



# Interfacing the Mac to the Real World

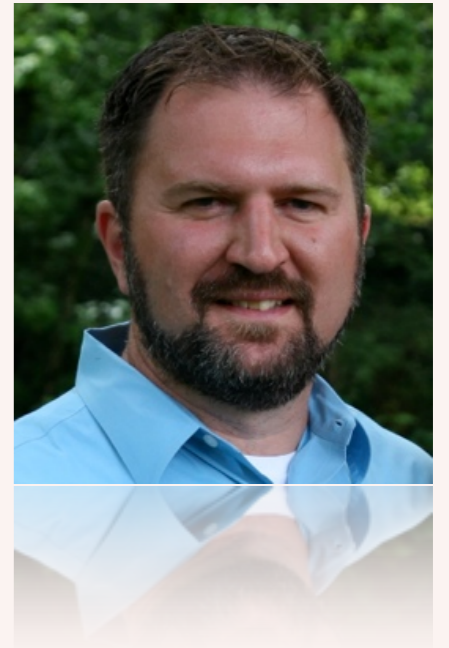
Boisy G. Pitre





# About Me

- Senior Software Engineer in the Mac Products Group at Nuance Communications
- Owner of Tee-Boy, developer of *WeatherSnoop*
- Author of *Developer to Developer* monthly column in MacTech Magazine





# Presentation Goals

- Understand the idea of “Real-World Data”
- Explore Interfaces to Obtain the Data
- Look at Example Code
- Hardware Demonstrations



# Real World Data

- Data representing quantifiable and measurable properties
  - Velocity
  - Temperature
  - Pressure
  - Flow Rates
- Sampled by specialized sensors





# Applications

- Industrial & Commercial
- Automotive
- Medical
- Home Automation
- Environmental

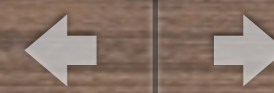




# Why the Mac?

- Reliability
  - BSD Unix Foundation
  - A Safe Environment
- A Philosophy of Simplicity and “Just Works”
- New Interface Technologies such as Multi-Touch and Speech can bring data to “life”





# Interfacing Options

- USB (IOKit Framework)
- Serial Port (BSD I/O)
- Network (NSURLConnection)





# Interfacing via USB





# IOHID Manager

- Apple's API for User level access to USB
- Available in OS X 10.5 and later
- Entitlement: `com.apple.security.usb`  
(currently broken!)



# Accessing HID Devices

- RunLoop based
- Register Match/Removal Callbacks based upon USB vendor & product ID
- When device inserted, register for input callback



# Setting Up

```
#import <IOKit/hid/IOHIDManager.h>

uint16_t vendorID = 0x1DFD;
uint16_t productID = 0x0002;

gHIDManager = IOHIDManagerCreate(kCFAllocatorDefault, kIOHIDOptionsTypeNone);

NSMutableDictionary *matchDict = [NSMutableDictionary dictionaryWithObjectsAndKeys:
    [NSNumber numberWithInt:vendorID], @kIOHIDVendorIDKey,
    [NSNumber numberWithInt:productID], @kIOHIDProductIDKey,
    nil];

IOHIDManagerSetDeviceMatching(gHIDManager, (CFDictionaryRef)matchDict);

// Callbacks for device plugin/removal
IOHIDManagerRegisterDeviceMatchingCallback(gHIDManager, Handle_DeviceMatchingCallback, self);
IOHIDManagerRegisterDeviceRemovalCallback(gHIDManager, Handle_DeviceRemovalCallback, self);

// Schedule with the run loop
IOHIDManagerScheduleWithRunLoop(gHIDManager, CFRunLoopGetCurrent(), kCFRunLoopCommonModes);
```





# At Insertion

```
long reportSize = 0;

gHidDeviceRef = inIOHIDDeviceRef;

(void)IOHIDDevice_GetLongProperty(gHidDeviceRef, CFSTR(kIOHIDMaxInputReportSizeKey),
    &reportSize);

if (reportSize)
{
    report = calloc(1, reportSize);
    if (report)
    {
        IOHIDDeviceRegisterInputReportCallback(inIOHIDDeviceRef,
            report,
            reportSize,
            Handle_IOHIDDeviceInputReportCallback,
            self);
    }
}
```

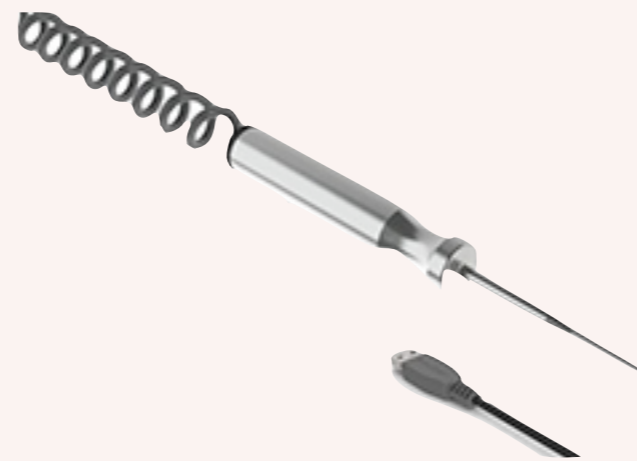


# Input Report Callback

```
static void Handle_IOHIDDeviceInputReportCallback(void *           inContext,
                                                    IOReturn          inResult,
                                                    void *             inSender,
                                                    IOHIDReportType inType,
                                                    uint32_t           inReportID,
                                                    uint8_t *         inReport,
                                                    CFIndex          inReportLength)
{
    NSData *incoming = [NSData dataWithBytes:inReport length:inReportLength];
    . . .
}
```



# USB Demo: Thermistor



A white serial cable with two DB-9 connectors, one at the top and one at the bottom, is shown in a looped configuration. The cable is semi-transparent and has a reflection below it.

# Interfacing via Serial Port



# Accessing Serial Devices

- Utilizes USB to RS-232 convertor
- Requires installation of 3rd-party drivers (Prolific & FTDI)
- Least User-Friendly Experience
- Being usurped by USB





# Serial Details

- Find device via IOKit function calls
- Open path to `/dev/tty.XXX` via `open()`
- Consider baud rate, word size, parity
  - Settable with `ioctl()`
- Use `read()/write()` for data access



# Serial Port Demo: Rad OS X





# Summary

- Real World Interfacing is about collecting data that is measurable and useful
- The Mac is an ideal real-world platform
- Interfacing is achievable through APIs





# More Information

- Apple Technical Note TN2187  
“New HID Manager APIs for Mac OS X version 10.5”
- QTI Thermistor  
<http://www.thermistor.com/>
- GM-10 Radiation Detector  
<http://www.blackcatsystems.com/>

Boisy G. Pitre  
[boisy@tee-boy.com](mailto:boisy@tee-boy.com)

