



Allen-Bradley

MobileView Terminals Software Development Kit

2727-MRSDK1

User Manual

**Rockwell
Automation**

Important User Information

Solid state equipment has operational characteristics differing from those of electromechanical equipment. *Safety Guidelines for the Application, Installation and Maintenance of Solid State Controls* (Publication SGI-1.1 available from your local Rockwell Automation sales office or online at <http://www.ab.com/manuals/gi>) describes some important differences between solid state equipment and hard-wired electromechanical devices. Because of this difference, and also because of the wide variety of uses for solid state equipment, all persons responsible for applying this equipment must satisfy themselves that each intended application of this equipment is acceptable.

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The examples and diagrams in this manual are included solely for illustrative purposes. Because of the many variables and requirements associated with any particular installation, Rockwell Automation, Inc. cannot assume responsibility or liability for actual use based on the examples and diagrams.

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Throughout this manual we use notes to make you aware of safety considerations.

WARNING

Identifies information about practices or circumstances that can cause an explosion in a hazardous environment, which may lead to personal injury or death, property damage, or economic loss.

IMPORTANT

Identifies information that is critical for successful application and understanding of the product.

ATTENTION

Identifies information about practices or circumstances that can lead to personal injury or death, property damage, or economic loss. Attentions help you:

- identify a hazard
- avoid a hazard
- recognize the consequence

SHOCK HAZARD

Labels may be located on or inside the drive to alert people that dangerous voltage may be present.

BURN HAZARD

Labels may be located on or inside the drive to alert people that surfaces may be dangerous temperatures.

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Using this Manual

Read this preface to familiarize yourself with the rest of the manual. The preface covers the following topics:

- who should use this manual
- the purpose of the manual
- contents of the manual
- conventions used in this manual
- Allen-Bradley support

Who Should Use This Manual

Use this manual if you are responsible for developing application software to run on the MobileView Terminal.

Purpose of this Manual

This manual is a user guide for the Software Development Kit for the MobileView Terminal. It gives an overview of the system and provides detailed information about the contents of the software development kit.

Contents of this Manual

Chapter	Title	Contents
	Preface	Describes the purpose, background, and scope of this manual. Also specifies the intended audience.
1	Introduction to the MobileView SDK	Provides an overview of the MobileView Terminals and describes the hardware and operating system software.
2	Developing CE Drivers and Applications	Provides general guidelines for programmers. Provides detailed procedures for setting up the development system and installing the MobileView SDK.
3	MobileView Terminals SDK	Provides an overview of the MobileView SDK.
4	SDK (Software Development Kit) for MobileView Terminals	Provides detailed descriptions of the MobileView functions.

Manual Conventions

The following conventions are used throughout this manual:

- Bulleted lists such as this one provide information, not procedural steps.
- Numbered lists provide sequential steps or hierarchical information.

Allen-Bradley Support

Allen-Bradley offers support services worldwide, with over 75 Sales/Support Offices, 512 authorized Distributors and 260 authorized Systems Integrators located throughout the United States alone, plus Allen-Bradley representatives in every major country in the world.

Local Product Support

Contact your local Allen-Bradley representative for:

- sales and order support
- product technical training
- warranty support
- support service agreements

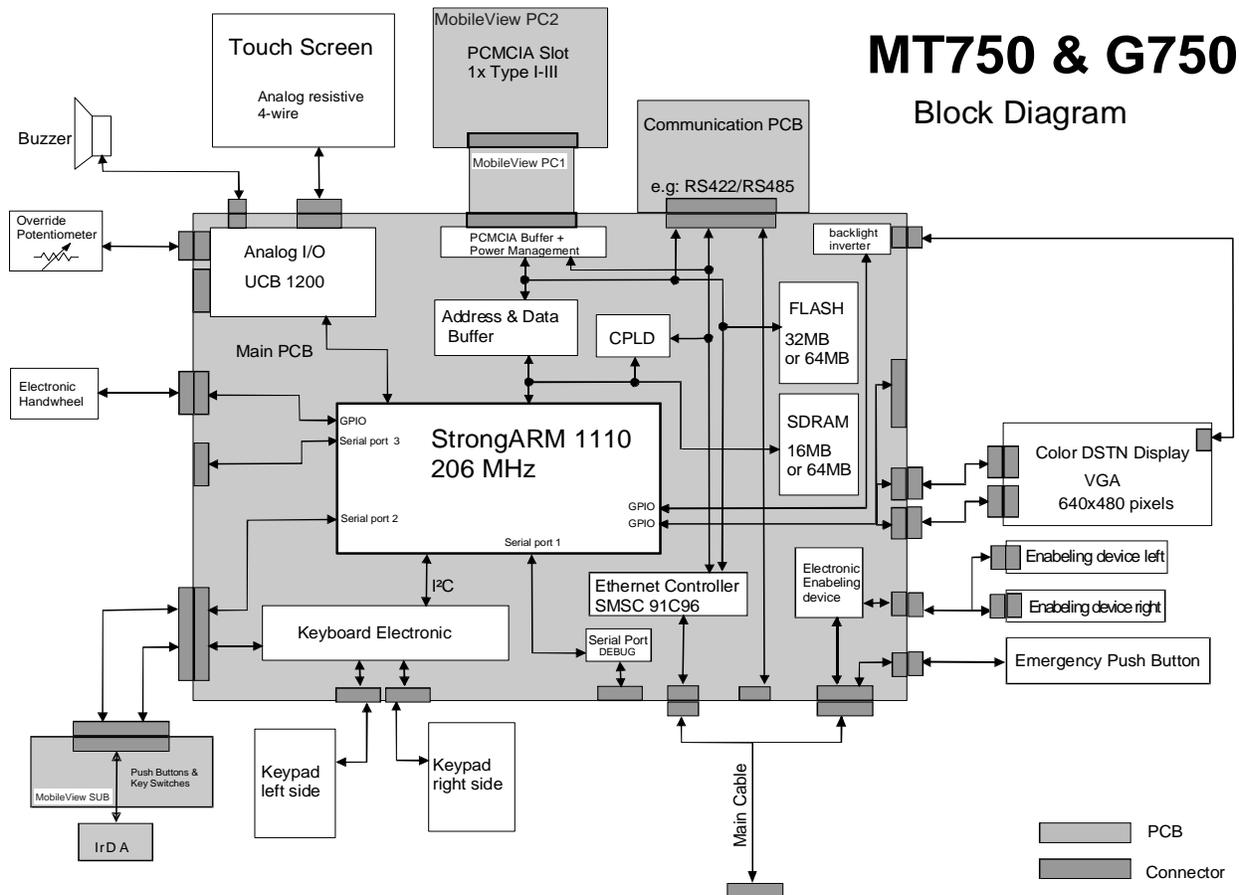
Technical Product Assistance

If you need to contact Allen-Bradley for technical assistance, please review the information in the System Troubleshooting chapter first. Then call your local Allen-Bradley representative or contact Allen-Bradley technical support at (440) 646-5800.

