



STATUS LIGHT KIT v2 SDK USER MANUAL

EDxxxxxx, SOFTWARE DOCUMENT

Exxxxxx

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1 Revision History

Rev.	Eng.	Date	Description
01	Chia-Lun Yang	10/27/2020	Initial draft, SDK for Windows system.

2 About This Document

This document describes the details of software development kit (SDK) usage of Elo Status Light Kit v2. This SDK only works with USB device with VID:0x04E7 and PID:0xA105.

3 Software Application Build Environment

- Visual Studio 2010 or later.

- Files In SDK Release:

\windows\TestApp\

\windows\lib\

\windows\lib\unmanaged

\windows\lib\managed

Test app

SDK library

Native windows library

C# wrapper

4 Function List

- EloSLKv2_GetLibraryVersion

```
bool EloSLKv2_GetLibraryVersion(wchar_t version[])
```

Description: Provides the library version as NULL terminated UNICODE string.

- EloSLKv2_GetDeviceCount

```
int EloSLKv2_GetDeviceCount()
```

Description: Provides the number of connected devices.

- EloSLKv2_OpenDevice

```
HANDLE EloSLKv2_OpenDevice(int index)
```

Description: Opens the connection by the index number and returns the file handle.

- EloSLKv2_CloseDevice

```
int EloSLKv2_CloseDevice(HANDLE devHandle)
```

Description: Close the connection with given file handle.

- EloSLKv2_GetVidPid

```
bool EloSLKv2_GetVidPid(HANDLE devHandle, int* VID, int* PID)
```

Description: Read from device the vendor ID and product ID.

- EloSLKv2_GetProductString

```
bool EloSLKv2_GetProductString(HANDLE devHandle, wchar_t szProductString[])
```

Description: Read from device the USB Product string.

- EloSLKv2_GetManufacturerString

```
bool EloSLKv2_GetManufacturerString(HANDLE devHandle, wchar_t szManufacturerString[])
```

Description: Read from device the USB Manufacturer string.

- EloSLKv2_GetSerialNumber

```
bool EloSLKv2_GetSerialNumber(HANDLE devHandle, wchar_t szSerialNumber[])
```

Description: Read from device the USB Serial Number string.

- EloSLKv2_GetUSBPortLocation

```
bool EloSLKv2_GetUSBPortLocation(HANDLE devHandle, wchar_t szUSBPortLocation[])
```

Description: Read from device the USB Port Location string, including hub number and port number.

- EloSLKv2_GetLightColor

```
bool EloSLKv2_GetLightColor(HANDLE devHandle, LED_LIGHT_COLOR* color)
```

Description: Get current light color from device.

- EloSLKv2_SetLightColor

```
bool EloSLKv2_SetLightColor(HANDLE devHandle, LED_LIGHT_COLOR color)
```

Description: Set current light color to device.

- EloSLKv2_GetColorFromVolatileRAM

```
bool EloSLKv2_GetColorFromVolatileRAM(HANDLE devHandle, LED_LIGHT_COLOR* color)
```

Description: Get light color setting from volatile RAM.

- EloSLKv2_SetColorToVolatileRAM

```
bool EloSLKv2_SetColorToVolatileRAM(HANDLE devHandle, LED_LIGHT_COLOR color)
```

Description: Set light color setting to volatile RAM.

- EloSLKv2_GetColorFromNVRAM

```
bool EloSLKv2_GetColorFromNVRAM(HANDLE devHandle, LED_LIGHT_COLOR* color)
```

Description: Get light color setting from volatile NVRAM.

- EloSLKv2_SetColorToNVRAM

```
bool EloSLKv2_SetColorToNVRAM(HANDLE devHandle, LED_LIGHT_COLOR color)
```

Description: Set light color setting to NVRAM.

```
typedef enum _LED_LIGHT_COLOR
{
    LED_LIGHT_NONE = 0,
    LED_LIGHT_RED = 0x1,
    LED_LIGHT_GREEN = 0x80,
    LED_LIGHT_BLUE = 0x100,
    LED_LIGHT_YELLOW = 0x81,
    LED_LIGHT_CYAN = 0x180,
    LED_LIGHT_MAGENTA = 0x101,
    LED_LIGHT_WHITE = 0x181,
} LED_LIGHT_COLOR;
```