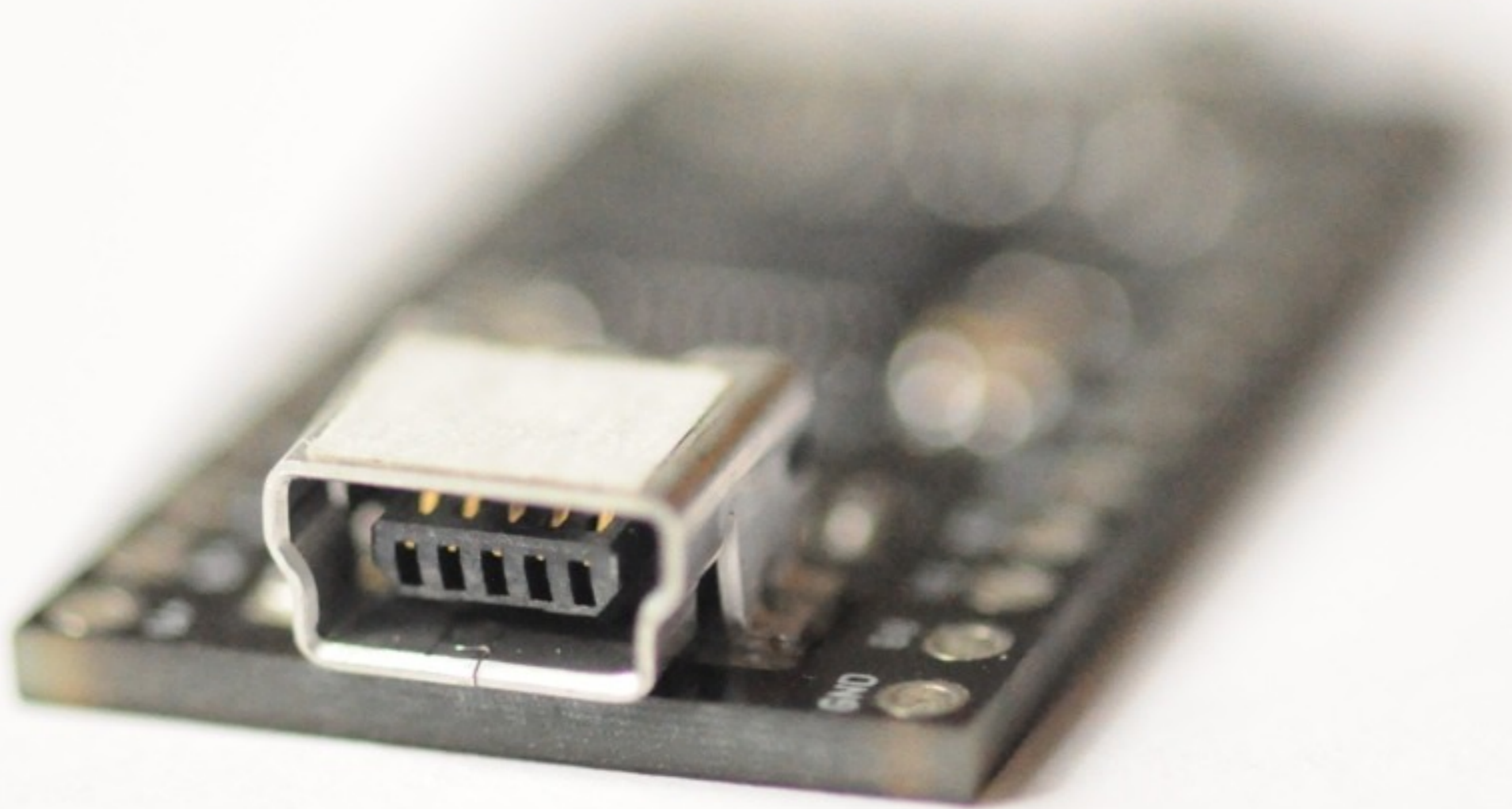


U S B



mUSB support

download from the wiki:

m_usb.h

&

m_usb.c



#include in main.c



add to your project

initialize

`m_usb_init()`

initialize the USB subsystem

`char m_usb_isconnected()`

confirm recognition by PC

receive data

`char m_usb_rx_char()`

receive a character, -1 error

`unsigned char m_usb_rx_available()`

number of bytes in buffer

`m_usb_rx_flush()`

flush the receive buffer

transmit data

`char m_usb_tx_char(char c)`

transmit an 8-bit char, -1 error

`m_usb_tx_hex(unsigned int i)`

transmit an int as hex

`m_usb_tx_int(int i)`

transmit an int as decimal

`m_usb_tx_uint(unsigned int i)`

transmit an uns. int as decimal

`m_usb_tx_long(long i)`

transmit a long as decimal

`m_usb_tx_string(char* s)`

transmit a char string

`m_usb_tx_flush()`

flush the transmit buffer

```
#include "m_general.h"
#include "m_usb.h"

int main(void)
{
    unsigned char a=0;

    m_red(ON);
    m_clockdivide(0);           // 16 MHz
    m_usb_init();
    while(!m_usb_isconnected()); // wait for a connection
    m_red(OFF);

    while(1){
        if(m_usb_rx_available()) // new incoming data
        {
            a = m_usb_rx_char(); // extract the byte
            m_usb_tx_char(a);     // send back the char
            m_usb_tx_string("\n");
        }
    }
}
```