

AN14543

Connect Barcode Scanner with MCX N Series USB Host Port

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Application note

Document information

Information	Content
Keywords	AN14543, MCX N series, barcode scanner, USB host, FRDM-MCXN947
Abstract	This application note describes how to build a USB host port connected with a USB barcode scanner using the FRDM-MCXN947 board for demonstration.



1 Introduction

This application note describes how to build a USB host port connected with a USB barcode scanner using the FRDM-MCXN947 board for demonstration. NXP’s MCX N series devices feature a high-speed (HS) USB port capable of reaching transmission speeds up to 480 Mbit/s and compatible with Full-speed mode. This speed is sufficient for transmitting barcode result data.

To ensure ease of use and compatibility with other devices, the examples use a USB host keyboard port for communication and a serial terminal to display the barcode scanner result.

2 USB barcode scanner

A barcode scanner, also called a barcode reader or price scanner, is a handheld input device that captures, reads, and decodes 1D or 2D barcode information. Usually, a barcode scanner connects with a computer or POS system with an RS-232 cable or a USB cable. This document introduces the USB cable-based barcode scanner that connects with the MCU USB host port.

This document uses the Newland’s NLS-HR11 handheld 1D barcode scanner ([HR11 Aringa](#)) shown in [Figure 1](#).



Figure 1. USB barcode scanner

Most of the USB barcode scanners are based on the USB keyboard protocol. The user can update source code to support different types of barcode scanners with the help of this example.

3 USB host keyboard driver

NXP’s MCX SDK provide host keyboard driver and example. The path is under the following SDK pack’s folder:

```
boards\frdmmcxn947\usb_examples\usb_host_hid_mouse_keyboard
```

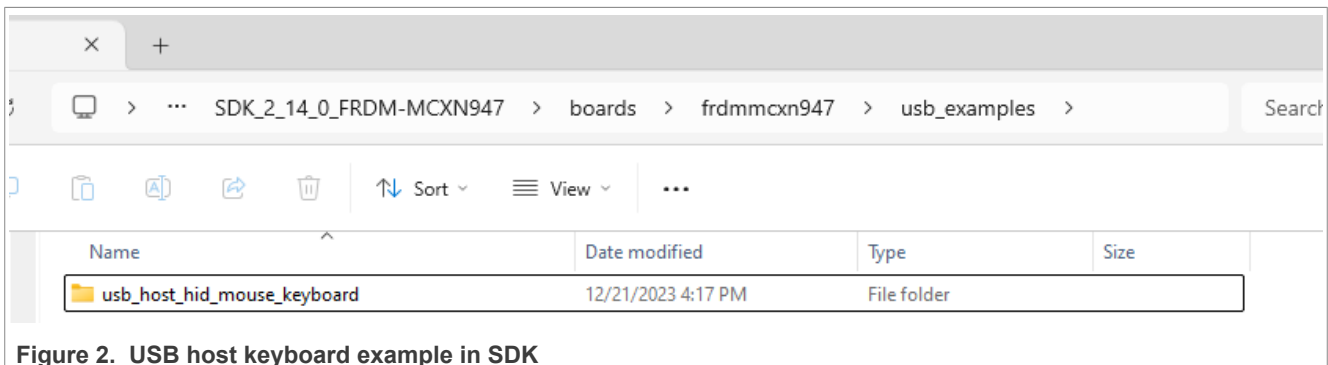


Figure 2. USB host keyboard example in SDK

For more information about USB, see [USB 2.0 for Kinetis MCUs](#).

4 Demo implementation

This section introduces the hardware setup and how to modify the code to support the USB bar code scanner.

