
Developing Drivers With The Windows Driver Foundation Pro Developer

Producing Device Drivers
Linux Device Drivers Development
Linux Kernel Programming Part 2 - Char Device Drivers and Kernel Synchronization
The C Programming Language
Developing Drivers with the Windows Driver Foundation
System architecture, processes, threads, memory management, and more
The Windows 2000 Device Driver Book
Windows Internals, Part 1
Writing Windows Wdm Device Drivers
Microsoft Windows 2000 Driver Development Reference -
Programming the Microsoft Windows Driver Model
Reusable Firmware Development
Windows 10 Inside Out (includes Current Book Service)
Develop customized drivers for embedded Linux
Windows Internals, Part 2
Writing UNIX Device Drivers
Writing Windows VxDs and Device Drivers
A Programmer's Handbook
Writing MS-DOS Device Drivers
Windows NT Device Driver Development
Windows Internals
Developing Windows NT Device Drivers
Windows Kernel Programming
Developing Drivers with the Windows Driver Foundation
Develop custom drivers for your embedded Linux applications
Linux Device Driver Development Cookbook
Writing Windows WDM Device Drivers
Windows 7 Device Driver
Developing Drivers with the Microsoft Windows Driver Foundation
Windows System Programming
Pro Windows Embedded Compact 7
A Practical Approach to APIs, HALs and Drivers
Inside Windows Debugging
A Guide for Programmers
Practical Development Throughout the Evolution of Windows, The
Win32 Programming
Windows 7 Device Driver
Linux Device Drivers

Create user-kernel interfaces, work with peripheral I/O, and handle hardware interrupts

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ASHLEY GEMMA

Producing Device Drivers Pearson Education

"Probably the most wide ranging and complete Linux device driver book I've read." --Alan Cox, Linux Guru and Key Kernel Developer "Very comprehensive and detailed, covering almost every single Linux device driver type." --Theodore Ts'o, First Linux Kernel Developer in North America and Chief Platform Strategist of the Linux Foundation The Most Practical Guide to Writing Linux Device Drivers Linux now offers an exceptionally robust environment for driver development: with today's kernels, what once required years of development time can be accomplished in days. In this practical, example-driven book, one of the world's most experienced Linux driver developers systematically demonstrates how to develop reliable Linux drivers for virtually any device. Essential Linux Device Drivers is for any programmer with a working knowledge of operating systems and C, including programmers who have never written drivers before. Sreekrishnan Venkateswaran focuses on the essentials, bringing together all the concepts and techniques you need, while avoiding topics that only matter in highly specialized situations. Venkateswaran begins by reviewing the Linux 2.6 kernel capabilities that are most relevant to driver developers. He introduces simple device classes; then turns to serial buses such as I2C and SPI; external buses such as PCMCIA, PCI, and USB; video, audio, block, network, and wireless device drivers; user-space drivers; and drivers for embedded Linux—one of today's fastest growing areas of Linux development. For each, Venkateswaran explains the technology, inspects relevant kernel source files, and walks through developing a complete example. • Addresses drivers discussed in no other book, including drivers for I2C, video, sound, PCMCIA, and different types of flash memory • Demystifies essential kernel services and facilities, including kernel threads and helper interfaces • Teaches polling, asynchronous notification, and I/O control • Introduces the Inter-Integrated Circuit Protocol for embedded Linux drivers • Covers multimedia device drivers using the Linux-Video subsystem and

Linux-Audio framework • Shows how Linux implements support for wireless technologies such as Bluetooth, Infrared, WiFi, and cellular networking • Describes the entire driver development lifecycle, through debugging and maintenance • Includes reference appendixes covering Linux assembly, BIOS calls, and Seq files

