Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSBWrapper Namespace

Send Feedback
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Send [feedback](mailto:feedback@microsoft.com) on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB Class

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

```vbnet
<ClassInterfaceAttribute(ClassInterfaceType.AutoDual)>
<ComVisibleAttribute(False)>
Public NotInheritable Class BIUSB
```

C#

```csharp
[ClassInterfaceAttribute(ClassInterfaceType.AutoDual)]
[ComVisibleAttribute(false)]
public sealed class BIUSB
```
Inheritance Hierarchy

System..:::Object
BIUSBWrapper..:::BIUSB
See Also

BIUSB Members
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The **BIUSB** type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>DEV_FAILED</td>
<td>Failure reading from device.</td>
</tr>
<tr>
<td>DEV_INPUT</td>
<td>New data available.</td>
</tr>
<tr>
<td>DEV_NODE_FAILED</td>
<td>Device did not respond within 1 second.</td>
</tr>
<tr>
<td>DEV_OUTPUT</td>
<td>No new data available. Waiting for device response.</td>
</tr>
<tr>
<td>DEV_TIMEOUT</td>
<td>Detects all HID class modules including Joystick type devices such as Plasma class modules. Detects HID class modules that accept input commands or data from host. These are typically output class devices. Reserved Detects HID class modules. Will ignore all joystick type devices such Plasma class modules. Reserved</td>
</tr>
<tr>
<td>DT_ALL</td>
<td>Set background color.</td>
</tr>
<tr>
<td>DT_DEVICES</td>
<td>Clear contents of LCD.</td>
</tr>
<tr>
<td>DT_FLASH</td>
<td>Display test message.</td>
</tr>
<tr>
<td>DT_HID</td>
<td>Clear contents of LCD.</td>
</tr>
<tr>
<td>DT_REPORT</td>
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</tr>
<tr>
<td>DT_STANDARD</td>
<td>Display test message.</td>
</tr>
<tr>
<td>GLCD_BGCOLOR</td>
<td>Clear contents of LCD.</td>
</tr>
<tr>
<td>GLCD_CLEAR</td>
<td>Display test message.</td>
</tr>
<tr>
<td>GLCD_DISPLAY</td>
<td>Clear contents of LCD.</td>
</tr>
<tr>
<td>GLCD_TEST</td>
<td>Display test message.</td>
</tr>
<tr>
<td>LCD_CLEAR</td>
<td>Clear contents of LCD.</td>
</tr>
<tr>
<td>LCD_PAGE1</td>
<td>Display test message.</td>
</tr>
<tr>
<td>LCD_PAGE2</td>
<td>Display test message.</td>
</tr>
<tr>
<td>LCD_TEST</td>
<td>Display test message.</td>
</tr>
<tr>
<td>MANUF_NAME</td>
<td></td>
</tr>
<tr>
<td>------------</td>
<td></td>
</tr>
<tr>
<td>MAX_ALPHANUMERIC</td>
<td></td>
</tr>
<tr>
<td>MAX_ANALOG</td>
<td></td>
</tr>
<tr>
<td>MAX_CHAR</td>
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<td>MAX_DACS</td>
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<td>MAX_DEVICES</td>
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<tr>
<td>MAX_DOTMATRIX</td>
<td></td>
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<tr>
<td>MAX_GLCD</td>
<td></td>
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<tr>
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<td></td>
</tr>
<tr>
<td>MAX_OUTPUT_REPORT_BYTES</td>
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<tr>
<td>MAX_OUTPUTS</td>
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<tr>
<td>MAX_TIMEOUT_MSEC</td>
<td></td>
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<tr>
<td>MODE_DAC</td>
<td>Port is in DAC mode</td>
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<tr>
<td>MODE_DIRECT</td>
<td>Port is in Direct mode</td>
</tr>
<tr>
<td>MODE_DOTMATRIX</td>
<td>Port is in OSRAM / dot-matrix display mode.</td>
</tr>
<tr>
<td>MODE_GLCD</td>
<td>Port is in Graphical LCD mode</td>
</tr>
<tr>
<td>MODE_LATCHED</td>
<td>Port is in latched output mode.</td>
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<tr>
<td>MODE_MUX</td>
<td>Port is in Multiplex (MUX) mode</td>
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<tr>
<td>MODE_RWR</td>
<td>Port is in CRT RWR mode</td>
</tr>
<tr>
<td>MODE_SPI</td>
<td>Port is in SPI/DAC mode.</td>
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<tr>
<td>s</td>
<td>PID 0X64B</td>
</tr>
<tr>
<td>s</td>
<td>PID 4X24BH</td>
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<tr>
<td>s</td>
<td>PID 5X18BH</td>
</tr>
<tr>
<td>s</td>
<td>PID 6X13B</td>
</tr>
<tr>
<td>s</td>
<td>PID 6X16B</td>
</tr>
<tr>
<td>s</td>
<td>PID ELECTRONFLUX</td>
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<tr>
<td>s</td>
<td>PID FUSION</td>
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<td>PID NITRO SLG</td>
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<td>PIDC FUSION</td>
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<td>PIDC GAMMATRON</td>
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<td>PIDC NITRO SLG</td>
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<td>s</td>
<td>PIDC PLASMA_LITE V2</td>
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<td>s</td>
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<td>PIDF GAMMARAY V2</td>
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<tr>
<td>s</td>
<td>PIDF GAMMARAY V3</td>
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PIDNF_PLASMA_MM2
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See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::DEV_FAILED Field

Failure reading from device.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DEV_FAILED As UShort

C#

public const ushort DEV_FAILED
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::.DEV_INPUT Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DEV_INPUT As UShort

C#

public const ushort DEV_INPUT
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::DEV_NODE_FAILED Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DEV_NODE_FAILED As UShort

C#

public const ushort DEV_NODE_FAILED
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::DEV_OUTPUT Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DEV_OUTPUT As UShort

C#

public const ushort DEV_OUTPUT
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Device did not respond within 1 second.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const DEV_TIMEOUT As UShort

C#
public const ushort DEV_TIMEOUT
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::DEV_WAIT Field

**BIUSB Class**  See Also  Send Feedback

No new data available. Waiting for device response.

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DEV_WAIT As UShort

C#

public const ushort DEV_WAIT
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

**BIUSB...:..DT_ALL Field**

**BIUSB Class**  See Also  Send Feedback

Detects all HID class modules including Joystick type devices such as Plasma class modules.

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DT_ALL As UShort

C#

public const ushort DT_ALL
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Detect HID class modules that accept input commands or data from host. These are typically output class devices.

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DT_DEVICES As UShort

C#

custom short DT_DEVICES
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::DT_FLASH Field

**BIUSB Class**  **See Also**  **Send Feedback**

Reserved

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DT_FLASH As UShort

C#

public const ushort DT_FLASH
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::DT_HID Field

**BIUSB Class**  [See Also](#)  [Send Feedback](#)

Detects HID class modules. Will ignore all joystick type devices such Plasma class modules.