For additional product information and a description of the technical services available, visit the Rockwell Automation/Allen-Bradley Internet site at <http://www.ab.com>.

Introduction to the MobileView SDK

Hardware Architecture



CPU

The system processor is an Intel[®] StrongARM SA-1110 Microprocessor, a device optimized for meeting portable and embedded application requirements. The SA-1110 incorporates a 32-bit StrongARM RISC processor capable of running at up to 206 MHz. The SA-1110 has a large instruction and data cache, memory-management unit (MMU), and read/write buffers.

The SA-1110 memory bus interfaces to many device types including synchronous DRAM (SDRAM), and SRAM-like variable latency I/O

devices with a shared data ready signal. In addition, the SA-1110 provides system support logic, multiple serial communication channels, a color/gray scale LCD controller, PCMCIA support, and general-purpose I/O ports.

Memory Devices

Flash Device

There is a flash part (32 MB to 64 MB) that emulates a disk device. The flash is partitioned to several logical storage areas. One partition provides non-volatile storage for Windows CE operating system image. Another partition is used to store the backup of the registry. One partition is used for the boot code. The last partition supports a FAT 16 (DOS compatible) file system, in which programs and data can be stored.

DRAM

The MT/G750 models have two possible memory configurations: 16 MB DRAM/32 MB Flash and 64 MB DRAM/64 MB Flash.

The Operating System uses part of the RAM for a RAMDISK and the other part for normal system memory. The RAMDISK portion is known as the Object Store and provides specialized storage for the Windows CE Registry and Windows CE system databases. The Windows CE Control Panel System Properties tool has a slider control that allows a user to determine how the RAM is allocated between RAMDISK Storage and system memory. The slider control is factory set for a 50/50 split. Application programs can control RAM allocation with the Windows CE system call `SetSystemMemoryDivision` (see Microsoft's documentation of the CE API for details).

Interfaces

Real Time Clock

The SA-1110 uses on-chip oscillators and PLLs for clock generation. The real-time clock and trim logic run off the 32.768 kHz crystal and provide accuracy of 5 seconds/month. The real-time clock is not battery backed and will reset when power is cycled.

Keypad

The MobileView terminals have a numeric keypad and cursor control keys. This includes 12 function keys.

Extended software support for the bezel keypad is provided with the Windows CE operating system in the form of a keypad handler DLL. The keypad handler intercepts and operates on codes produced by the keypad driver before passing them to the application with current focus.

Touch Screen

An integral, resistive analog touch screen with a serial controller provides mouse-like operator input. The touch screen is factory installed and associated with an integral display.

On-Board Ethernet

An on-board Ethernet controller provides 10BaseT, half-duplex communication support. The data communication for these interfaces takes place via the RJ45 Ethernet connector S4 in the cable entrance area.

The following interface parameters are defined and cannot be changed:

- 10 Mbaud
- TCP/IP protocol

The on-board Ethernet interface is configured under Windows CE as follows:

Start - Settings - Control Panel - Network - Network Configurations

PCMCIA Slots

A PCMCIA slot connector supports 1 Type II PC Card. The PC Cards can be memory or I/O devices.

Software Architecture

Windows CE OS

The MobileView is provided with Windows CE Version 4.x with the latest service packs. ■

The system software includes the following components:

AB Parts

- Hardware Initialization and Boot Loader, situated in the flash
- Windows CE Kernel with adaptations (Hardware Adaptation Layer customized for the MobileView hardware, Built-in ISRs), situated in the boot image stored in the operating system partition of the Flash Storage
- Windows CE Default Registry, which is part of the boot image. (A persistent registry, containing information relative to specific configurations, is maintained in the file system and merged with the default registry at boot.)
- Windows CE Modules and Device Drivers (File system support,...), implemented as part of the boot image or as files (dlls, exes, etc.) stored in the FAT16 partition of the Flash Storage
- GUI Desktop Shell, implemented
- Control Panel and System Configuration/View Tools

Boot Sequence

The boot code in the Flash Storage gets control of the microprocessor at power-on, initializes the hardware, performs power-on self-tests (POST), and moves the compressed Windows CE operating system image from the boot partition of the Flash Storage persistent storage device into DRAM. Several seconds are required for the decompression and copy operation. Finally, the boot loader jumps to the start address of the Windows CE image and control passes to the Windows CE operating system. Windows CE then loads drivers, including the driver for the Flash Storage FAT16 file system (on the “Flash Storage Space” partition), restores the registry, establishes the video modes, and finally loads the start-up applications into memory and runs them.

Load of Compressed Operating System

The boot code reads the compressed operating system image from the Flash Storage operating system partition, decompresses it and loads it into memory. (It loads the executable operating system code into program memory and a default system registry into the RAMDISK section of memory.) Control then passes to the operating system image in memory.

“Cold Boot”

The operating system begins a “cold boot” by loading the driver for the FAT file system on the Flash Storage.

The operating system then attempts to find the primary persistent registry file. If this file is not present, it attempts to find the backup persistent registry file. If no persistent registry file is found, system boot continues with the default registry already in memory.

If a persistent registry file is found, the system merges the default operating system registry and the saved persistent registry; saved persistent registry takes precedence.

“Warm Boot”

After the registry merge, a “warm boot” is begun. Control passes to the operating system kernel, which can now use the registry image to initialize various subsystems. The file system drivers, the graphical subsystem drivers, serial, network, and other device drivers are loaded and initialized.