Linux Device Drivers Development Apress

The Microsoft® Windows® driver model (WDM) supports Plug and Play, provides power management capabilities, and expands on the driver/minidriver approach. Written by long-time device-driver expert Walter Oney in cooperation with the Windows kernel team, this book provides extensive practical examples, illustrations, advice, and line-by-line analysis of code samples to clarify real-world driver-programming issues. And it's been updated with the latest details about the driver technologies in Windows XP and Windows 2000, plus more information about how to debug drivers. Topics covered include: Beginning a driver project and the structure of a WDM driver; NEW: Minidrivers and class drivers, driver taxonomy, the WDM development environment and tools, management checklist, driver selection and loading, approved API calls, and driver stacks Basic programming techniques; NEW: Safe string functions, memory limits, the Driver Verifier scheme and tags, the kernel handle flag, and the Windows 98 floating-point problem Synchronization; NEW: Details about the interrupt request level (IRQL) scheme, along with Windows 98 and Windows Me compatibility The I/O request packet (IRP) and I/O control operations; NEW: How to send control operations to other drivers, custom queue implementations, and how to handle and safely cancel IRPs Plug and Play for function drivers; NEW: Controller and multifunction devices, monitoring device removal in user mode, Human Interface Devices (HID), including joysticks and other game controllers, minidrivers for non-HID devices, and feature reports Reading and writing data, power management, and Windows Management Instrumentation (WMI) NEW: System wakeup, the WMI control for idle detection, and using WMIMOFCK Specialized topics and distributing drivers; NEW: USB 2.0, selective suspend, Windows Hardware Quality Lab (WHQL) certification, driver selection and loading, officially approved API calls, and driver stacks COVERS WINDOWS 98, WINDOWS ME,

WINDOWS 2000, AND WINDOWS XP! CD-ROM FEATURES: A fully searchable electronic copy of the book Sample code in Microsoft Visual C++® A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

Linux Kernel Programming Part 2 - Char Device Drivers and Kernel Synchronization Pearson Education

Drill down into Windows architecture and internals, discover how core Windows components work behind the scenes, and master information you can continually apply to improve architecture, development, system administration, and support. Led by three renowned Windows internals experts, this classic guide is now fully updated for Windows 10 and 8.x. As always, it combines unparalleled insider perspectives on how Windows behaves "under the hood" with hands-on experiments that let you experience these hidden behaviors firsthand. Part 2 examines these and other key Windows 10 OS components and capabilities: Startup and shutdown The Windows Registry Windows management mechanisms WMI System mechanisms ALPC ETW Cache Manager Windows file systems The hypervisor and virtualization UWP Activation Revised throughout, this edition also contains three entirely new chapters: Virtualization technologies Management diagnostics and tracing Caching and file system support

The C Programming Language Addison-Wesley Professional

The first authoritative guide to programming Windows 7 device drivers: save time, save money, and write more reliable drivers • Shows experienced programmers how to make the most of Microsoft's latest and most powerful models and tools for Windows 7 driver development, including C# and Visual Studio

2010. •Thoroughly covers Microsoft's Windows Driver Foundation (WDF) Architecture. •There are no other books, and little information anywhere, about Windows 7 device drivers. This is the only comprehensive, state-of-the-art guide to writing Windows 7 device drivers. Written by Ronald Reeves, one of the field's leading experts, Windows 7 Device Driver Book helps experienced developers make the most of the powerful new tools and models Microsoft has made available for driver development. Reeves provides an extensive collection of sample code on CDROM, as well as best-practice guidance for maximizing reliability and performance. Reeves shows how C# and Visual Studio 2010 can be used to develop device drivers more rapidly, and debug them more effectively. He covers a broad array of topics, including both kernel- and user-mode driver development; Windows Driver Foundation (WDF) architecture, and much more. From start to finish, this book is designed to significantly reduce the time it takes for device driver programmers to find the information they need -- and then apply that information in reliable, production code.

Developing Drivers with the Windows Driver Foundation "O'Reilly Media, Inc."

