

ViewPAC Particular API User Manual

(WinCE Based ((eVC & .NET))

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Service and usage information for





VP-25W1

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Perface

This guide introduces ViewPAC Software Development Kit (SDK). It provides an overview of what you can do with the SDK and the technologies that are available to you through the SDK.

> Software Development Tool

Microsoft eMbedded Visual C++

Visual Basic.net

Visual C#

> Requirements

The WinPAC SDK only supports NET Framework 2.0 or above.

> Installation Path

After installing the WinPAC SDKs, a number of functions can be installed on the Host PC, and this installation puts the header files, libraries into the following public places so they are easily changed by update the WinPAC SDKs.

Header files:

C:\Program Files\Windows CE Tools\wce500\PAC270\lcpdas\Include\ARMV4I\

Libraries:

C:\Program Files\Windows CE Tools\wce500\PAC270\Icpdas\Lib\ARMV4I\

Overview of WinPAC API

The ViewPACSDK enables applications to exploit the power of ViewPAC. The WinPac SDK consists of the following API and functional categories:



1. pac_GetVIEWSDKVersion

This function retrieves the SDK version.

Syntax

void pac_GetVIEWSDKVersion (LPSTR sdk_version);

Parameters

sdk_version

[out] A pointer to a variable that specifies the SDK version.

Return Values

None

Examples

[eVC]

char SDK[32];
pac_GetVIEWSDKVersion(SDK);

[C#]

string SDK;

SDK = ViewPAC.pac_ pac_GetVIEWSDKVersion();

2. pac_SetBackLight

This function sets the LCD backlight.

Syntax

void pac_SetBackLight(int level);

Parameters

level

[in] For VP-25Wx series, the number(20~100) of the LCD lighting.

For VP-23Wx series, only two level. 0 means dark, other values mean light.

Return Values

None

Examples

[eVC]

pac_SetBackLight(100); //Full On

[C#]

ViewPAC.pac_SetBackLight(100);

Remarks

If you find that this function doesn't work, please check the version of viewpadsdk.dll and backplane. Please refer to the following table.

Module	Viewpacsdk.dll	Backplane version
VP-25Wx series	Any version	Any version
VP-23Wx series	V1.0.0.4 and later	V1.0.6.0 and later

Use ViewPAC Utility can get the Backplane version.

3. pac_BuzzerBeep

This function makes the buzzer beep. This function will create a thread to execute codes about Beep of Buzzer. Before creating a thread, it will check if there is an existing thread and will close it. The thread number is always one.

Syntax

void pac_BuzzerBeep(WORD count,DWORD milliseconds);

Parameters

count

[in] The number of beep times. 0 for continues beep.

milliseconds

[in] The time of beep length.

Return Values

None

Examples

[eVC]

pac_BuzzerBeep(1, 200);

[C#]

ViewPAC.pac_BuzzerBeep(1, 200);

4. pac_StopBuzzer

This function stops the buzzer beep.

Syntax

void pac_StopBuzzer();

Parameters

None

Return Values

None

Examples

[eVC]

pac_StopBuzzer();

[C#]

ViewPAC.pac_StopBuzzer();

5. pac_SetBuzzerFreqDuty

This function sets the buzzer beep frequency and duty cycle.

Syntax

void pac_SetBuzzerFreqDuty(int freq, int duty);

Parameters

freq

[in] The number of the buzzer frequency.

duty

[in] The percent number of duty cycle.

Return Values

None

Examples

[eVC]

pac_SetBuzzerFreqDuty(1000, 50);

[C#]

ViewPAC.pac_SetBuzzerFreqDuty(1000, 50);

6. pac_GetBuzzerFreqDuty

This function gets the buzzer beep frequency and duty cycle.

Syntax

void pac_GetBuzzerFreqDuty(int *freq, int *duty);

Parameters

freq

[out] The pointer to a variable that specifies the buzzer frequency.

duty

[out] The pointer to a variable that specifies the percent of duty cycle.

Return Values

None

Examples

[eVC]

```
int freq;
int duty;
pac_GetBuzzerFreqDuty(&freq, &duty);
```

[C#]

```
int freq = new int();
int duty = new int();
ViewPAC.pac_GetBuzzerFreqDuty(ref freq, ref duty);
```

7. pac_EnableVPLed

This function sets the LED on/off.

Syntax

```
void pac_ EnableVPLed(int Ln, bool bFlag);
```

Parameters

```
In The number of LED.

0:RUN

1:L1

2:L2

3:L3

bFlag

True:Turn on the LED.

False:Turn off the LED.
```

Return Values

None

Examples

[eVC]

pac_ EnableVPLed(1, true);

[C#]

ViewPAC.pac_ EnableVPLed(1, true);