The Windows CE Registry

The Windows CE Registry contains application and system configuration data. The Control Panel provides the user interfaces for managing the system settings that are configurable by the user. Applications access the Registry via the Win32 API.

The default Registry resides in the operating system image in the flash device. During runtime, the Registry is loaded into and resides in RAM in the Object Store (RAMDISK).

When the system is powered-on, the registry is restored from Flash Memory to DRAM during a “cold boot”.

The registry is only saved by manual operations. The user can execute the "\windows\regflush.exe" program or call the FlushRegistry() command from an application.

The operating system boot process is responsible for merging the default operating system Registry keys with the keys from the persistent Registry. If the same keys exist, preference is given to the persistent registry file. A few default keys are exceptions to this rule and are bypassed during the merge; e.g. the O/S version number is acquired from the O/S image.

The process of merging default and persistent registry information allows operating system upgrades to add new registry keys and values and have these be used in addition to any saved registry state. Since the saved registry information has precedence, users' saved registry

keys for control panel applets and other operating system items will be maintained even in the case of operating system upgrades.

On the other hand, the priority given to persistent registry information over default operating system registry information makes it possible for applications or users to cause problems with operating system startup by changing the wrong registry keys. When manipulating the CE Registry applications, users should exercise the same degree of caution that would be required in the case of a Windows 9x or NT device.

IMPORTANT

Since some applications and drivers only read the Registry at start-up, some registry changes made by applications will have no effect until the terminal is re-started.

Policies for When Registry Flushing Occurs

Control panel applets supplied with the operating system have been customized to automatically flush the registry upon exiting the applet. This allows users to change typical control panel settings such as network, device name, screen saver, etc. and have these be flushed without having to manually issue a registry flush to save these. Since the flush occurs on applet exit as an optimization, users just need to remember to close the applet after making changes for the automatic flush to occur. Due to the inner workings of the applets, it is not feasible to only flush on applet close if a value was changed, so a flush occurs on applet close even if no registry values were actually altered.

Other applications such as Internet Explorer, remote networking, and any third-party packaged applications are not customizable in this fashion and hence changes they make to the registry will not be persistent until some other application flushes the registry. To address this, two features of the operating system are present.

First, an executable regflush.exe supplied with the system may be manually executed by a user at any time to flush the registry to persistent storage; this application simply calls RegistryFlush(). Second, upon a controlled shutdown requested by an application through the power/shutdown driver results in an automatic flush of the registry after applications have signaled that their cleanup is complete and before the hardware is actually shutdown or reset.

During an uncontrolled shutdown (i.e. hard-power down), the system does not have enough time to flush the registry to persistent storage.

Therefore, the registry must have been flushed by one of the means described above or else changes to the registry since the last flush will be lost. It is recommended that the controlled shutdown procedure be used for shutdown even if other registry flushing by applications is in place.

Local File Systems

The Windows CE operating system provides support for two separate local file systems. A DOS compatible FAT16 file system is implemented in a Flash Storage partition; accordingly, its files are persistent. A RAM file system (RAMDISK or Object Store) is implemented in that part of the system DRAM reserved for it. The files in the RAM file system are not persistent.

The FAT16 and RAM file systems can be viewed and manipulated by the Windows Explorer utility. Within the Windows Explorer, these systems appear as parts of one larger system. That is, they appear as directories under “My Computer”. The FAT16 file system appears as “\Flash Storage”, while the RAM file system includes several directories, including the most important, the “\Windows” directory, where system binaries are stored.

Table 1.1 RAM File System

Directory	Description
\Temp	Not used
\My Documents	Not used
\Program Files	Contains links (shortcuts) to certain system executables
\Program Files \Communications	Contains links (shortcuts) to certain system executables
\Windows	Contains system executables (*.exe), dynamic link libraries (*.dll), fonts (*.ttf), etc. making up the Windows CE operating system
\Windows\Programs	Contains links (shortcuts) to certain executables in \Windows
\Windows\Programs\Communication	Contains links (shortcuts) to certain executables in \Windows
\Windows\Desktop	Contains links (shortcuts) that define the contents of the Windows Desktop
\Windows\Favorites	Not used

Table 1.1 RAM File System

Directory	Description
\\Windows\\Fonts	Not used
\\Windows\\Recent	Not used
\\Windows\\Startup	Contains links (shortcuts) to certain executables in \\Windows

The FAT16 (persistent) file system, “\\Flash Storage”, is organized as follows:

Table 1.2 FAT16 File System

Directory	Description
\\Flash Storage	Contains backups of the system registry and the system exceptions log. Applications should be stored here or in subdirectories created here.
\\Flash Storage\\Temp	
\\Flash Storage\\Windows\\Desktop	Contains links to certain system executables
\\Flash Storage\\Windows\\Programs	Contains links to certain system executables

Input Device Handlers

Touch Screen

The display is equipped with a high resolution resistive touch screen. The Windows CE operating system incorporates a driver for the touch screen.

A user interface is provided to enable touch screen configuration and calibration. Touch screen calibration values are stored in the registry.

Keyboards

Support is present in the operating system for the bezel keypad.

PCMCIA

New or upgraded components of application programs and the operating system can be copied from the PCMCIA memory card to Storage Card memory to replace and upgrade the existing components.

In the Windows Explorer, the PCMCIA Memory Card will show up as an icon named “\Storage Card”.

Application Run Time Environment

Path

The notion of a path to executable files is much the same as with any other Windows or DOS system. However, unlike other systems, which refer to an environment variable for path settings, Windows CE utilizes a registry entry. Thus, the path can be set only by editing the value of the registry key \HKLM\Loader\SystemPath. Note the use of spaces to separate items in the path list, as in the following example:

“\Storage Card\bin\ \Storage Card\ \ Storage Card\bin\ \Storage Card\ ...”

Launching Applications At Start-Up

The Windows CE Registry entries at key HKLM\init determine the programs that are started during system initialization, and the order in which they are started. The Windows CE Platform Builder development tool (not part of the Embedded Visual C 4.x) is used to establish these Registry entries.