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  [BIUSBWrapper](#) (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const DT_HID As UShort

C#
public const ushort DT_HID
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:DT_REPORT Field

BIUSB Class  See Also  Send Feedback

Reserved

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const DT_REPORT As UShort

C#
public const ushort DT_REPORT
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:DT_STANDARD Field

**Namespace:**  BIUSBWrapper
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const DT_STANDARD As UShort

C#

public const ushort DT_STANDARD
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::GLCD_BGCOLOR Field

**BIUSB Class**  **See Also**  **Send Feedback**

Set background color.

**Namespace:** [BIUSBWrapper](#)

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const GLCD_BGCOLOR As UShort

C#
public const ushort GLCD_BGCOLOR
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Clear contents of LCD.

**Namespace:**  [BIUSBWrapper](https://example.com)
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const GLCD_CLEAR As UShort

C#

public const ushort GLCD_CLEAR
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...: GLCD_DISPLAY Field

**Namespace:**  BIUSBWrapper
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

**Visual Basic (Declaration)**

Public Const GLCD_DISPLAY As UShort

**C#**

public const ushort GLCD_DISPLAY
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::GLCD_TEST Field

**BIUSB Class**  **See Also**  **Send Feedback**

Display test message.

**Namespace:**  **BIUSBWrapper**

**Assembly:**  **BIUSBWrapper (in BIUSBWrapper.dll)**
Syntax

Visual Basic (Declaration)

Public Const GLCD_TEST As UShort

C#

custom const ushort GLCD_TEST
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Clear contents of LCD.

**Namespace:** BIUSBWrapper  
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const LCD_CLEAR As UShort

C#

public const ushort LCD_CLEAR
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:.LCD_PAGE1 Field

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const LCD_PAGE1 As UShort

C#

public const ushort LCD_PAGE1
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:..LCD_PAGE2 Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

**Visual Basic (Declaration)**

Public Const LCD_PAGE2 As UShort

**C#**

public const ushort LCD_PAGE2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::LCD_TEST Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)

Display test message.
Syntax

Visual Basic (Declaration)
Public Const LCD_TEST As UShort

C#
public const ushort LCD_TEST
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:.MANUF_NAME Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const MANUF_NAME As String

C#
public const string MANUF_NAME
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...::MAX_ALPHANUMERICS Field

**Namespace:**  [BIUSBWrapper](#)
**Assembly:**  [BIUSBWrapper](#) (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_ALPHANUMERICS As UShort

C#

public const ushort MAX_ALPHANUMERICS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_ANALOG Field

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_ANALOG As UShort

C#

public const ushort MAX_ANALOG
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_CHAR Field

*BIUSB Class*  *See Also*  *Send Feedback*

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_CHAR As UShort

C#

public const ushort MAX_CHAR
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...::MAX_DACS Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_DACS As UShort

C#

public const ushort MAX_DACS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic ▪ C#

Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_DEVICES Field

**BIUSB Class**  **See Also**  **Send Feedback**

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_DEVICES As UShort

C#

public const ushort MAX_DEVICES
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_DOTMATRIX Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_DOTMATRIX As UShort

C#

public const ushort MAX_DOTMATRIX
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_GLCDS Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_GLCDS As UShort

C#

public const ushort MAX_GLCDS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_HATS Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_HATS As UShort

C#

public const ushort MAX_HATS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_INPUT_REPORT_BYTES Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_INPUT_REPORT_BYTES As UShort

C#

public const ushort MAX_INPUT_REPORT_BYTES
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_INPUTS Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_INPUTS As UShort

C#

public const ushort MAX_INPUTS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...::MAX_LATCHED Field

**Namespace:** BIUSBWrapper
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_LATCHED As UShort

C#

public const ushort MAX_LATCHED
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic C#

Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB::..MAX_LCDS Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_LCDS As UShort

C#

public const ushort MAX_LCDS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_MUXDISPLAYS Field

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const MAX_MUXDISPLAYS As UShort

C#
public const ushort MAX_MUXDISPLAYS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...:::MAX_OUTPUT_REPORT_BYTES Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_OUTPUT_REPORT_BYTES As UShort

C#

public const ushort MAX_OUTPUT_REPORT_BYTES
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_OUTPUTS Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_OUTPUTS As UShort

C#

public const ushort MAX_OUTPUTS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_PORTS Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_PORTS As UShort

C#

public const ushort MAX_PORTS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::MAX_PWM Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_PWM As UShort

C#

public const ushort MAX_PWM
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::MAX_RETRY Field

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_RETRY As UShort

C#

public const ushort MAX_RETRY
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_ROTARY Field

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_ROTARY As UShort

C#

public const ushort MAX_ROTARY
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::MAX_RWR Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_RWR As UShort

C#

public const ushort MAX_RWR
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::MAX_RWR_CONTACTS Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_RWR_CONTACTS As UShort

C#

public const ushort MAX_RWR_CONTACTS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...::MAX_SPI Field

**Namespace:**  [BIUSBWrapper](#)
**Assembly:**  [BIUSBWrapper](#) (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_SPI As UShort

C#

public const ushort MAX_SPI
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...:::MAX_TIMEOUT_MSEC Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MAX_TIMEOUT_MSEC As UShort

C#

public const ushort MAX_TIMEOUT_MSEC
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic □  C#
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB..:::MODE_DAC Field
BIUSB Class  See Also  Send Feedback

Port is in DAC mode

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MODE_DAC As UShort

C#

public const ushort MODE_DAC
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Port is in Direct mode

**Namespace:**  [BIUSBWrapper](#)  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MODE_DIRECT As UShort

C#

public const ushort MODE_DIRECT
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB::MODE_DOTMATRIX Field

Port is in OSRAM / dot-matrix display mode.

**Namespace:** BIUSBWrapper
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const MODE_DOTMATRIX As UShort

C#
public const ushort MODE_DOTMATRIX
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB:::MODE_GLCD Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Port is in Graphical LCD mode
Syntax

Visual Basic (Declaration)

Public Const MODE_GLCD As UShort

C#

public const ushort MODE_GLCD
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Port is in latched output mode.

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MODE_LATCHED As UShort

C#

public const ushort MODE_LATCHED
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Port is in Multiplex (MUX) mode

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const MODE_MUX As UShort

C#
public const ushort MODE_MUX
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Port is in CRT RWR mode

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const MODE_RWR As UShort

C#

public const ushort MODE_RWR
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::MODE_SPI Field

**BIUSB Class**  **See Also**  **Send Feedback**

Port is in SPI/DAC mode.

