



## Wallaby Pro Push Button SDK USER MANUAL

EDxxxxxx, SOFTWARE DOCUMENT

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## 1 Revision History

Rev.	Eng.	Date	Description
01	Chia-Lun Yang	11/19/2021	Initial draft, SDK for Windows system.

## 2 About This Document

This document describes the details of software development kit (SDK) usage of Elo Wallaby Pro Push Button. This SDK only works with USB device with VID:0x04E7 and PID:0xA106.

## 3 Software Application Build Environment

- Visual Studio 2010 or later.
- Files In SDK Release:

\windows\lib\	SDK library
\windows\lib\unmanaged\	Native windows library
\windows\lib\managed\	C# wrapper
\windows\SampleCode\	C# Sample Code
\windows\TestApp\	Test app

## 4 Function List

- EloPushButtonWP\_GetLibraryVersion

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

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

- EloPushButtonWP\_GetDeviceCount

```
int EloPushButtonWP_GetDeviceCount()
```

Description: Provide the number of connected devices.

- EloPushButtonWP\_OpenDevice

```
HANDLE EloPushButtonWP_OpenDevice(int index)
```

Description: Open the connection by the index number. The user must call EloPushButtonWP\_GetButtonStatus() to get button status.

- EloPushButtonWP\_OpenDeviceCB

```
HANDLE EloPushButtonWP_OpenDeviceCB(int index, FP_BUTTON_STATUS_CALLBACK fpCallback)
```

Description: Open the connection by the index number, and assign the callback function which will be called when the button status changes (pressed or released). This callback function is defined by the user. The function declaration is like the following FP\_BUTTON\_STATUS\_CALLBACK with a Boolean argument which tells the user that the button is pressed or not.

```
typedef void (WINAPI *FP_BUTTON_STATUS_CALLBACK)(bool bPressed);
```

- EloPushButtonWP\_CloseDevice

```
int EloPushButtonWP_CloseDevice()
```

Description: Close the connection of opened device.

- EloPushButtonWP\_GetVidPid

```
bool EloPushButtonWP_GetVidPid(int* VID, int* PID)
```

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

- EloPushButtonWP\_GetProductString

```
bool EloPushButtonWP_GetProductString(wchar_t szProductString[])
```

Description: Read from device the USB Product string.

- EloPushButtonWP\_GetManufacturerString

```
bool EloPushButtonWP_GetManufacturerString(wchar_t szManufacturerString[])
```

Description: Read from device the USB Manufacturer string.

- EloPushButtonWP\_GetSerialNumber

```
bool EloPushButtonWP_GetSerialNumber(wchar_t szSerialNumber[])
```

Description: Read from device the USB Serial Number string.

- EloPushButtonWP\_GetPressedColor

```
bool EloPushButtonWP_GetPressedColor(int* color)
```

Description: Get light color for pressed button. Color values are defined at the bottom.

- EloPushButtonWP\_SetPressedColor

```
bool EloPushButtonWP_SetPressedColor(int color)
```

Description: Set light color for pressed button. Color values are defined at the bottom.

- EloPushButtonWP\_GetReleasedColor

```
bool EloPushButtonWP_GetReleasedColor(int* color)
```

Description: Get light color for released button. Color values are defined at the bottom.

- EloPushButtonWP\_SetReleasedColor

```
bool EloPushButtonWP_SetReleasedColor(int color)
```

Description: Set light color for released button. Color values are defined at the bottom.

- EloPushButtonWP\_GetButtonStatus

```
bool EloPushButtonWP_GetButtonStatus(bool* bPressed)
```

Description: Get button status (pressed or released).

## 5 Color definitions for LED light

```
#define LED_LIGHT_NONE -1
#define LED_LIGHT_RED 0
#define LED_LIGHT_GREEN 2
#define LED_LIGHT_BLUE 3
```