Table 1.3 MobileView Terminals Launch Order

Sequence	Program or File	Description
Launch10	shell.exe	Start the shell
Launch20	device.exe	Load and start the device drivers
Launch30	gwes.exe	Start graphics and events subsystems
Depend30	14 00	When device.exe signals complete
Launch50	explorer.exe	Start Windows Explorer

Table 1.3 MobileView Terminals Launch Order

Sequence	Program or File	Description
Depend50	14 00 IE 00	When device.exe and gwes.exe complete startup
Launch70	kukinit.exe	Used for touch calibration
Depend70	14 00 IE 00	When device.exe and gwes.exe complete startup

Launch90 provides a launch point at startup for an OEM that assures that the device drivers, TCP/IP, registry and GUI functions are up and running.

Explorer is launched during initialization because it handles the GUI shell, taskbar, running items in \windows\startup, etc. Unlike other executable files, Windows Explorer does not properly signal that it has completed startup, so dependencies should not be placed directly on explorer.exe. Consequently, the start menu, taskbar, etc. may still be drawing when oemstartup.exe is called.

Although there is a \windows\startup folder in the file system, the placement of a shortcut in this folder in order to start the associated application automatically at system startup is not recommended. The folder \windows\startup is RAM based, and its contents will not persist from one operating session to the next.

The solution is to place shortcuts in \Flash Storage\Windows or in a directory under it. In a normal system initialization sequence, everything in \Flash Storage\Windows\ (in the persistent file system), including subdirectories and their contents, is copied to \Windows (in the RAM filesystem) following the startup of gwes.exe.

Process Priorities

All executable files start in user mode. Any application can change to kernel mode or back with the Windows CE SetKMode() call. The only known exception is nk.exe, which is started first and doesn't follow the same rules.

System Shutdown

The system supports a soft reset and provides a shut-down indicator in non-volatile memory.

Developing CE Drivers and Applications

General Considerations

There are two general considerations for developing drivers and applications for the MobileView:

- Distributing and installing applications
- Persistence considerations

Application Distribution and Installation

Application programs consist of EXE and DLL files that will reside in the FAT partition of the Flash Storage. They will be installed much like applications for Windows desktop operating systems.

Typically, a CE application will be distributed as a package containing the run-time components, in compressed form, and an executable “installation script” that manages the installation process. When the installation script (typically “Setup.exe”) is run, the run-time components will be decompressed and moved to their assigned folder(s), desktop icons and start menu entries will be created, and the system registry will be edited to register the application’s components and associated parameters. Finally, an uninstall script will be created and saved.

The InstallShield tool from InstallShield Corporation is recommended for packaging applications for distribution. This tool alleviates some of the difficulties associated with the development of installation scripts and imposes a familiar “look and feel” on the installation process.

The application developer should give some thought to the means to be used for distributing the installation script. Generally, there are two means available: CDROM and the internet.

Installing the Application

Once the user has obtained an installation script by one of these methods and the script resides on the user’s local desktop PC, he or she may use any of three methods to install the application on the MobileView.

Perform a remote installation by running the script on a PC host that is connected to the MobileView using Data Exchange.

Copy the script from a PC host using Data Exchange or from a PCMCIA ATA memory card to the “\Flash Storage\” folder on the MobileView and run the script on the MobileView.

Run the script directly from a PCMCIA ATA memory card on the MobileView.

Remote Installations

The install package can be quite large and the decompression process can consume high levels of memory, so remote installation is an attractive option. Data Exchange, using CeAppMgr.exe on the host PC and WCEload.exe on the MobileView, supports remote installation.

Application Upgrades

The application developer should make appropriate provisions for issuing application upgrades from the beginning, adopting good practice for source version control, bug reporting, etc. When upgrades are required, typically with the desire to add new features or to implement bug fixes, decisions will have to be made relating to the notification of users and the distribution of the upgrades. Considerations for the distribution and installation of application upgrades are exactly the same as those discussed above for initial distribution and installation.

Persistence Considerations

Installation of a new application program typically adds a new icon to the Windows CE Desktop and sometimes a new entry in the Start Menu, in order to enable the user to launch the new program or to launch it automatically. Shortcuts in the folder “\Windows\Desktop” create the Icons on the desktop. Shortcuts and subfolders in the folder “\Windows\Programs” form the Start Menu. A shortcut in the folder “\Windows\Startup” will automatically launch a program at startup. A control panel applet that was added by an application has a file extension *.CPL and resides in the folder “\Windows.

All this appears very Windows-like and ordinary until one considers that the “\Windows” folder is effectively a RAM disk that is recreated when cold-started; i.e. it is not persistent. When the operating system boots it creates a new file system including “\Windows” and that effectively removes all traces of the end-user applications that once existed. With that in mind, special considerations are necessary for applications on the MobileView and all similar embedded devices since the Icons, the Start Menu, and application-provided Control Panel Applets must be re-created at startup.

The solution is to place shortcuts in \Flash Storage\Windows or in a directory under it. In a normal system initialization sequence, everything in \Flash Storage\Windows\ (in the persistent file system), including subdirectories and their contents, is copied to \Windows (in the RAM filesystem) following the startup of gwes.exe. (For further information see “Launching Applications At Start-Up” above.)

Setting Up the Development System

Typically, development will take place on an x86 machine running a Microsoft Win32 operating system and Microsoft cross development tools. The development system will be connected to the target MobileView by Ethernet or serial link, and StrongARM binary files generated on the development system will be downloaded to the target for testing and debugging.

While for the most part the Microsoft development tools will run on Windows 95, Windows 98, Windows 2000 and Windows XP, certain special functions, like emulation of the target platform on the x86 host, are available to the developer only with Windows NT 4.0.

Application development can be carried out using either C/C++ or the .net framework. Note that the C/C++ development system normally produces StrongARM binaries that are directly executable on the MobileView. Device driver developers should plan to use C/C++.

Setting Up the Host Machine for C/C++ Development

First, Microsoft Windows CE Services (Active Sync) must be installed on the host system. This package provides utilities needed to download applications to the MobileView and to support a number of remote development tools. Windows CE Services is provided on CDROM with the MobileView. The MobileView Guard Terminal (2727-UM002) and MobileView Machine Terminal (2727-UM003) User’s Manuals contain detailed information about connections.