**Namespace:**  **BIUSBWrapper**  
**Assembly:**  **BIUSBWrapper (in BIUSBWrapper.dll)**
Syntax

Visual Basic (Declaration)

Public Const MODE_SPI As UShort

C#

public const ushort MODE_SPI
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_0X64B Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public Const PID_0X64B As UShort

**C#**

public const ushort PID_0X64B
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_4X24BH Field

**BIUSB Class**  See Also  Send Feedback

4X24BH

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_4X24BH As UShort

C#

public const ushort PID_4X24BH
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...:PID_5X18BH Field
BIUSB Class  See Also  Send Feedback

5X18BH

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_5X18BH As UShort

C#

public const ushort PID_5X18BH
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_6X13B Field

BIUSB Class  See Also  Send Feedback

6X13B

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_6X13B As UShort

C#

public const ushort PID_6X13B
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_6X16B Field

See Also

Send Feedback

6X16B

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const PID_6X16B As UShort

C#
public const ushort PID_6X16B
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_ELECTRONFLUX Field

BIUSB Class  See Also  Send Feedback

ElectronFlux Core

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const PID_ELECTRONFLUX As UShort

C#

public const ushort PID_ELECTRONFLUX
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PID_FUSION Field

**FUSION**

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  [BIUSBWrapper](#) (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_FUSION As UShort

C#

public const ushort PID_FUSION
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_GAMMARAY Field

**BIUSB Class**  [See Also]  [Send Feedback]

GammaRay-256

**Namespace:**  [BIUSBWrapper]

**Assembly:**  [BIUSBWrapper (in BIUSBWrapper.dll)]
Syntax

Visual Basic (Declaration)
Public Const PID_GAMMARAY As UShort

C#

public const ushort PID_GAMMARAY
See Also

BIUSB Class  
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PID_GAMMARAY_V2 Field

GammaRay-256 V2 Core

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public Const PID_GAMMARAY_V2 As UShort

**C#**

public const ushort PID_GAMMARAY_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_GAMMARAY_V3 Field

**BIUSB Class**  [See Also](#)  [Send Feedback](#)

GammaRay-256 V3 Core

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_GAMMARAY_V3 As UShort

C#

public const ushort PID_GAMMARAY_V3
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...:PID_GAMMARAY64 Field
BIUSB Class  See Also  Send Feedback

GammaRay-64

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_GAMMARAY64 As UShort

C#

public const ushort PID_GAMMARAY64
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB....PID_GAMMATRON Field

GammaTron Core

**Namespace:** BIUSBWrapper
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const PID_GAMMATRON As UShort

C#
public const ushort PID_GAMMATRON
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PID_NITRO_SLG Field

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_NITRO_SLG As UShort

C#

public const ushort PID_NITRO_SLG
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...: PID_PLASMA Field

See Also
Send Feedback

Plasma single device

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA As UShort

C#

public const ushort PID_PLASMA
See Also

**BIUSB Class**
**BIUSBWrapper Namespace**

Send [feedback](mailto:feedback@microsoft.com) on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PID_PLASMA_DUAL Field

**BIUSB Class**  **See Also**  **Send Feedback**

Plasma DUAL device

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const PID_PLASMA_DUAL As UShort

C#
public const ushort PID_PLASMA_DUAL
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...::PID_PLASMA_HOTAS Field

Plasma HOTAS single device

**Namespace:**  [BIUSBWrapper](#)
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_HOTAS As UShort

C#

class Example
{
    public const ushort PID_PLASMA_HOTAS
}
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Plasma HOTAS DUAL device

**Namespace:**  [BIUSBWrapper](#)  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_HOTAS_DUAL As UShort

C#

public const ushort PID_PLASMA_HOTAS_DUAL
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_PLASMA_LITE Field

BIUSB Class  See Also  Send Feedback

PLASMA-LITE

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_LITE As UShort

C#

public const ushort PID_PLASMA_LITE
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_PLASMA_LITE_V2 Field

See Also  Send Feedback

PLASMA-LITE V2

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_LITE_V2 As UShort

C#

public const ushort PID_PLASMA_LITE_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PID_PLASMA_MM2 Field

**Namespace:** BIUSBWrapper  
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_MM2 As UShort

C#

public const ushort PID_PLASMA_MM2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PIDC_ELECTRONFLUX Field

See Also  Send Feedback

ElectronFlux CONFIG HID

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public Const PIDC_ELECTRONFLUX As **UShort**

**C#**

```csharp
public const ushort PIDC_ELECTRONFLUX
```
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
FUSION CONFIG HID

**Namespace:** [BIUSBWrapper](https://example.com)

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDC_FUSION As UShort

C#

public const ushort PIDC_FUSION
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PIDC_GAMMARAY_V2 Field

BIUSB Class  See Also  Send Feedback

GammaRay V2 CONFIG HID

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDC_GAMMARAY_V2 As UShort

C#

public const ushort PIDC_GAMMARAY_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...:PIDC_GAMMARAY_V3 Field

GammaRay V3 CONFIG HID

**Namespace:** [BIUSBWrapper](#)

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDC_GAMMARAY_V3 As UShort

C#

public const ushort PIDC_GAMMARAY_V3
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
GammaTron CONFIG HID

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDC_GAMMATRON As UShort

C#

public const ushort PIDC_GAMMATRON
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...:PIDC_NITRO_SLG Field

BIUSB Class  See Also  Send Feedback

NITRO-SLG CONFIG HID

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDC_NITRO_SLG As UShort

C#

public const ushort PIDC_NITRO_SLG
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#

Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDC_PLASMA_LITE_V2 Field

BIUSB Class  See Also  Send Feedback

PLASMA-LITE V2 CONFIG HID

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDC_PLASMA_LITE_V2 As UShort

C#

public const ushort PIDC_PLASMA_LITE_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB..:.PIDC_PLASMA_MM2 Field

PLASMA-MM2 CONFIG HID

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDC_PLASMA_MM2 As UShort

C#

public const ushort PIDC_PLASMA_MM2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB..::.PIDF_ELECTRONFLUX Field

BIUSB Class  See Also  Send Feedback

ElectronFlux Flash Loader

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDF_ELECTRONFLUX As UShort

C#

public const ushort PIDF_ELECTRONFLUX
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB..::.PIDF_FUSION Field

**BIUSB Class**  [See Also]  [Send Feedback]

FUSION Flash Loader

**Namespace:**  [BIUSBWrapper]

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDF_FUSION As UShort

C#

public const ushort PIDF_FUSION
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PIDF_GAMMARAY_V2 Field

BIUSB Class  See Also  Send Feedback

GammaRay V2 Flash Loader

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDF_GAMMARAY_V2 As UShort

C#

public const ushort PIDF_GAMMARAY_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...::PIDF_GAMMARAY_V3 Field

GammaRay V3 Flash Loader

**Namespace:** [BIUSBWrapper](#)
**Assembly:** [BIUSBWrapper](#) (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDF_GAMMARAY_V3 As UShort

C#

public const ushort PIDF_GAMMARAY_V3
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDF_GAMMATRON Field

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDF_GAMMATRON As UShort

C#

public const ushort PIDF_GAMMATRON
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB....PIDF_NITRO_SLG Field

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDF_NITRO_SLG As UShort

C#

public const ushort PIDF_NITRO_SLG
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB::PIDF_PLASMA_LITE_V2 Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDF_PLASMA_LITE_V2 As UShort

C#

public const ushort PIDF_PLASMA_LITE_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::PIDF_PLASMA_MM2 Field