4.1 Hardware requirements

[Figure 3](#) shows the connection overview for this reference design. The hardware requirements are as follows:

- One USB barcode scanner
- USB Type-C to USB Type-A converter dongle
- [FRDM-MCXN947](#) board
- PC with serial terminal tool software installed

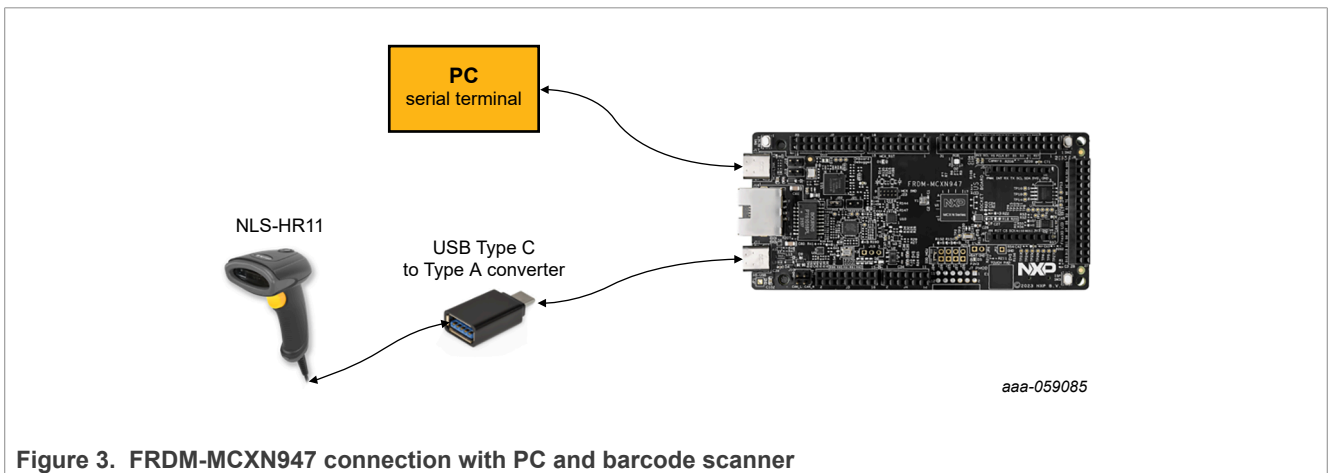


Figure 3. FRDM-MCXN947 connection with PC and barcode scanner

4.2 Example based on SDK

SDK provided `host_hid_mouse_keyboard_bm` example can be a good start.

1. Download the FRDM-MCXN947 package from <https://mcuxpresso.nxp.com> and install this package to MCUXpresso IDE. For information on selecting and installing an SDK package into the MCUXpresso, see the video tutorial [Importing an SDK Package into MCUXpresso IDE](#).
2. Import the SDK example `host_hid_mouse_keyboard_bm` into your MCUXpresso workspace.