Next, the following Microsoft development tools must be installed on the host system, in the order given:

- Embedded Visual C++ 4.0
- Platform SDK for H/PC – StrongARM (from Microsoft Embedded Visual Tools 4.x)

TIP

Microsoft Embedded Visual Tools 4.x is available without charge, except for a nominal shipping and handling charge. Accordingly, it is an economical tool for developers of new CE only applications.

Device driver developers should consider also installing the Microsoft Windows CE Platform Builder, which contains support for kernel level CE development that is not found in the other toolkits. However, Platform builder is not necessary for most driver development work.

Details of the installation procedures are beyond the scope of this manual. Please follow the instructions provided by Microsoft.

Finally, the MobileView SDK should be installed. (See detailed instructions below.)

Setting Up the Development System

1. First, install Microsoft® ActiveSync® on the host system. This utility is needed to download applications to the MobileView terminal and supports several helpful remote development tools. ActiveSync 3.7 is available for download from Microsoft at <http://www.microsoft.com/downloads/>. The MobileView Guard Terminal User Manual (2727-UM002) and the MobileView Machine Terminal User Manual (2727-UM003) both contain detailed information about connections.
2. Next, install Microsoft® eMbedded Visual C++ 4.x and Service Pack 1. This is the development environment for building Windows CE .NET applications using C/C++, the Win 32 API and MFC. eMbedded Visual C++ 4.0 is available for download from Microsoft at <http://www.microsoft.com/downloads/> or can be purchased on CD from the Microsoft Evaluation and Resource Center at <http://microsoft.order-5.com/trialstore/>.
3. Install the MobileView CE Software Development Kit (SDK) that is distributed on the CD, Part Number 77190-914-51. Load the CD, browse to the Software Development Kit folder and then install the package named "MT750_SDK_V2.00.008.msi".

Details of the installation procedures are beyond the scope of this manual. Please follow the instructions and readme files that are provided with the respective products and CDs.

Microsoft Embedded Visual C++ 4.x is available without charge, except for a nominal shipping and handling charge. Accordingly, it is a highly economical tool for developers of CE application programs.

Device driver developers should also consider installing Microsoft Windows CE Platform Builder 4.1, which has extensive support for kernel level CE development that is not found in the other toolkits. However, Platform Builder is not necessary for most driver development work.

AB Parts

MobileView Terminals SDK

Overview

The MobileView Terminals SDK provides developers with access to an extensive set of functions that are specific to the MobileView Terminals hardware and constitute extensions of the standard Windows CE API. These functions, like the standard Windows CE functions, are implemented in the C language and can be called directly from C or C++ programs.

A file called “ketopapi.bas” is included in the MobileView Terminals SDK. This file includes Basic declarations for all the constants, data structures and functions associated with the MobileView SDK C language libraries. Basic programmers can copy declarations from this file into their programs as needed, just as they can copy the declarations for the standard CE functions from a Microsoft provided file called “winceapi.txt”.

C/C++ language developers should note that the headers included in the MobileView SDK contain conditionals that allow them to be included in C and C++ modules without modification. A C++ program should include a `#define __cplusplus` directive prior to an `#include <sdk_header>` directive, or else the `__cplusplus` macro should be defined on the compiler command line.

On the other hand, users of this IDE who wish to write in standard C should keep in mind that this default situation will require all standard C modules to be conditionally bracketed in the same way that the headers in the SDK are bracketed. For example:

```
#ifdef __cplusplus
extern "C" {
#endif

/* C code goes here */

#ifdef __cplusplus
}
#endif
```


SDK (Software Development Kit) for MobileView Terminals

Introduction

The SDK (Software Development Kit) resides in a single dynamic link library (DLL). All functions described in this document are exported from this DLL. This document includes information on:

- Common Data Types
- Error Handling
- Start and Close Functions
- Configuration Functions
- Functions for Reading the Configuration
- Peripheral Functions
- Keypad Functions
- Other Functions
- Functions for Subscribing Events

Visual Basic is no longer supported in Windows CE 4.x. The .NET frame work has superseded Visual Basic. For details on porting Visual Basic applications, please consult the Microsoft website: <http://www.microsoft.com>

Common Data Types

The SDK uses common data types to communicate with the MobileView terminal. This table below provides a description of these data types. For further information, see TpuHwDataTypes.h.

Table 4.1

INT8	Signed 8 bit integer variable
UINT8	Unsigned 8 bit integer variable
BacklightStat	Enum, displays the backlight status.
JoystickPos	Struct, for joystick data.
Status Struct	Describes the startup state of the device.
EventMsg	Enum, describes the event message received.
EventMsgDomains	Enum, describes the events a handler has been subscribed to.
EventCallback	Function pointer to callback function.

Error Handling

Rules

Functions expecting an input parameter verify that the parameter is inside the range and has the correct data type.

- If a parameter is located outside the range the function returns `INVALID_ARG_RANGE`.
- Functions expecting a pointer for output data as a parameter verify that the pointer is valid (for example, the pointer must not be `NULL`). If the pointer is invalid, the function returns `INVALID_ARG_INVALID_PTR`.
- Functions with a string as a parameter verify that the pointer to the string is valid. If the pointer is invalid, the function returns `INVALID_ARG_INVALID_STR_PTR`.

Error Codes

Table 4.2

SUCCESS	0
OK	0
FAIL	1
INVALID_ARG_RANGE	2
INVALID_ARG_PTR	3
INVALID_ARG_STR_PTR	4
INVALID_ARG_UNKNWN_COOKIE	5
INVALID_ARG_UNKNWN_DOMAINS	6
INVALID_NOT_CALIBRATED	7

Start and Close Functions

This section describes functions that are required to start and close the SDK dll.

KtpAPIInit

Table 4.3

Declaration:	
Visual C:	UINT8 KtpAPIInit(void);
Visual Basic:	KtpAPIInit() As Byte;
Description:	This method initializes the MobileView SDK.

KtpAPIDeinit

Table 4.4

Declaration:	
Visual C:	void KtpAPIDeinit(void);
Visual Basic:	KtpAPIDeinit()
Description:	This method cancels all initialization of the MobileView SDK.

Configuration Functions

This section describes functions that are required to configure the MobileView terminal. All functions return one of the error codes listed in the Error Handling section.