See Also  Send Feedback

PLASMA-MM2 Flash Loader

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDF_PLASMA_MM2 As UShort

C#

public const ushort PIDF_PLASMA_MM2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...::PIDN_0X64B Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_0X64B As String

C#

public const string PIDN_0X64B
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PIDN_4X24BH Field

**BIUSB Class**  See Also  Send Feedback

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_4X24BH As String

C#

public const string PIDN_4X24BH
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_5X18BH Field

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_5X18BH As String

C#

public const string PIDN_5X18BH
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_6X13B Field

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_6X13B As String

C#

public const string PIDN_6X13B
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_6X16B Field

**Namespace:** BIUSBWrapper  
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_6X16B As String

C#

public const string PIDN_6X16B
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PIDN_ELECTRONFLUX Field

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_ELECTRONFLUX As String

C#

public const string PIDN_ELECTRONFLUX
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB.::PIDN_FUSION Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const PIDN_FUSION As String

C#
public const string PIDN_FUSION
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#

Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_GAMMARAY Field

BIUSB Class  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_GAMMARAY As String

C#

public const string PIDN_GAMMARAY
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_GAMMARAY_V2 Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_GAMMARAY_V2 As String

C#

public const string PIDN_GAMMARAY_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

**BIUSB...::PIDN_GAMMARAY_V3 Field**

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_GAMMARAY_V3 As String

C#

public const string PIDN_GAMMARAY_V3
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:PIDN_GAMMARAY64 Field

**Namespace:**  BIUSBWrapper
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const PIDN_GAMMARAY64 As String

C#
public const string PIDN_GAMMARAY64
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_GAMMATRON Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_GAMMATRON As String

C#

public const string PIDN_GAMMATRON
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_NITRO_SLG Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_NITRO_SLG As String

C#

public const string PIDN_NITRO_SLG
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_PLASMA Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

```vbnet
Public Const PIDN_PLASMA As String
```

**C#**

```csharp
public const string PIDN_PLASMA
```
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB.....PIDN_PLASMA_DUAL Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_PLASMA_DUAL As String

C#

public const string PIDN_PLASMA_DUAL
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_PLASMA_HOTAS Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_PLASMA_HOTAS As String

C#

public const string PIDN_PLASMA_HOTAS
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB..:::PIDN_PLASMA_HOTAS_DUAL Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_PLASMA_HOTAS_DUAL As String

C#

public const string PIDN_PLASMA_HOTAS_DUAL
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDN_PLASMA_LITE Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_PLASMA_LITE As String

C#

public const string PIDN_PLASMA_LITE
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...::PIDN_PLASMA_LITE_V2 Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_PLASMA_LITE_V2 As String

C#

public const string PIDN_PLASMA_LITE_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

**BIUSB...::PIDN_PLASMA_MM2 Field**

**Namespace:** BIUSBWrapper
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDN_PLASMA_MM2 As String

C#

public const string PIDN_PLASMA_MM2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNC_ELECTRONFLUX Field

**Namespace:** BIUSBWrapper
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNC_ELECTRONFLUX As String

C#

public const string PIDNC_ELECTRONFLUX
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNC_FUSION Field

**Namespace:** BIUSBWrapper
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const PIDNC_FUSION As String

C#
public const string PIDNC_FUSION
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNC_GAMMARAY_V2 Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNC_GAMMARAY_V2 As String

C#

public const string PIDNC_GAMMARAY_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
BIUSB...:PIDNC_GAMMARAY_V3 Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNC_GAMMARAY_V3 As String

C#

public const string PIDNC_GAMMARAY_V3
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:::PIDNC_GAMMATRON Field

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  [BIUSBWrapper](#) (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNC_GAMMATRON As String

C#

public const string PIDNC_GAMMATRON
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNC_NITRO_SLG Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNC_NITRO_SLG As String

C#

public const string PIDNC_NITRO_SLG
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

**BIUSB...::PIDNC_PLASMA_LITE_V2 Field**

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNC_PLASMA_LITE_V2 As String

C#

public const string PIDNC_PLASMA_LITE_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNC_PLASMA_MM2 Field

**Namespace:** [BIUSBWrapper](#)

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public Const PIDNC_PLASMA_MM2 As String

C#
public const string PIDNC_PLASMA_MM2
**See Also**

[BIUSB Class](#)

[BIUSBWrapper Namespace](#)

Send [feedback](#) on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNF_ELECTRONFLUX Field

BIUSB Class  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNF_ELECTRONFLUX As String

C#

public const string PIDNF_ELECTRONFLUX
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB::<PIDNF_FUSION Field

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNF_FUSION As String

C#

public const string PIDNF_FUSION
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNF_GAMMARAY_V2 Field

**Namespace:** `BIUSBWrapper`  
**Assembly:** `BIUSBWrapper (in BIUSBWrapper.dll)`
Syntax

Visual Basic (Declaration)

Public Const PIDNF_GAMMARAY_V2 As String

C#

public const string PIDNF_GAMMARAY_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB..:::PIDNF_GAMMARAY_V3 Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNF_GAMMARAY_V3 As String

C#

public const string PIDNF_GAMMARAY_V3
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNF_GAMMATRON Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNF_GAMMATRON As String

C#

public const string PIDNF_GAMMATRON
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
GUI Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNF_NITRO_SLG Field

**Namespace:** [BIUSBWrapper](#)

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

**Visual Basic (Declaration)**

Public Const PIDNF_NITRO_SLG As String

**C#**

public const string PIDNF_NITRO_SLG
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::PIDNF_PLASMA_LITE_V2 Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNF_PLASMA_LITE_V2 As String

C#

public const string PIDNF_PLASMA_LITE_V2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB::PIDNF_PLASMA_MM2 Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const PIDNF_PLASMA_MM2 As String

C#

public const string PIDNF_PLASMA_MM2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

**BIUSB..:::VENDOR_ID_1 Field**

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const VENDOR_ID_1 As UShort

C#

public const ushort VENDOR_ID_1
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::VENDOR_ID_2 Field

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Const VENDOR_ID_2 As UShort

C#

public const ushort VENDOR_ID_2
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The **BIUSB** type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClearLCD</td>
<td>Sends a command to clear contents of the LCD screen. This function can be used on modules supporting character based LCDs.</td>
</tr>
<tr>
<td>CloseDevices</td>
<td>Releases all detected modules, cancels all pending threads and frees all used memory blocks. This call should be made on program exit and prior to any calls to the DetectHID function in order to refresh the device list.</td>
</tr>
<tr>
<td>CmdGLCD</td>
<td>Sends specified command iCmd to a graphic LCD on the port specified by inPort. This function can be used on modules supporting graphic based LCDs.</td>
</tr>
<tr>
<td>DetectDevice</td>
<td>Detects all compatible vendor specific USB HID devices. Should be the first function called prior to all other calls or to refresh the device list.</td>
</tr>
<tr>
<td>DetectHID</td>
<td>Determines whether the specified <strong>Object</strong> is equal to the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Serves as a hash function for a particular type. <strong>GetHashCode</strong>() is suitable for use in hashing algorithms and data structures like a hash table. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <strong>Type</strong> of the current instance. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
</tbody>
</table>
A non-blocking call which returns input data. The first call to this function initiates a request for input data from the specified module as indicated by the DeviceParam structure and immediately returns the function. This prevents the main calling application from locking while the module is being polled. The return flag indicates the current status of the request.

