



USB Complete: The Developer's Guide (Complete Guides series)

Jan Axelson

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Now in its fifth edition, bridges the gap between the technical specifications and the real world of designing and programming devices that connect over the Universal Serial Bus (USB). Readers will learn how to select the appropriate USB speed, device class, and hardware for a device; communicate with devices using Visual C# and Visual Basic; use standard host drivers to access devices, including devices that perform vendor-defined tasks; save power with USB's built-in power-conserving protocols; and create robust designs using testing and debugging tools. This fully revised edition also includes instruction on how to increase bus speed with SuperSpeed and SuperSpeedPlus, implement wireless communications, and develop for USB On-The-Go and embedded hosts.

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