OK);
    return 0;
}

```

再创建 send_data() 函数用于发送、接收以及显示数据。

```

int CUserDefinedApplicationDlg::send_data()
{
    int r = 0;
    int size = 0;
    CString send_content;
    CString receive_content;

```

```
CString trans;
int len = 0;
unsigned char data_trans[512];
unsigned char data_recv[512];
Send_Box.GetWindowTextW(send_content);
len = send_content.GetLength();
for (int j = 0; j < len; j++)
{
    data_trans[j] = (unsigned char)send_content[j];
}
r = libusb_bulk_transfer(handle, endpoint_out, data_trans, len, &size, 0);
if (r != LIBUSB_SUCCESS) {
    printf("Failed\n");
    return -1;
}
int send_size = libusb_bulk_transfer(handle, endpoint_in, data_recv,
sizeof(data_recv), &size, 2000);
if (send_size < 0)
{
    printf("Failed\n");
    return -1;
}
for (int i = 0; i < size; i++)
{
    trans.Format(_T("%c"), data_recv[i]);
    receive_content += trans;
}
Receive_Box.SetWindowTextW(receive_content);
return 0;
}
```

完成上述操作后即可编译运行。

5 结果测试

分别实现了设备以及上位机后，即可进行测试。将 IAR 工程的代码下载进 RT1170-EVKB板，连接 USB OTG1 端口到电脑，打开PC上的上位机软件，点击 **Connect**，弹出连接成功对话框。在 **Send** 对话框内敲入字符，点击**Send**按钮，上位机会读取 **Send** 对话框内的内容并且发送给 **Device**，**Device** 收到数据后即会拷贝一份并发回给 **Host**，**Host** 接收到数据后将数据显示在 **Receive** 对话框内。测试结果如 [图 10](#) 所示。

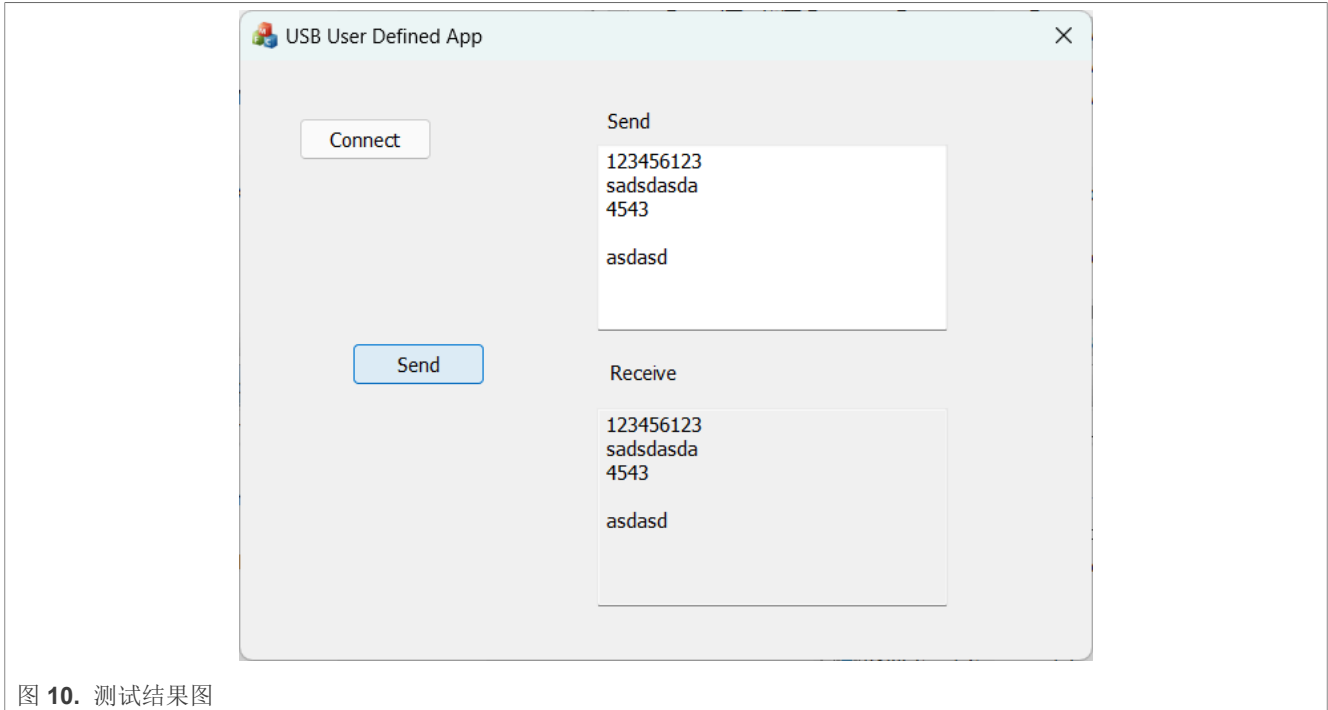


图 10. 测试结果图

本篇应用笔记中实现的是较为简单的 Bulk 传输的自定义类设备，并且上位机端也仅仅是发送数据接收数据后显示到对话框。对于一些需要传输数据并且保存为文件的应用，可以在上位机代码内添加相关的逻辑，将接收到的数据保存为文件。对于一些通信协议方面的应用，可以再添加包含 Interrupt 端点的 Interface，实现自定义协议的交互。

6 Note about the source code in the document

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7 修订记录

[表 1](#) 汇总了自初始版以来对本文档所做的更改。

表 1. 修订记录

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