Returns the configuration status of all IO ports found on the module. Can be used to verify if ports are active before reading or writing to them. This function is typically called after DetectHID.

Returns a `String` that represents the current `Object`. (Inherited from `Object`.)

This function can be used on modules supporting a 7-segment display and a single indicator output typically used for a shift light.

Writes contents of iRWRBuffer to the port specified by inPort configured for CRTRWR mode.

Writes contents of iDataBuffer to the 8-bit DACs on the port specified by inPort. This function can be used on modules supporting 8-bit DACs.

Writes contents of iDataBuffer to the output pins on the port specified by inPort. This function can be used on modules supporting direct outputs.

Writes contents of iDataBuffer to the 7-segment display on the port specified by inPort. This function can be used on modules supporting 7 x 7-segment displays.

Writes contents of iDataBuffer to 4 OSRAM type dot matrix displays on the port specified by inPort.

Writes contents of iDataBuffer to the graphic LCD located on the port specified by inPort at the line number indicated by inLine. This function can be used on modules supporting graphic LCDs.
used on modules supporting graphical based LCDs.

- **WriteLatchedOutput**
  Writes contents of iDataBuffer to the port specified by inPort configured for latched output mode.

- **WriteLCD**
  Writes contents of iDataBuffer to the LCD specified by inLCD at the line number indicated by inLine. This function can be used on modules supporting character based LCDs.

- **WriteMuxOutput**
  Writes contents of iDataBuffer to the multiplexed output pins on the port specified by inPort. This function can be used on modules supporting multiplexed outputs.

- **WriteSPIDAC**
  Writes contents of iDataBuffer to SPI compatible peripherals or DACs on the port specified by inPort. This function can be used on modules supporting either DACs or SPI ports.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEV_FAILED</td>
<td>Failure reading from device.</td>
</tr>
<tr>
<td>DEV_INPUT</td>
<td>New data available.</td>
</tr>
<tr>
<td>DEV_NODE_FAILED</td>
<td></td>
</tr>
<tr>
<td>DEV_OUTPUT</td>
<td></td>
</tr>
<tr>
<td>DEV_TIMEOUT</td>
<td>Device did not respond within 1 second.</td>
</tr>
<tr>
<td>DEV_WAIT</td>
<td>No new data available. Waiting for device response.</td>
</tr>
<tr>
<td>DT_ALL</td>
<td>Detects all HID class modules including Joystick type devices such as Plasma class modules.</td>
</tr>
<tr>
<td>DT_DEVICES</td>
<td>Detect HID class modules that accept input commands or data from host. These are typically output class devices.</td>
</tr>
<tr>
<td>DT_FLASH</td>
<td>Reserved</td>
</tr>
<tr>
<td>DT_HID</td>
<td>Detects HID class modules. Will ignore all joystick type devices such Plasma class modules.</td>
</tr>
<tr>
<td>DT_REPORT</td>
<td>Reserved</td>
</tr>
<tr>
<td>DT_STANDARD</td>
<td>GLCD_BGCOLOR</td>
</tr>
<tr>
<td>GLCD_BGCOLOR</td>
<td>Set background color.</td>
</tr>
<tr>
<td>GLCD_CLEAR</td>
<td>Clear contents of LCD.</td>
</tr>
<tr>
<td>GLCD_DISPLAY</td>
<td>Display test message.</td>
</tr>
<tr>
<td>GLCD_TEST</td>
<td>Clear contents of LCD.</td>
</tr>
<tr>
<td>LCD_CLEAR</td>
<td>Display test message.</td>
</tr>
<tr>
<td>LCD_PAGE1</td>
<td></td>
</tr>
<tr>
<td>LCD_PAGE2</td>
<td></td>
</tr>
<tr>
<td>LCD_TEST</td>
<td></td>
</tr>
</tbody>
</table>
MANUF_NAME
MAX_ALPHANUMERICS
MAX_ANALOG
MAX_CHAR
MAX_DACS
MAX_DEVICES
MAX_DOTMATRIX
MAX_GLCD
MAX_HATS
MAX_INPUT_REPORT_BYTES
MAX_INPUTS
MAX_LATCHED
MAX_LCD
MAX_MUXDISPLAYS
MAX_OUTPUT_REPORT_BYTES
MAX_OUTPUTS
MAX_PORTS
MAX_PWM
MAX_RETRY
MAX_ROTARY
MAX_RWR
MAX_RWR_CONTACTS
MAX_SPI
MAX_TIMEOUT_MSEC
MODE_DAC Port is in DAC mode
MODE_DIRECT Port is in Direct mode
MODE_DOTMATRIX Port is in OSRAM / dot-matrix display mode.
MODE_GLCD Port is in Graphical LCD mode
MODE_LATCHED Port is in latched output mode.
MODE_MUX Port is in Multiplex (MUX) mode
MODE_RWR Port is in CRT RWR mode
MODE_SPI Port is in SPI/DAC mode.
<table>
<thead>
<tr>
<th>PID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PID_0X64B</td>
<td>0X64B</td>
</tr>
<tr>
<td>PID_4X24BH</td>
<td>4X24BH</td>
</tr>
<tr>
<td>PID_5X18BH</td>
<td>5X18BH</td>
</tr>
<tr>
<td>PID_6X13B</td>
<td>6X13B</td>
</tr>
<tr>
<td>PID_6X16B</td>
<td>6X16B</td>
</tr>
<tr>
<td>PID_ELECTRONFLUX</td>
<td>ElectronFlux Core</td>
</tr>
<tr>
<td>PID_FUSION</td>
<td>FUSION</td>
</tr>
<tr>
<td>PID_GAMMARAY</td>
<td>GammaRay-256</td>
</tr>
<tr>
<td>PID_GAMMARAY_V2</td>
<td>GammaRay-256 V2 Core</td>
</tr>
<tr>
<td>PID_GAMMARAY_V3</td>
<td>GammaRay-256 V3 Core</td>
</tr>
<tr>
<td>PID_GAMMARAY64</td>
<td>GammaRay-64</td>
</tr>
<tr>
<td>PID_GAMMATRON</td>
<td>GammaTron Core</td>
</tr>
<tr>
<td>PID_NITRO_SLG</td>
<td>Nitro-SLG Core</td>
</tr>
<tr>
<td>PID_PLASMA</td>
<td>Plasma single device</td>
</tr>
<tr>
<td>PID_PLASMA_DUAL</td>
<td>Plasma DUAL device</td>
</tr>
<tr>
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See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB Methods