Start developing robust drivers with expert guidance from the teams who developed Windows Driver Foundation. This comprehensive book gets you up to speed quickly and goes beyond the fundamentals to help you extend your Windows development skills. You get best practices, technical guidance, and extensive code samples to help you master the intricacies of the next-generation driver model—and simplify driver development. Discover how to: Use the Windows Driver Foundation to develop kernel-mode or user-mode drivers Create drivers that support Plug and Play and power management—with minimal code Implement robust I/O handling code Effectively manage synchronization and concurrency in driver code Develop user-mode drivers for protocol-based and serial-bus-based devices Use USB-specific features of the frameworks to quickly develop drivers for USB devices Design and implement kernel-mode drivers for DMA devices Evaluate your drivers with source code analysis and static verification tools Apply best practices to test, debug, and install drivers PLUS—Get driver code samples on the Web

System architecture, processes, threads, memory management,

and more New Riders Pub

Master the new Windows Driver Model (WDM) common to Windows 98 and Windows 2000. You get theory, instruction and practice in driver development, installation and debugging. Addresses hardware and software interface issues, driver types, and a description of the new 'layer' model of WDM. ;

The Windows 2000 Device Driver Book CRC Press

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

Windows Internals, Part 1 Microsoft Press

Software developer and author Karen Hazzah expands her original treatise on device drivers in the second edition of Writing Windows VxDs and Device Drivers. The book and companion disk include the author's library of wrapper functions that allow the programmer to find out why MSDN has called this book 'the only really systematic and thorough introduction to VxD writing.' For this second edition, Karen Hazzah has included expanded coverage of Windows 95.

Writing Windows Wdm Device Drivers Microsoft Press

Master the art of developing customized device drivers for your embedded Linux systems Key Features Stay up to date with the Linux PCI, ASoC, and V4L2 subsystems and write device drivers for them Get to grips with the Linux kernel power management infrastructure Adopt a practical approach to customizing your Linux environment using best practices Book Description Linux is one of the fastest-growing operating systems around the world, and in the last few years, the Linux kernel has evolved significantly to support a wide variety of embedded devices with its improved subsystems and a range of new features. With this book, you'll find out how you can enhance your skills to write custom device drivers for your Linux operating system. Mastering Linux Device Driver Development provides complete coverage of kernel topics, including video and audio frameworks, that usually go unaddressed. You'll work with some of the most complex and impactful Linux kernel frameworks, such as PCI, ALSA for SoC, and Video4Linux2, and discover expert tips and best practices along the way. In addition to this, you'll understand how to make the most of frameworks such as NVMEM and Watchdog. Once you've got to grips with Linux kernel helpers, you'll advance to working with special device types such as Multi-Function Devices (MFD)

followed by video and audio device drivers. By the end of this book, you'll be able to write feature-rich device drivers and integrate them with some of the most complex Linux kernel frameworks, including V4L2 and ALSA for SoC. What you will learn Explore and adopt Linux kernel helpers for locking, work deferral, and interrupt management Understand the Regmap subsystem to manage memory accesses and work with the IRQ subsystem Get to grips with the PCI subsystem and write reliable drivers for PCI devices Write full multimedia device drivers using ALSA SoC and the V4L2 framework Build power-aware device drivers using the kernel power management framework Find out how to get the most out of miscellaneous kernel subsystems such as NVMEM and Watchdog Who this book is for This book is for embedded developers, Linux system engineers, and system programmers who want to explore Linux kernel frameworks and subsystems. C programming skills and a basic understanding of driver development are necessary to get started with this book. Microsoft Windows 2000 Driver Development Reference - "O'Reilly Media, Inc."

Pajari provides application programmers with definitive information on writing device drivers for the UNIX operating system. The comprehensive coverage includes the four major categories of UNIX device drivers: character, block, terminal, and stream drivers. (Operating Systems)