KtpSetBrightness

Table 4.5

Declaration:	
Visual C:	UINT8 KtpSetBrightness(/*[in]*/UINT8 u8_Brightness);
Visual Basic:	KtpSetBrightness(ByVal brightness As Byte) As Byte
Description:	This method sets the brightness of the LC display on the device.
Arguments	0-7, 0 = min, 7 = max

KtpSetContrast

Table 4.6

Declaration:	
Visual C:	UINT8 KtpSetContrast(/*[in]*/UINT8 u8_Contrast);
Visual Basic:	KtpSetContrast(ByVal contrast As Byte) As Byte
Description:	This method sets the contrast of the LC display on the device.
Arguments	0 to 31, 0 = min, 31 = max (MobileView: 0 to 63, 0 = min, 63 = max)

KtpSwitchBacklight

Table 4.7

Declaration:	
Visual C:	UINT8 KtpSwitchBacklight(/*[in]*/BacklightStat backLight);
Visual Basic:	KtpSwitchBacklight(ByVal backlight As Integer) As Byte
Description:	Turns on/off the backlight of the LC display on the device.
Arguments	BACKLIGHT_ON, BACKLIGHT_OFF

KtpScreenSaverTimeOutMin

Table 4.8

Declaration:	
Visual C:	UINT8 SetScreenSaverTimeOutMin(/*[in]*/UINT8 u8_ScreenSaverTO);
Visual Basic:	KtpSetScreenSaverTimeOutMin(ByVal sreenSaverTO As Byte) As Byte
Description:	Sets the timeout value of the screensaver in minutes.
Arguments	0-255, 0 = off, 255 = max

KtpSetScreenSaverTimeOutSec

Table 4.9

Declaration:	
Visual C:	UINT8 KtpSetScreenSaverTimeOutSec(/*[in]*/UINT16 u16_ScreenSaverTO);
Visual Basic:	KtpSetScreenSaverTimeOutSec(ByVal screenSaverTO As Integer) As Byte
Description:	Sets the timeout value of the screensaver in seconds.
Arguments	0-65535, 0 = off, 65535 = max

KtpSetBuzzerVolume

Table 4.10

Declaration:	
Visual C:	UINT8 KtpSetBuzzerVolume(/*[in]*/UINT8 u8_Volume);
Visual Basic:	KtpSetBuzzerVolume(ByVal volume As Byte) As Byte
Description:	Sets the volume of the buzzer.
Arguments	0-16, 0 = off, 16 = max

Functions for Reading the Configuration

Functions that read a configuration return the current value of the configuration parameters. None of the functions require a parameter. These functions do not check for errors since the return value of the function is the value of the configuration parameter.

KtpGetBrightness

Table 4.11

Declaration:	
Visual C:	UINT8 KtpGetBrightness(void);
Visual Basic:	KtpGetBrightness() As Byte
Description:	Gets the current brightness value of the LC display.

KtpGetContrast

Table 4.12

Declaration:	
Visual C:	UINT8 KtpGetContrast(void);
Visual Basic:	KtpGetContrast() As Byte
Description:	Gets the current contrast value of the LC display.

KtpGetBacklight

Table 4.13

Declaration:	
Visual C:	TKtpBacklightStat KtpGetBacklight(void);
Visual Basic:	KtpGetBacklight() As Integer
Description:	Gets the current status of the background lighting.

KtpGetScreenSaverTimeoutMin

Table 4.14

Declaration:	
Visual C:	UINT8 GetScreenSaverTimeOutMin(void);
Visual Basic:	KtpGetScreenSaverTimeOutMin() As Byte
Description:	Gets the current timeout value of the screensaver in minutes.

KtpGetScreenSaverTimeoutSec

Table 4.15

Declaration:	
Visual C:	UINT8 GetScreenSaverTimeOutSec(void);
Visual Basic:	KtpGetScreenSaverTimeOutSec() As Integer
Description:	Gets the current timeout value of the screensaver in seconds.

KtpGetBuzzerVolume

Table 4.16

Declaration:	
Visual C:	UINT8 KtpGetBuzzerVolume(void);
Visual Basic:	KtpGetBuzzerVoume() As Byte
Description:	Gets the current volume value of the buzzer.

Peripheral Functions

KtpJoystickIsInstalled

Table 4.17

Declaration:	
Visual C:	UINT8 KtpJoystickIsInstalled(void);
Visual Basic:	KtpJoystickIsInstalled() As Byte
Description:	Returns the number of joystick axes. If no joystick is installed on the device, 0 will be returned.

KtpWheelsInstalled

Table 4.18

Declaration:	
Visual C:	UINT8 KtpWheelsInstalled(void);
Visual Basic:	KtpWheelsInstalled() As Byte
Description:	Returns 1 if a wheel is installed on the device, otherwise 0.

KtpPotIsInstalled

Table 4.19

Declaration:	
Visual C:	UINT8 KtpPotIsInstalled(void);
Visual Basic:	KtpPotIsInstalled() As Byte
Description:	Returns 1 if an override potentiometer is installed on the device, otherwise 0.

KtpGetJoystickPos

Table 4.20

Declaration:	
Visual C:	UINT8 KtpGetJoystickPos (/*[out]*/TKtpJoystickPos *p_jPos);
Description:	Gets the current joystick position.
Arguments	TKtpJoystickPos structure. Each component in the structure may only range between -15 and 15.
Remarks	Calling this function is only allowed if a joystick is installed on the device. If no joystick is installed the values of the components are undefined.

KtpGetJoystickPosEx

Table 4.21

Declaration:	
Visual C	UINT8 KtpGetJoystickPosEx(/*[out]*/int *posX, int *posY, int *posZ);
Visual Basic:	KtpGetJoystickPosEx(ByRef posX As Integer, ByRef posY As Integer, ByRef posZ As Integer) As Byte
Description:	Gets the current joystick position.
Arguments	Each component in the structure may only range between -15 and 15.
Remarks	Calling this function is only allowed if a joystick is installed on the device. If no joystick is installed the values of the components are undefined.