The **BIUSB** type exposes the following members.
## Methods

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<th>Description</th>
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<td><strong>ClearLCD</strong></td>
<td>Sends a command to clear contents of the LCD screen. This function can be used on modules</td>
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<td>supporting character based LCDs. Releases all detected modules, cancels all pending</td>
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<td>threads and frees all used memory blocks. This call should be made on program exit and prior to</td>
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<td>any calls to the DetectHID function in order to refresh the device list.</td>
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<td><strong>CloseDevices</strong></td>
<td>Sends specified command iCmd to a graphic LCD on the port specified by inPort. This function</td>
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<tr>
<td></td>
<td>can be used on modules supporting graphic based LCDs.</td>
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<tr>
<td><strong>CmdGLCD</strong></td>
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<tr>
<td><strong>DetectDevice</strong></td>
<td>Detects all compatible vendor specific USB HID devices. Should be the first function called</td>
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<td>prior to all other calls or to refresh the device list.</td>
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<td><strong>DetectHID</strong></td>
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<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object.</td>
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<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the</td>
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<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. GetHashCode() is suitable for use in hashing</td>
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<td>algorithms and data structures like a hash table.</td>
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<tr>
<td><strong>GetType</strong></td>
<td>Gets the Type of the current instance.</td>
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<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object.</td>
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<tr>
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<td>(Inherited from Object.)</td>
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</tbody>
</table>
ReadInputData

A non-blocking call which returns input data. The first call to this function initiates a request for input data from the specified module as indicated by the DeviceParam structure and immediately returns the function. This prevents the main calling application from locking while the module is being polled. The return flag indicates the current status of the request.

RetrieveStatus

Returns the configuration status of all IO ports found on the module. Can be used to verify if ports are active before reading or writing to them. This function is typically called after DetectHID.

ToString

Returns a String that represents the current Object. (Inherited from Object.)

Write7Segment

Writes contents of iData to a single 7-segment display on the device specified by iDeviceList.

WriteCRTRWR

This function can be used on modules supporting a 7-segment display and a single indicator output typically used for a shift light.

WriteDAC

Writes contents of iDataBuffer to the port specified by inPort configured for CRTRWR mode.

WriteDirectOutput

Writes contents of iDataBuffer to the output pins on the port specified by inPort. This function can be used on modules supporting direct outputs.

WriteDisplayOutput

Writes contents of iDataBuffer to the 7-segment display on the port specified by inPort. This function can be used on modules supporting 7 x 7-segment displays.

WriteDotMatrix

Writes contents of iDataBuffer to 4 OSRAM type dot matrix displays on the port specified by inPort.

WriteGLCD

Writes contents of iDataBuffer to the graphic LCD located on the port specified by inPort at the line number indicated by inLine. This function can be
used on modules supporting graphical based LCDs.

- **WriteLatchedOutput**
  Writes contents of iDataBuffer to the port specified by inPort configured for latched output mode.

- **WriteLCD**
  Writes contents of iDataBuffer to the LCD specified by inLCD at the line number indicated by inLine. This function can be used on modules supporting character based LCDs.

- **WriteMuxOutput**
  Writes contents of iDataBuffer to the multiplexed output pins on the port specified by inPort. This function can be used on modules supporting multiplexed outputs.

- **WriteSPIDAC**
  Writes contents of iDataBuffer to SPI compatible peripherals or DACs on the port specified by inPort. This function can be used on modules supporting either DACs or SPI ports.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Sends a command to clear contents of the LCD screen. This function can be used on modules supporting character based LCDs.

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function ClearLCD ( _
    ByVal iDeviceList As DeviceParam, _
    ByVal inLCD As Byte _
) As Integer

C#

public static int ClearLCD(
    ref DeviceParam iDeviceList, 
    byte inLCD
)

Parameters

iDeviceList
    Type: BIUSBWrapper:::DeviceParam
    A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inLCD
    Type: System:::Byte
    Zero based index of LCD to be cleared. Currently not support. Leave as 0.

Return Value

0: If failure writing to device.

>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB..:::CloseDevices Method

BIUSB Class  See Also  Send Feedback

Releases all detected modules, cancels all pending threads and frees all used memory blocks. This call should be made on program exit and prior to any calls to the DetectHID function in order to refresh the device list.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function CloseDevices ( _
iDev_Cnt As UInteger, _
iDeviceList As DeviceParam() _
) As Boolean

C#

public static bool CloseDevices(
    uint iDev_Cnt, 
    DeviceParam[] iDeviceList
)

Parameters

iDev_Cnt
    Type: System::UInt32
    Number of detected modules to close in the iDeviceList. This value is returned by a call to DetectHID.

iDeviceList
    Type: array< BIUSBWrapper::DeviceParam >[]
    A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

Return Value

true (True in Visual Basic) if success closing devices, or false (False in Visual Basic) if failure closing devices or releasing memory.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::CmdGLCD Method

SEE ALSO  SEND FEEDBACK

Sends specified command iCmd to a graphic LCD on the port specified by inPort. This function can be used on modules supporting graphic based LCDs.

NAMESPACE:  BIUSBWrapper
ASSEMBLY:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function CmdGLCD ( _
    ByRef iDeviceList As DeviceParam, _
    inPort As Byte, _
    iBGColor As Byte, _
    iCmd As Byte _
) As Integer

C#

public static int CmdGLCD(
    ref DeviceParam iDeviceList,
    byte inPort,
    byte iBGColor,
    byte iCmd
)

Parameters

iDeviceList
Type: BIUSBWrapper:::DeviceParam
A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inPort
Type: System:::Byte
Zero based index of output Port to write to.

iBGColor
Type: System:::Byte
Set the background color of the LCD display.

0 = Black text on white background.

1 = White text on black background.
iCmd

Type: System::Byte

GLCD Commands:

GLCD_CLEAR: Clear contents of LCD.

GLCD_TEST: Display test message.

GLCD_BGCOLOR: Set background color of LCD specified by iGBColor.

Return Value

0: If failure writing to device.

>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:..DetectDevice Method

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function DetectDevice ( _
   <OutAttribute> ByRef oDev_Cnt As UInteger, _
   <OutAttribute> oDeviceList As DeviceParam(), _
   iProductID As UInteger, _
   iFlag As UInteger _
) As Boolean

C#

public static bool DetectDevice(
   out uint oDev_Cnt,
   DeviceParam[] oDeviceList,
   uint iProductID,
   uint iFlag
   )

Parameters

oDev_Cnt
   Type: System::::UInt32 %

oDeviceList
   Type: array< BIUSBWrapper::::DeviceParam >[]()[]

iProductID
   Type: System::::UInt32

iFlag
   Type: System::::UInt32
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Detects all compatible vendor specific USB HID devices. Should be the first function called prior to all other calls or to refresh the device list.

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function DetectHID ( _
   <OutAttribute> ByRef oDev_Cnt As UInteger, _
   <OutAttribute> oDeviceList As DeviceParam(), _
   iFlag As UInteger _
) As Boolean

C#

public static bool DetectHID(
   out uint oDev_Cnt, 
   DeviceParam[] oDeviceList, 
   uint iFlag
)

Parameters

oDev_Cnt
Type: System::UInt32 %
Returns the total number of matching devices detected.

oDeviceList
Type: array< BIUSBWrapper::DeviceParam >[]()[
Returns an array of DeviceParam structures. All returned data will be stored in this structure array.

iFlag
Type: System::UInt32
Specifies the device class to detect.