Programming the Microsoft Windows Driver Model Addison-Wesley Professional

The Definitive Guide to Windows API Programming, Fully Updated for Windows 7, Windows Server 2008, and Windows Vista Windows System Programming, Fourth Edition, now contains extensive new coverage of 64-bit programming, parallelism, multicore systems, and many other crucial topics. Johnson Hart's robust code examples have been updated and streamlined throughout. They have been debugged and tested in both 32-bit and 64-bit versions, on single and multiprocessor systems, and under Windows 7, Vista, Server 2008, and Windows XP. To clarify program operation, sample programs are now illustrated with dozens of screenshots. Hart systematically covers Windows externals at the API level, presenting practical coverage of all the services Windows programmers need, and emphasizing how Windows functions actually behave and interact in real-world applications. Hart begins with features used in single-process

applications and gradually progresses to more sophisticated functions and multithreaded environments. Topics covered include file systems, memory management, exceptions, processes, threads, synchronization, interprocess communication, Windows services, and security. New coverage in this edition includes Leveraging parallelism and maximizing performance in multicore systems Promoting source code portability and application interoperability across Windows, Linux, and UNIX Using 64-bit address spaces and ensuring 64-bit/32-bit portability Improving performance and scalability using threads, thread pools, and completion ports Techniques to improve program reliability and performance in all systems Windows performance-enhancing API features available starting with Windows Vista, such as slim reader/writer locks and condition variables A companion Web site, jmhartsoftware.com, contains all sample code, Visual Studio projects, additional examples, errata, reader comments, and Windows commentary and discussion.

Reusable Firmware Development Addison-Wesley Professional Master the new Windows Driver Model (WDM) common to Windows 98 and Windows 2000. You get theory, instruction and practice in driver development, installation and debugging. Addresses hardware and software interface issues, driver types, and a description of the new 'layer' model of WDM. ;

Windows 10 Inside Out (includes Current Book Service) Packt Publishing Ltd Learn to develop customized device drivers for your embedded Linux system About This Book Learn to develop customized Linux device drivers Learn the core concepts of device drivers such as memory management, kernel caching, advanced IRQ management, and so on. Practical experience on the embedded side of Linux Who This Book Is For This book will help anyone who wants to get started with developing their own Linux device drivers for embedded systems. Embedded Linux users will benefit highly from this book. This book covers all about device driver development, from char drivers to network device drivers to memory management. What You Will Learn Use kernel facilities to develop powerful drivers Develop drivers for widely used I2C and SPI devices and use the regmap API Write and support devicetree from within your drivers Program advanced drivers for network and frame buffer devices Delve into the Linux irqdomain API and write interrupt controller drivers Enhance your skills with

regulator and PWM frameworks Develop measurement system drivers with IIO framework Get the best from memory management and the DMA subsystem Access and manage GPIO subsystems and develop GPIO controller drivers In Detail Linux kernel is a complex, portable, modular and widely used piece of software, running on around 80% of servers and embedded systems in more than half of devices throughout the World. Device drivers play a critical role in how well a Linux system performs. As Linux has turned out to be one of the most popular operating systems used, the interest in developing proprietary device drivers is also increasing steadily. This book will initially help you understand the basics of drivers as well as prepare for the long journey through the Linux Kernel. This book then covers drivers development based on various Linux subsystems such as memory management, PWM, RTC, IIO, IRQ management, and so on. The book also offers a practical approach on direct memory access and network device drivers. By the end of this book, you will be comfortable with the concept of device driver development and will be in a position to write any device driver from scratch using the latest kernel version (v4.13 at the time of writing this book). Style and approach A set of engaging examples to develop Linux device drivers

Develop customized drivers for embedded Linux Packt Publishing Ltd "Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect "Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the

design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

Windows Internals, Part 2 Microsoft Press Get Expert Insights For Mastering The Intricacies Of The Windows Driver Foundation. This In-Depth Reference Delivers Strategic Guidance And Practical Advice For Developing Drivers For The Windows Platform. Code Samples In Microsoft Visual C++®. Master The

Writing UNIX Device Drivers Developing Drivers with the Windows Driver Foundation An authoritative guide to Windows NT driver development, now completely revised and updated. The CD-ROM includes all source code, plus Microsoft hardware standards documents, demo software, and more. Microsoft Press Authored by two of the leading authorities in the field, this guide

offers readers the knowledge and skills needed to achieve proficiency with embedded software.

