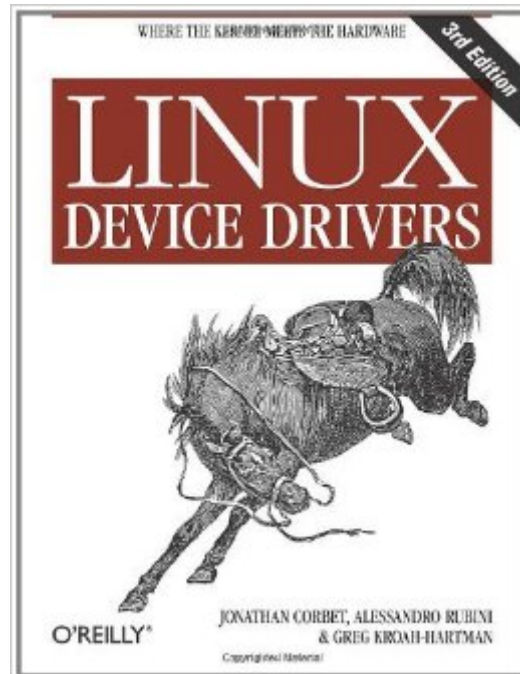# Linux Device Drivers

Synopsis

Device drivers literally drive everything you're interested in--disks, monitors, keyboards, modems--everything outside the computer chip and memory. And writing device drivers is one of the few areas of programming for the Linux operating system that calls for unique, Linux-specific knowledge. For years now, programmers have relied on the classic Linux Device Drivers from O'Reilly to master this critical subject. Now in its third edition, this bestselling guide provides all the information you'll need to write drivers for a wide range of devices.Over the years the book has helped countless programmers learn:how to support computer peripherals under the Linux operating systemhow to develop and write software for new hardware under Linuxthe basics of Linux operation even if they are not expecting to write a driverThe new edition of Linux Device Drivers is better than ever. The book covers all the significant changes to Version 2.6 of the Linux kernel, which simplifies many activities, and contains subtle new features that can make a driver both more efficient and more flexible. Readers will find new chapters on important types of drivers not covered previously, such as consoles, USB drivers, and more.Best of all, you don't have to be a kernel hacker to understand and enjoy this book. All you need is an understanding of the C programming language and some background in Unix system calls. And for maximum ease-of-use, the book uses full-featured examples that you can compile and run without special hardware.Today Linux holds fast as the most rapidly growing segment of the computer market and continues to win over enthusiastic adherents in many application areas. With this increasing support, Linux is now absolutely mainstream, and viewed as a solid platform for embedded systems. If you're writing device drivers, you'll want this book. In fact, you'll wonder how drivers are ever written without it.

Book Information

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Customer Reviews

Honestly, I really don't understand how anyone can give this book 5 stars. To start off on a positive tone, I'll say what I liked about it.1) Lots of information. There is no denying this, it is very informitive. However, this is a double edged swords (will discuss later)2) The basic drivers are described pretty well. The scull driver is a good way to ease into driver development, imo. Simple enough that it's not too overwhelming and ununderstandable, but not overly simple so that you actually get an idea of what's going on.3) It's free.That's it for the positives. Now for a huge list of negatives.1) Most of the information is irrelevent. I feel like the authors lost focus as the book went on, and forgot they were not writing a general "Linux Kernel" book but a specific book for drivers. Many a time do they spend pages upon pages going on about something, only to mention "but this is never used by read driver developers" at the end. You end up in a really unpleasant situation where you have to sift through a bunch of useless info to get to the useful stuff. Most of the time I ended up just searching google, and got better results.2) Lack of more complex examples. Let's face it, no one needs to write an extremely simple char driver. However, that's as complex as the examples get. Beyond the scull driver, it's just code fragments. I sincerely hope you don't have to write a serial tty device. Which leads me to my next point.3) Outdated. Many kernel API changes have been made to the point where the code is no longer compilable (especially on the tty front). Methods used in the book have been done away with in the newer kernel API's.Honestly, you're much better off just resorting to Google.

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