Values can be:

DT_FLASH (reserved)

DT_DEVICES (reserved)
**DT_REPORT** (reserved)

**DT_HID** (Detects vendor defined HID class modules. Will ignore all joystick type devices such as Plasma class modules)

**DT_ALL** (Detects all HID class modules including Joystick type devices such as Plasma class modules).

**Return Value**

true (True in Visual Basic) if success detecting devices, or false (False in Visual Basic) if failure detecting devices or no devices found.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
A non-blocking call which returns input data. The first call to this function initiates a request for input data from the specified module as indicated by the DeviceParam structure and immediately returns form the function. This prevents the main calling application from locking while the module is being polled. The return flag indicate the current status of the request.

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function ReadInputData ( _
    ByRef iDeviceList As DeviceParam, _
    <OutAttribute> oDataBuffer As Byte(), _
    iFlag As UInteger _
) As Integer

C#

public static int ReadInputData(
    ref DeviceParam iDeviceList, 
    byte[] oDataBuffer, 
    uint iFlag 
)

Parameters

iDeviceList
_type: BIUSBWrapper..:::.DeviceParam %
A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

oDataBuffer
_type: array< System..:::.Byte >[]()[]
Returns a populated data buffer array. The NumberInputIndices within the DeviceParam structure indicates the required length of this data buffer array specifying the number of detected inputs for the module.

iFlag
_type: System..:::.UInt32
Must always be set to falseFalsefalsefalsefalse (False in Visual Basic).

Return Value
**DEV_TIMEOUT** Device did not respond within 1 second.

**DEV_FAILED** Failure reading from device.

**DEV_WAIT** No new data available. Waiting for device response.

**DEV_INPUT** New data available.
**Remarks**

A return status of `DEV_INPUT` indicates new data is available at the location pointed to by oDataBuffer for the module specified in the `DeviceParam` structure. The `NumberInputIndices` within the `DeviceParam` structure indicates the number of input values to be read and size of the required array.

If no new data is available, the previously buffered data will be returned in addition to the `DEV_WAIT` flag indicating the module has not yet responded to the request for input data.

Depending on the specific module, polling frequency may vary in the range from 10ms to 40ms or more before data is flagged as being available. As a general rule, this function should be polled every 10 ms if real-time input data is required.

If a device should become unplugged or is no longer responding, the `DEV_TIMEOUT` flag will be returned after 1 second has elapsed.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB..::RetrieveStatus Method

**BIUSB Class**  See Also  Send Feedback

Returns the configuration status of all IO ports found on the module. Can be used to verify if ports are active before reading or writing to them. This function is typically called after **DetectHID**.

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
### Syntax

#### Visual Basic (Declaration)

```vbnet
Public Shared Sub RetrieveStatus ( _
    ByVal iDeviceList As DeviceParam, _
    <OutAttribute> ByVal oDeviceStatus As DeviceStatus _
)```

#### C#

```csharp
public static void RetrieveStatus(
    ref DeviceParam iDeviceList,
    out DeviceStatus oDeviceStatus
)
```

### Parameters

**iDeviceList**

Type: `BIUSBWrapper..::.DeviceParam %`  
A `DeviceParam` structure. Must contain valid device information returned from call to `DetectHID`.

**oDeviceStatus**

Type: `BIUSBWrapper..::.DeviceStatus %`  
Returns a `DeviceStatus` structure. All returned data will be stored in this location.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:.Write7Segment Method

**BIUSB Class**   **See Also**   **Send Feedback**

Writes contents of iData to a single 7-segment display on the device specified by iDeviceList. This function can be used on modules supporting a 7-segment display and a single indicator output typically used for a shift light.

**Namespace:**   **BIUSBWrapper**

**Assembly:**   **BIUSBWrapper (in BIUSBWrapper.dll)**
Syntax

Visual Basic (Declaration)

Public Shared Function Write7Segment ( _
    ByVal iDeviceList As DeviceParam, _
    ByVal iData As Byte() _
) As Integer

C#

public static int Write7Segment(
    ref DeviceParam iDeviceList,
    byte[] iData
)

Parameters

iDeviceList

Type: B1USBWrapper:::DeviceParam

A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

iData

Type: array< System::<Byte >[]>()

2-byte array. The first byte value contains the character to be displayed on a 7-segment display. Supported values are 0x00 to 0x09 in hex which will display the corresponding ASCII characters "0" to "9" when using industry standard decoders. Non-supported values will blank the display. NOTE: do not use the ASCII value to be displayed. Example, to display the value "1", set iData to the hex value 0x01, not 0x31 corresponding to the ASCII value of "1".

The second byte value is used for a shift light indicator with 0 for OFF and 1 for ON.

Value - Displayed Symbol
0 - 0 or N if supported
1 - 1
2 - 2
3 - 3
4 - 4
5 - 5
6 - 6
7 - 7
8 - 8
9 - 9
10 - "-"
11 - L
12 - P
13 - "="
14 - Blank
15 - R

**Return Value**

0: If failure writing to device.

>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::WriteCRTRWR Method

**BIUSB Class**   **See Also**   **Send Feedback**

Writes contents of iRWRBuffer to the port specified by inPort configured for CRTRWR mode.

**Namespace:**  **BIUSBWrapper**

**Assembly:**  **BIUSBWrapper (in BIUSBWrapper.dll)**
Syntax

Visual Basic (Declaration)

Public Shared Function WriteCRTRWR ( _
    ByRef iDeviceList As DeviceParam, _
    inPort As Byte, _
    inContacts As Byte, _
    inSymbolCnt As Byte, _
    inContactIndex As Byte, _
    iRWRBuffer As CRTRWR_OUTPUT() _
) As Integer

C#

public static int WriteCRTRWR(
    ref DeviceParam iDeviceList,
    byte inPort,
    byte inContacts,
    byte inSymbolCnt,
    byte inContactIndex,
    CRTRWR_OUTPUT[] iRWRBuffer
)

Parameters

iDeviceList
Type: BIUSBWrapper:::DeviceParam %
A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inPort
Type: System:::Byte
Zero based index of output Port to write to.

inContacts
Type: System:::Byte
Total number of contacts to display on screen. This value is typically same as inSymbolCnt.
inSymbolCnt
Type: System::Byte
Number of symbols stored in iRWRBuffer.

inContactIndex
Type: System::Byte
index within iRWRBuffer of the first symbol.

iRWRBuffer
Type: array<BIUSBWrapper::CRTRWR_OUTPUT>[]
Array of CRTRWR_OUTPUT structures.

Return Value

0: If failure writing to device.

> 0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::WriteDAC Method

BIUSB Class  See Also  Send Feedback

Writes contents of iDataBuffer to the 8-bit DACs on the port specified by inPort. This function can be used on modules supporting 8-bit DACs.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function WriteDAC ( _
    ByRef iDeviceList As DeviceParam, _
    inPort As Byte, _
    iDataBuffer As Byte() _
) As Integer

C#

public static int WriteDAC(
    ref DeviceParam iDeviceList,
    byte inPort,
    byte[] iDataBuffer
)

Parameters

iDeviceList
    Type: BIUSBWrapper..::.DeviceParam %
    A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inPort
    Type: System..::.Byte
    Zero based index of output Port to write to.

iDataBuffer
    Type: array< System..::.Byte >[]
    Data array containing byte values for DACs. A port supporting 10 8-bit DACs will require a 10 byte buffer, each byte corresponding to the data to be written to the corresponding DAC. Note that all DACs on a port are written to at the same time. Writing to a single DAC is not possible, therefore DAC buffer data must be updated in iDataBuffer for all DACs on the specified port.
Return Value

0: If failure writing to device.

>0: If success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:WriteDirectOutput Method

BIUSB Class  See Also  Send Feedback

 Writes contents of iDataBuffer to the output pins on the port specified by inPort. This function can be used on modules supporting direct outputs.

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

**Visual Basic (Declaration)**