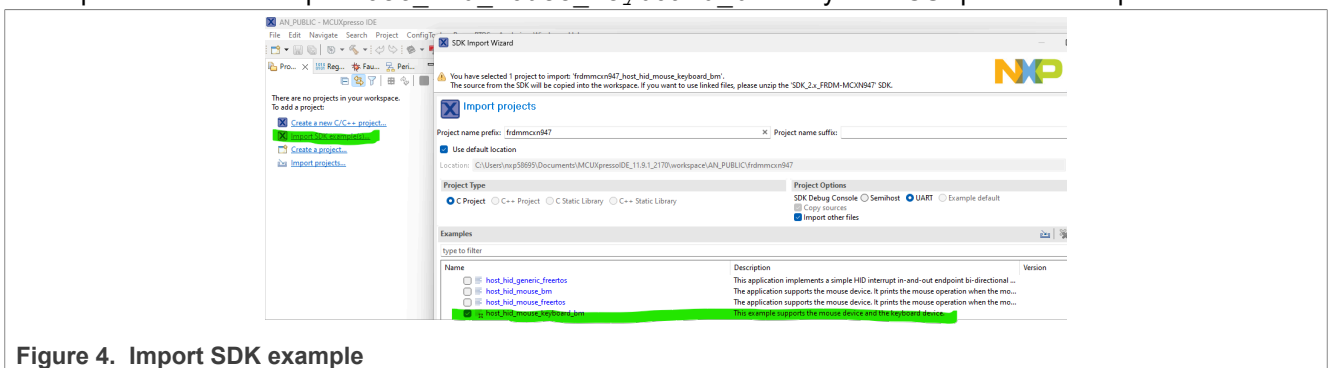


Figure 4. Import SDK example

3. Update the project name from `frdmmcxn947_host_hid_mouse_keyboard_bm` to `frdmmcxn947_host_hid_barcode_scanner`.

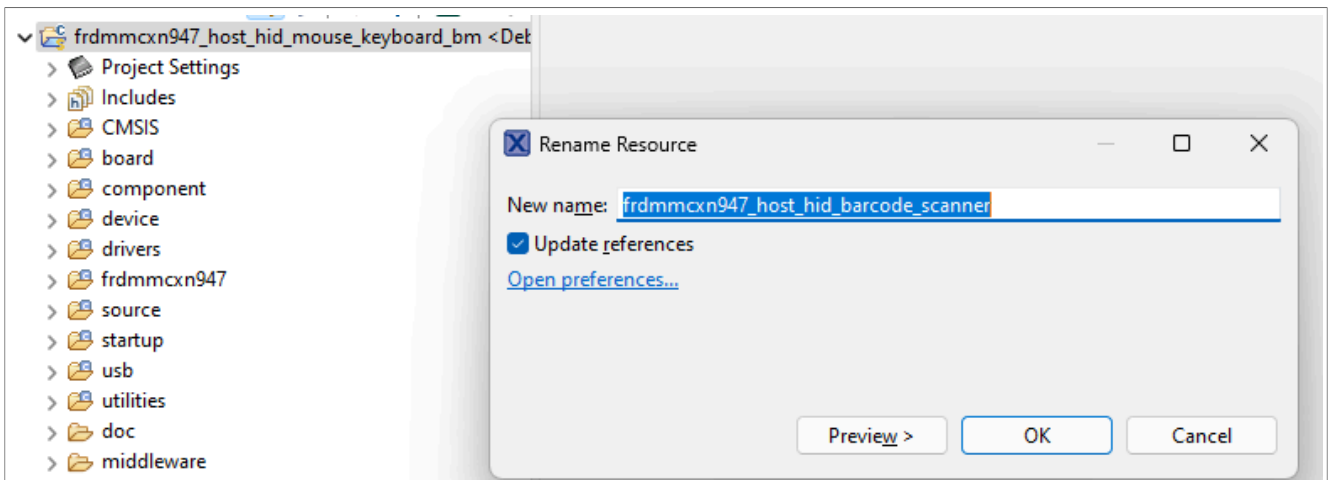


Figure 5. Rename the project's name

4. Remove `host_mouse.c` and `host_mouse.h` files from the project.

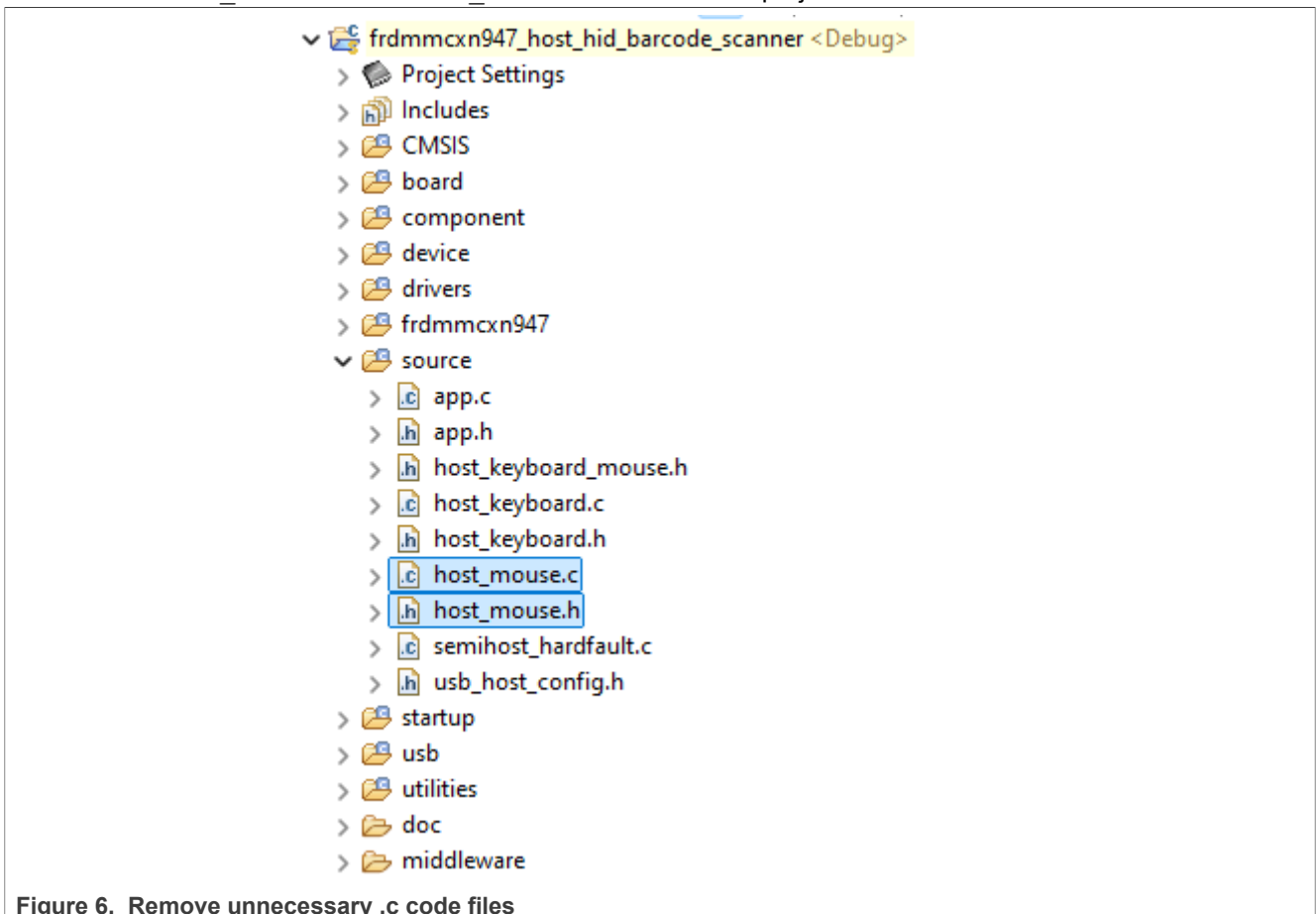


Figure 6. Remove unnecessary .c code files

5. Remove some code files from `app.c`, including the following:

- Remove Line 15 `#include "host_mouse.h"`
- Remove Line 67 and 68 `"g_HostHidMouse"`

```

67 /*! @brief USB host mouse instance global variable */
68 extern usb_host_mouse_instance_t g_HostHidMouse;
69 /*! @brief USB host keyboard instance global variable */
70 extern usb_host_keyboard_instance_t g_HostHidKeyboard;
71 usb_host_handle g_HostHandle;