KtpGetJoystickPosRaw

Table 4.22

Declaration:	
Visual C:	UINT8 KtpGetJoystickPosRaw(/*[out]*/TktJoystickPosRaw*p_jPos);
Visual Basic:	KtpGetJoystickPosEx(ByRef posX As Integer, ByRef posY As Integer, ByRef posZ As Integer) As Byte
Description:	Gets the actual raw data of the joystick.
Remarks	Calling this function is only allowed if a joystick is installed on the device. If no joystick is installed the values of the components are undefined.

KtpGetJoystickPosRawEx

Table 4.23

Declaration:	
Visual C:	UINT8 KtpGetJoystickPosEx(/*[out]*/UINT16 *posX, UINT16 *posY, UINT16 *posZ);

Table 4.23

Visual Basic:	KtpGetJoystickPosEx(ByRef posX As Integer, ByRef posY As Integer, ByRef posZ As Integer) As Byte
Description:	Gets the actual raw data of the joystick.
Remarks	Calling this function is only allowed if a joystick is installed on the device. If no joystick is installed the values of the components are undefined.

KtpGetJoystickCalibData

Table 4.24

Declaration:	
Visual C:	UINT8 KtpSetJoystickCalibData(/*in*/TKtpJoystickChannel ch UINT16 rawMin, UINT16 rawCenter, UINT16 rawMax, UINT16 calibRange);
Visual Basic:	KtpSetJoystickCalibData(ByVal joystickChannel As Integer, ByVal rawMin As Integer, ByVal rawCenter As Integer, ByVal rawMax As Integer, ByVal calibRange As Integer);
Description:	Calibrates the axis of the joystick.
Arguments:	TktpJoystickChannel ch: channel to be calibrated. UINT16 rawMin: value for smallest raw value UINT16 ramCenter: average value for raw data UINT16 rawMax: maximum value of raw data UINT16 calibRange: maximum range of joystick
Remarks	This function may only be called if a joystick is installed on the device. If no joystick is installed, the value of the components are undefined.

KtpGetOverridePoti

Table 4.25

Declaration:	
Visual C:	UINT8 KtpGetOverridePoti(/*out*/UINT8 *p_pos);
Visual Basic:	KtpGetOverridePoti(ByRef pos As Byte)

Table 4.25

Description:	Gets the current value of the override potentiometers.
Arguments:	Pointer to the variable containing the current value of the override potentiometer.
Remarks	This function may only be called if a override potentiometer is installed on the device. If no override potentiometer is installed, the value of the components are undefined.

KtpGetOverridePotiRaw

Table 4.26

Declaration:	
Visual C:	UINT8 KtpGetOverridePotiRaw(/*out*/UINT16 *p_pos);
Visual Basic:	KtpGetOverridePotiRaw(ByRef pos As Byte) As Byte;
Description:	Gets the uncalibrated value from the override potentiometer.
Arguments:	Pointer to the variable containing the current value of the override potentiometer.
Remarks	This function may only be called if a override potentiometer is installed on the device. If no override potentiometer is installed, the value of the components are undefined.

KtpGetEnablingDevice

Table 4.27

Declaration:	
Visual C:	UINT8 KtpGetEnablingDevice(/*in*/ TKtpEnablingDeviceCircuit circuit);
Visual Basic:	KtpGetEnablingDevice(ByRef deviceCircuit As Integer) As Byte;
Description:	Circuit is the value of the enabling switch to be read.
Arguments:	Returns the current value of the enabling switch transferred in the circuit

KtpSetPotiCalibData

Table 4.28

Declaration:	
Visual C:	UINT8 KtpSetPotiCalibData(/*in*/ UINT16 rawMin, UINT16 rawMax, UINT16 calibRange);
Visual Basic:	KtpSetPotiCalibData(ByVal rawMin As Integer, ByVal rawMax As Integer, ByVal calibRange As Integer)
Arguments:	UINT16 rawMin: value for smallest raw value UINT16 rawMax: maximum raw value UINT16 calibRange: maximum range of overridepoti
Description:	Calibration of override potentiometer. This function may only be called if an override potentiometer is installed on the device. If no override potentiometer is installed, the value of the components are undefined.

KtpGetWheelValue

Table 4.29

Declaration:	
Visual C:	UINT8 KtpGetWheelValue(/*out*/UINT16 *p_val);
Visual Basic:	KGetWheelValue(ByRef val As Integer) As Byte
Description:	Gets the actual value of the handwheel.
Arguments:	Pointer to the variable containing the current value of the handwheel.
Remarks:	This function may only be called if a handwheel is installed on the device. If no handwheel is installed, the value of the components are undefined.

KtpSetWheelValue

Table 4.30

Declaration:	
Visual C:	UINT8 KtpSetWheelValue(/*in*/UINT16 val);
Visual Basic:	KtpSetWheelValue(ByVal val As Integer) As Byte
Description:	Sets the current position of the handwheel to the value transferred in val.
Arguments:	val is the value the handwheel should be set to.
Remarks:	This function may only be called if a handwheel is installed on the device. If no handwheel is installed, the value of the components are undefined.

Other Functions

This section covers other functions that perform various actions by the MobileView terminal.

KtpGetStatus

Table 4.31

Declaration:	
Visual C:	UINT8 KtpGetStatus(/*[out]*/Status *p_tpuStatus);
Visual Basic:	KtpGetStatus(ByRef ktpStatus As Byte) As Byte
Description:	Gets the start-up state of the handheld terminal.
Arguments:	Status *p_tpuStatus, pointer to memory area that will receive a copy of the status structure.

KtpWriteToFlash

Table 4.32

Declaration:	
Visual C:	UINT8 WriteToFlash(void);
Visual Basic:	KtpGetWriteToFlash() As Byte
Description:	Writes the registry of the device to the flash.

KtpReset

Table 4.33

Declaration:	
Visual C:	UINT8 KtpReset(void);
Visual Basic:	KtpReset () As Byte
Description:	Restarts the device new.

KtpGetVersionString

Table 4.34

Declaration:	
Visual C:	UINT8 KtpGetVersionString(/*out*/TCHAR *wszVersionString, unsigned int bufferLen);
Visual Basic:	KtpGetVersionString (ByRef versionString As String, ByVal buffSize As Integer) As Byte
Description:	Returns the state of the KETOP during start-up.
Arguments:	TCHAR *wszVersionString: pointer to buffer for the versions string unsigned int bufferLen: length of transferred buffer.