[Writing Windows VxDs and Device Drivers](#) Microsoft Press

Gain the knowledge and skills necessary to improve your embedded software and benefit from author Jacob Beningo's more than 15 years developing reusable and portable software for resource-constrained microcontroller-based systems. You will explore APIs, HALs, and driver development among other topics to acquire a solid foundation for improving your own software.

[Reusable Firmware Development: A Practical Approach to APIs, HALs and Drivers](#) not only explains critical concepts, but also provides a plethora of examples, exercises, and case studies on how to use and implement the concepts. What You'll Learn Develop portable firmware using the C programming language Discover APIs and HALs, explore their differences, and see why they are important to developers of resource-constrained software Master microcontroller driver development concepts, strategies, and examples Write drivers that are reusable across multiple MCU families and vendors Improve the way software documented Design APIs and HALs for microcontroller-based systems Who This Book Is For Those with some prior experience with embedded programming.

[A Programmer's Handbook](#) No Starch Press

DEVELOPMENT KIT gives you the most complete, concise set of design and reference documentation you can find about developing drivers for the Windows 2000 family of operating systems. It also delivers sample source code and resources for developing Windows Driver Model (WDM) drivers that support

both Windows 2000 and Windows 98, and it provides links to supporting information on the Microsoft Web site. This three-volume set is the only printed version of these essential resources. It includes: MICROSOFT WINDOWS 2000 DRIVER DESIGN GUIDE Get the technical know-how you need to write drivers for Windows 2000 or Windows 98 with this volume. It contains vital information about the driver development environment and the driver BUILD utility (included on CD-ROM), and it shows you how to use the Windows 2000 Driver Verifier to build, test, and debug Windows 2000 drivers. It describes how to create Windows Driver Model (WDM) drivers that are source-level compatible between Windows 2000 and Windows 98. It covers the special Plug and Play and power-management features of Windows 2000, describes how to support setup and installation of devices, and gives you the particulars about how to write kernel-mode, graphics, and network drivers. MICROSOFT WINDOWS 2000 DRIVER DEVELOPMENT REFERENCE VOLUME 1 Developing reliable drivers—the most essential part of any operating system—requires good documentation. Open this volume to get complete, authoritative reference information about Plug and Play, power-management, and setup driver support in Windows 2000. MICROSOFT WINDOWS 2000 DRIVER DEVELOPMENT REFERENCE VOLUME 2 Open this volume to get authoritative reference information about kernel-mode drivers, including drivers for input devices, devices that use serial and parallel ports, and devices that use USB, IEEE 1394, and *Writing MS-DOS Device Drivers* Addison-Wesley Professional The First Authoritative Guide to Writing Robust, High-Performance Windows 7 Device Drivers Windows 7 Device Driver brings

together all the information experienced programmers need to build exceptionally reliable, high-performance Windows 7 drivers. Internationally renowned driver development expert Ronald D. Reeves shows how to make the most of Microsoft's powerful new tools and models; save time and money; and efficiently deliver stable, robust drivers. Drawing on his unsurpassed experience as both a driver developer and instructor, Reeves demystifies Kernel and User Mode Driver development, Windows Driver Foundation (WDF) architecture, driver debugging, and many other key topics. Throughout, he provides best practices for all facets of the driver development process, illuminating his insights with proven sample code. Learn how to Use WDF to reduce development time, improve system stability, and enhance serviceability Take full advantage of both the User Mode Driver Framework (UMDF) and the Kernel Mode Driver Framework (KMDF) Implement best practices for designing, developing, and debugging both User Mode and Kernel Mode Drivers Manage I/O requests and queues, self-managed I/O, synchronization, locks, plug-and-play, power management, device enumeration, and more Develop UMDF drivers with COM Secure Kernel Mode Drivers with safe defaults, parameter validation, counted UNICODE strings, and safe device naming techniques Program and troubleshoot WMI support in Kernel Mode Drivers Utilize advanced multiple I/O queuing techniques Whether you're creating Windows 7 drivers for laboratory equipment, communications hardware, or any other device or technology, this book will help you build production code more quickly, get to market sooner, and start earning money faster!

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