```

Figure 7. Remove certain code files

6. To remove the mouse function, use the `USB_HostEvent()` code instead of the original content as below:

```

/*!
 * @brief USB isr function.
 */

static usb_status_t USB_HostEvent(usb_device_handle deviceHandle,
                                  usb_host_configuration_handle configurationHandle,
                                  uint32_t eventCode)
{
    usb_status_t status_keyboard;
    usb_status_t status = kStatus_USB_Success;

    switch (eventCode & 0x0000FFFFU)
    {
        case kUSB_HostEventAttach:
            status_keyboard = USB_HostHidKeyboardEvent(deviceHandle, configurationHandle,
            eventCode);
            if (status_keyboard == kStatus_USB_NotSupported)
            {
                status = kStatus_USB_NotSupported;
            }
            break;

        case kUSB_HostEventNotSupported:
            usb_echo("device not supported.\r\n");
            break;

        case kUSB_HostEventEnumerationDone:
            status_keyboard = USB_HostHidKeyboardEvent(deviceHandle, configurationHandle,
            eventCode);
            if (status_keyboard != kStatus_USB_Success)
            {
                status = kStatus_USB_Error;
            }
            break;

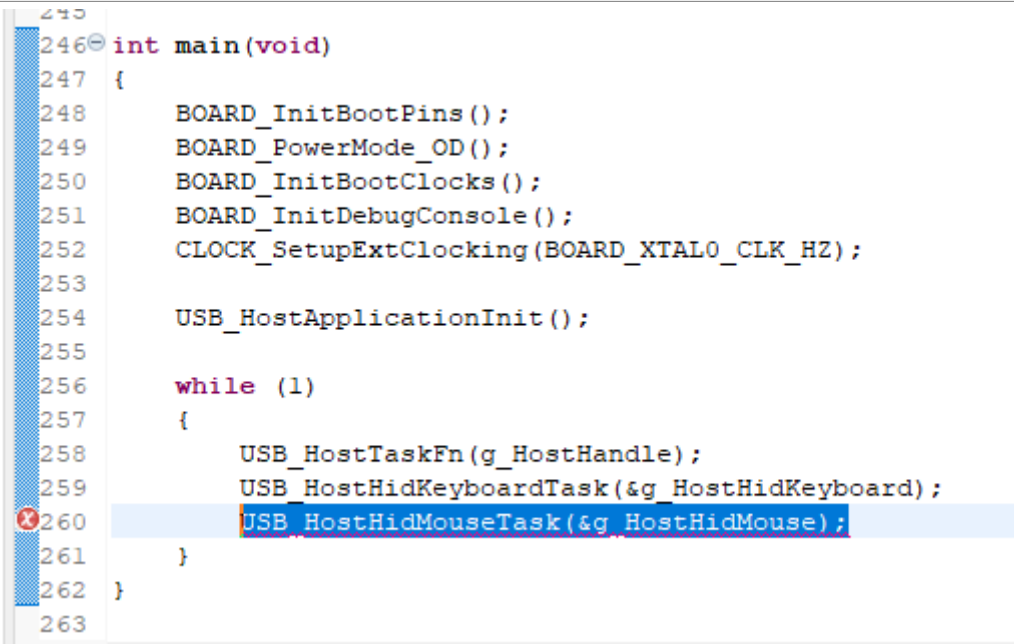
        case kUSB_HostEventDetach:
            status_keyboard = USB_HostHidKeyboardEvent(deviceHandle, configurationHandle,
            eventCode);
            if (status_keyboard != kStatus_USB_Success)
            {
                status = kStatus_USB_Error;
            }
            break;

        case kUSB_HostEventEnumerationFail:
            usb_echo("enumeration failed\r\n");
            break;

        default:
            break;
    }
    return status;
}

```

7. Then, remove the `USB_HostHidMouseTask(&g_HostHidMouse);` in the main function, as shown in [Figure 8](#).



```

246 int main(void)
247 {
248     BOARD_InitBootPins();
249     BOARD_PowerMode_OD();
250     BOARD_InitBootClocks();
251     BOARD_InitDebugConsole();
252     CLOCK_SetupExtClocking(BOARD_XTAL0_CLK_HZ);
253
254     USB_HostApplicationInit();
255
256     while (1)
257     {
258         USB_HostTaskFn(g_HostHandle);
259         USB_HostHidKeyboardTask(&g_HostHidKeyboard);
260         USB_HostHidMouseTask(&g_HostHidMouse);
261     }
262 }
263

```

Figure 8. Remove `USB_HostHidMouseTask`

8. To support NLS-HR11 SetReport commands, update the `USB_HostHidControlCallback()` and `USB_HostHidKeyboardTask()`. The NLS-HR11 supports SetReport progress instead of the SDK code's SetProtocol.
9. Update the `kUSB_HostHidRunWaitSetProtocol` to `kUSB_HostHidRunWaitSetReport` and update `kUSB_HostHidRunSetProtocolDone` to `kUSB_HostHidRunSetReportDone` in the `host_keyboard_mouse.h` file.
10. Update the `kUSB_HostHidRunWaitSetProtocol` to `kUSB_HostHidRunWaitSetReport` and update `kUSB_HostHidRunSetProtocolDone` to `kUSB_HostHidRunSetReportDone` in `USB_HostHidControlCallback()` in the `host_keyboard.c` file as follows:

```

/*Update the following*/
else if (keyboardInstance->runWaitState == kUSB_HostHidRunWaitSetProtocol) /*
hid set protocol done */
{
keyboardInstance->runState = kUSB_HostHidRunSetProtocolDone;
}
/*To*/
else if (keyboardInstance->runWaitState == kUSB_HostHidRunWaitSetReport) /*
hid set report done */
{
keyboardInstance->runState = kUSB_HostHidRunSetReportDone;
}