KtpGetEEPromData

Table 4.35

Declaration:	
Visual C:	UINT8 KtpGetEEPromData(/*out*/TEEPromData *data);
Visual Basic:	not implemented.
Description:	Reads data from the EEPROM.
Arguments:	TEEPromData data: data structure for the data contained in the EEPROM

KtpWriteByteToEEProm

Table 4.36

Declaration:	
Visual C:	UINT8 KtpWriteByteToEEProm (/*in*/UINT16 addr, UINT8 data);
Visual Basic:	KtpWriteByteToEEProm (ByVal addr As Integer, ByVal data As Byte) As Byte;
Description:	Writes a byte to the EEPROM location transferred in addr.
Arguments:	UINT16 addr: address of memory location UINT8 data: data for saving

KtpReadByteToEEProm

Table 4.37

Declaration:	
Visual C:	UINT8 KtpReadByteToEEProm (/*in*/UINT16 addr, /*out*/ UINT8 *pData);
Visual Basic:	KtpWriteByteToEEProm (ByVal addr As Integer, ByRef pData as Byte) As Byte;
Description:	Reads a byte from the EEPROM location transferred in addr.
Arguments:	UINT16 addr: address of memory location UINT8 *pData: data from the EEPROM

KtpLaunchTouchScreenCalibApp

Table 4.38

Declaration:	
Visual C:	UINT8 KtpLaunchTouchScreenCalibApp (void);
Visual Basic:	KtpLaunchTouchScreenCalibApp () As Byte;
Description:	Starts the touch-screen calibration tool.

KtpGetTemperature

Table 4.39

Declaration:	
Visual C:	UINT8 KtpGetTemperature (void);
Visual Basic:	KtpGetTemperature () As Integer;
Description:	Returns the current temperature of the MobileView.

KtpPlaySound

Table 4.40

Declaration:	
Visual C:	UINT8 KtpPlaySound (/*in*/ UINT16 soundNr);
Visual Basic:	KtpPlaySound (ByVal soundNr As Integer) As Byte;
Description:	Plays the system sound in soundNr.
Arguments:	UINT16 soundNr: number of system sound.

KtpDoBeep

Table 4.41

Declaration:	
Visual C:	UINT8 KtpDoBeep (/in*/ UINT8 beepTime10ms);
Visual Basic:	KtpDoBeep (ByVal beepTime10ms As Byte) As Byte;
Description:	Is active for beepTime10ms * 10 ms
Arguments:	UINT8 beeptime10ms: duration of beeps in n* 10ms

KtpGetVariantData

Table 4.42

Declaration:	
Visual C:	UINT8 KtpGetVariantData (/out*/ TKtpVariantData *data);
Description:	Reads the device configuration from the EEPROM.
Arguments:	TKtpVariantData data: data structure for VariantData.

Functions for Subscribing Events

The functions in this section subscribe/unsubscribe callback functions for different events. Events can be the joystick, override potentiometer, handwheel and keypad.

KtpInstallWheelEventCallback

Table 4.43

Declaration:	
Visual C:	UINT8 KtpInstallWheelEventCallback (/in*/TktpWheelEventCallback pWheelProc, int

Table 4.43

Visual Basic:	function not implemented
Description:	Subscribes a callback function for the WheelEvent and returns an index (cookie) for the callback function.
Arguments:	TKtpWheelEventCallback pWheelProc: callback function to be called when the event occurs. int cookie: The index for the callback function is required for removing the callback function.

KtpRemoveWheelEventCallback

Table 4.44

Declaration:	
Visual C:	UINT8 KtpRemoveWheelEventCallback (int cookie);
Visual Basic:	function not implemented
Description:	Removes the WheelEventCallback function.
Arguments:	int cookie: index for the callback function to be removed.

KtpInstallOvrEventCallback

Table 4.45

Declaration:	
Visual C:	UINT8 KtpInstallOvrEventCallback (/*in*/ TKtpOvrEventCallback pOvrProc, /*out*/ int *cookie);
Visual Basic:	function not implemented
Description:	Subscribes a callback function for the OverrideEvent and returns an index (cookie) for the callback function.
Arguments:	TKtpOvrEventCallback pOvrProc: callback function to be called when the event occurs. int cookie: The index for the callback function is required for removing the callback function.

KtpRemoveOutEventCallback

Table 4.46

Declaration:	
Visual C:	UINT8 KtpRemoveOvrEventCallback (int cookie);
Visual Basic:	function not implemented
Description:	Removes the OverrideEventCallback function.
Arguments:	int cookie: index for the callback function to be removed.

KtpInstallKbdEventCallback

Table 4.47

Declaration:	
Visual C:	UINT8 KtpInstallKbdEventCallback (/*in*/ TktpKbdEventCallback pKbdProc, /*out*/ int *cookie);
Visual Basic:	function not implemented
Description:	Subscribes a callback function for the KeyboardEvent and returns an index (cookie) for the callback function.
Arguments:	TktpKbdEventCallback pKbdProc: callback function to be called when the event occurs. int cookie: The index for the callback function is required for removing the callback function.

KtpRemoveKbdEventCallback

Table 4.48

Declaration:	
Visual C:	UINT8 KtpRemoveWheelEventCallback (int cookie);
Visual Basic:	function not implemented
Description:	Removes the WheelEventCallback function.
Arguments:	int cookie: index for the callback function to be removed

KtpInstallJoyEventCallback

Table 4.49

Declaration:	
Visual C:	UINT8 KtpInstallJoyEventCallback (/*in*/ TktpJoyEventCallback pJoyProc, /*out*/ int *cookie);
Visual Basic:	function not implemented
Description:	Subscribes a callback function for the JoystickEvent and returns an index (cookie) for the callback function.
Arguments:	TktpJoyEventCallback pJoyProc: callback function to be called when the event occurs. int cookie The index for the callback function is required for removing the callback function.

KtpRemoveJoyEventCallback

Table 4.50

Declaration:	
Visual C:	UINT8 KtpRemoveJoyEventCallback (int cookie);
Visual Basic:	function not implemented
Description:	Removes the JoyEventCallback function.
Arguments:	int cookie: index for the callback function.

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