```

11. For `USB_HostHidKeyboardTask()` support NLS-HR11 commands, first add below parameter in `USB_HostHidKeyboardTask()` function:

```
uint8_t reportLEDStatus[2];
```

12. Change case `kUSB_HostHidRunGetReportDescriptorDone`: and update the codes as below:

```

case kUSB_HostHidRunGetReportDescriptorDone: /* 4. hid set output report */
keyboardInstance->runWaitState = kUSB_HostHidRunWaitSetReport;
keyboardInstance->runState = kUSB_HostHidRunIdle;
/* third: set output report */

```

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```

/*          (Not used)          Kana
Comps     Scroll Lock     Caps Loc     Num lock*/
reportLEDStatus[0] = (0x00 << 5) | (0x00 << 4) | (0x00 << 3) | (0x01 << 2)
| (0x00 << 1) | (0x01<<0);
if (USB_HostHidSetReport(keyboardInstance->classHandle,
                        0x00, // reportId
                        0x02, // reportType : Output Report
                        reportLEDStatus,
                        1,
                        USB_HostHidControlCallback,
                        keyboardInstance) != kStatus_USB_Success)
{
    usb_echo("error in USB_HostHidSetProtocol\r\n");
}

break;

```

13. Update case kUSB_HostHidRunSetProtocolDone: in USB_HostHidControlCallback() to case kUSB_HostHidRunSetReportDone:.
14. Finally, compile the project and download it to FRDM-MCXA276:
 - Ensure that the FRDM-MCXA276 board connects with the USB barcode scanner with J6 and MCU-Link's USB J17 connects to the PC.
 - Ensure that the PC is running a serial terminal application with correct VCOM link settings, as shown in [Figure 9](#).

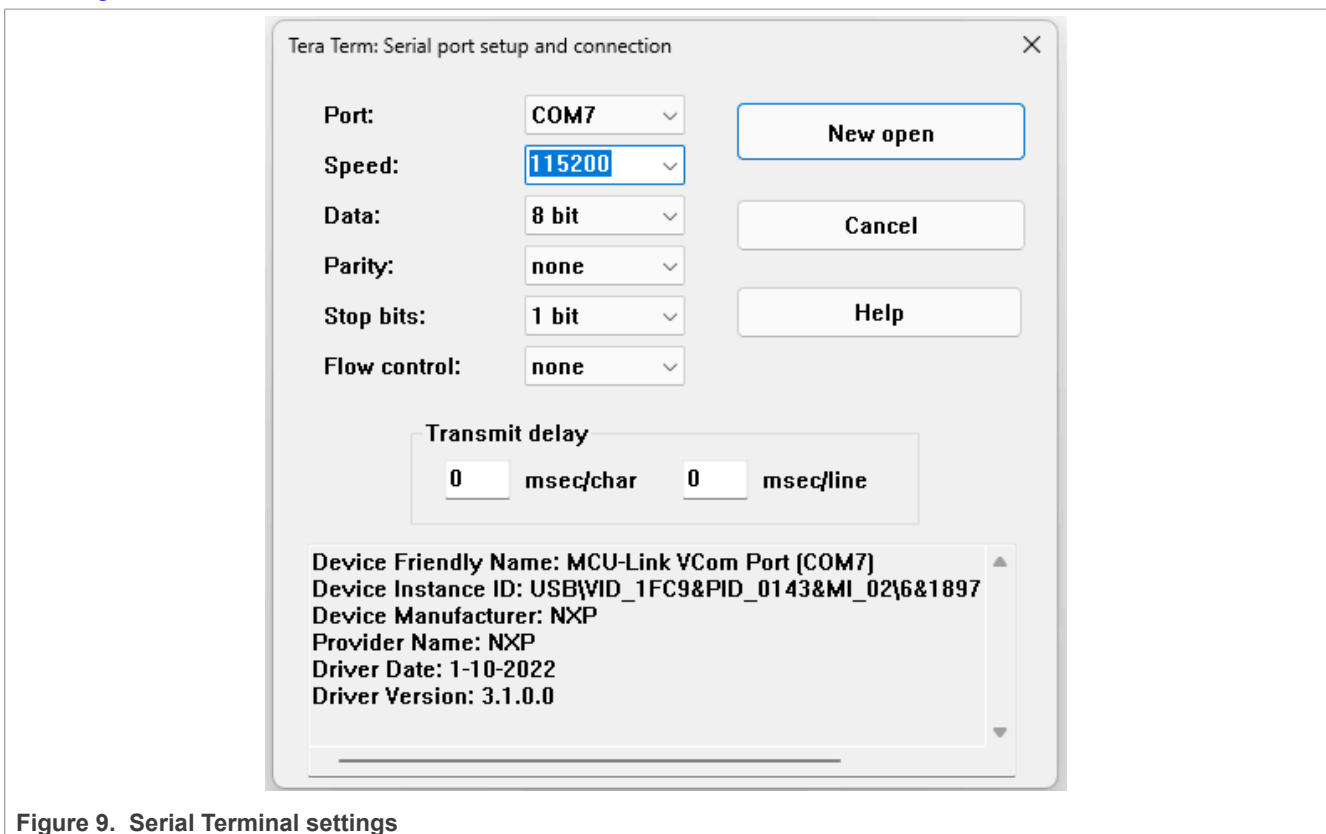


Figure 9. Serial Terminal settings

15. Run the code fully and click the Reset button.
16. Then, use the barcode scanner to scan a barcode, as shown in [Figure 10](#).



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Figure 10. Use a barcode scanner to scan the code

The barcode information prints on the Terminal screen, as shown in [Figure 11](#).

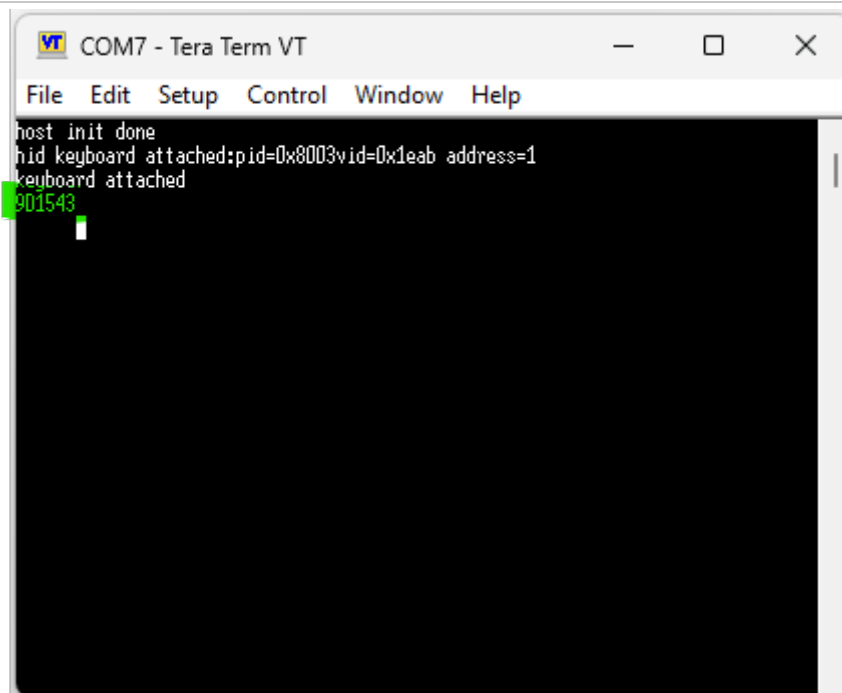


Figure 11. Terminal information

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6 Revision history

[Table 1](#) summarizes revisions to this document.

Table 1. Revision history

Document ID	Release date	Description
AN14543 v.1.0	22 January 2025	Initial public release

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