```vbnet
Public Shared Function WriteDirectOutput ( _
    ByVal iDeviceList As DeviceParam, _
    inPort As Byte, _
    iDataBuffer As DIRECT_OUTPUT() _
) As Integer
```

**C#**

```csharp
public static int WriteDirectOutput(
    ref DeviceParam iDeviceList,
    byte inPort,
    DIRECT_OUTPUT[] iDataBuffer
)
```

**Parameters**

**iDeviceList**
Type: *BIUSBWrapper.*.DeviceParam *
A *DeviceParam* structure. Must contain valid device information returned from call to *DetectHID*.

**inPort**
Type: *System.*.Byte *
Zero based index of output Port to write to.

**iDataBuffer**
Type: array< *BIUSBWrapper.*.DIRECT_OUTPUT >[]
Array of *DIRECT_OUTPUT* structures containing data to write to the output pins specified by inPort.

**Return Value**

0: If failure writing to device.
>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::WriteDisplayOutput Method

**BIUSB Class**  See Also  Send Feedback

 Writes contents of iDataBuffer to the 7-segment display on the port specified by inPort. This function can be used on modules supporting 7 x 7-segment displays.

**Namespace:**  BIUSBWrapper
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function WriteDisplayOutput ( _
    ByRef iDeviceList As DeviceParam, _
    inPort As Byte, _
    iDataBuffer As Byte(), _
    inLevel As Byte _
) As Integer

C#

public static int WriteDisplayOutput(
    ref DeviceParam iDeviceList,
    byte inPort,
    byte[] iDataBuffer,
    byte inLevel
)

Parameters

iDeviceList
Type: BIUSBWrapper:::DeviceParam
A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inPort
Type: System:::Byte
Zero based index of output Port to write to.

iDataBuffer
Type: array< System:::Byte >[]()
Character array. Maximum number of display characters is 7, however, decimals do not count as character spaces. Supported display characters are limited to ASCII characters "0" to "9", ".", "," and blank space (nullNothingnullptra null reference (Nothing in Visual Basic)).
inLevel
  Type: System::Byte
  Output level range from 0 to 10. This value sets the pulse width of the
  multiplexed display output controlling intensity.

Return Value

0: If failure writing to device.

>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::WriteDotMatrix Method

**BIUSB Class**  **See Also**  **Send Feedback**

Writes contents of iDataBuffer to 4 OSRAM type dot matrix displays on the port specified by inPort.

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function WriteDotMatrix ( _
    ByVal iDeviceList As DeviceParam, _
    ByVal inPort As Byte, _
    ByVal iDataBuffer As Byte(), _
    ByVal inLevel As Byte _
) As Integer

C#

public static int WriteDotMatrix(
    ref DeviceParam iDeviceList,
    byte inPort,
    byte[] iDataBuffer,
    byte inLevel
)

Parameters

iDeviceList
Type: BIUSBWrapper...DeviceParam %
A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inPort
Type: System...Byte
Zero based index of output Port to write to.

iDataBuffer
Type: array< System...Byte >[]
16-byte character array. Maximum number of display characters is 4 per display (4 displays max per port). Supported display characters are limited to ASCII values (0-255). Refer to manufacturer's ASCII table for symbol defines.
inLevel
   Type: System::Byte
   Output level range from 0 to 10. This value sets the pulse width of the dot matrix display controlling intensity.

Return Value

0: If failure writing to device.

>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB.WriteGLCD Method

**BIUSB Class**  See Also  Send Feedback

Writes contents of iDataBuffer to the graphic LCD located on the port specified by inPort at the line number indicated by inLine. This function can be used on modules supporting graphical based LCDs.

**Namespace:**  BIUSBWrapper
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function WriteGLCD ( _
    ByVal iDeviceList As DeviceParam, _
    ByVal inPort As Byte, _
    ByVal inLine As Byte, _
    ByVal iNumLines As Byte, _
    ByVal iBGColor As Byte, _
    ByVal iDataBuffer As Byte() _
) As Integer

C#

public static int WriteGLCD(  
    ref DeviceParam iDeviceList,  
    byte inPort,  
    byte inLine,  
    byte iNumLines,  
    byte iBGColor,  
    byte[] iDataBuffer  
)

Parameters

iDeviceList   
Type: BIOUSBWrapper:::DeviceParam   
A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inPort  
Type: System:::Byte   
Zero based index of output Port to write to.

inLine  
Type: System:::Byte   
Starting line number to write contents of iDataBuffer to LCD. Values range from 1 to 5.
iNumLines
    Type: **System::Byte**
    Number of lines contained in iDataBuffer. Maximum buffer length is 2
    lines at 24 characters per line (48 bytes).

iBGColor
    Type: **System::Byte**
    Set the background color of the LCD display.

        0 = Black text on white background.

        1 = White text on black background.

iDataBuffer
    Type: array< **System::Byte** >[]
    Character array. Empty spaces on the LCD should be filled with the ASCII
    value of 0x20 (blank space). Do not NULL terminate this buffer.

    Special characters:

        0x01: Arrow glyph.

        0x02: Star glyph.

        0x03: Degree glyph.

        0x04: Star glyph.

Return Value

    0: If failure writing to device.

    >0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::WriteLatchedOutput Method

**BIUSB Class**  **See Also**  **Send Feedback**

Writes contents of iDataBuffer to the port specified by inPort configured for latched output mode.

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
### Syntax

#### Visual Basic (Declaration)

```vbnet
Public Shared Function WriteLatchedOutput ( _
    ByVal iDeviceList As DeviceParam, _
    ByVal inPort As Byte, _
    ByVal iDataBuffer As Byte(), _
    ByVal inLevel As Byte _
) As Integer
```

#### C#

```csharp
public static int WriteLatchedOutput(
    ref DeviceParam iDeviceList,
    byte inPort,
    byte[] iDataBuffer,
    byte inLevel
)
```

### Parameters

**iDeviceList**

Type: `BIUSBWrapper.::.DeviceParam`
A `DeviceParam` structure. Must contain valid device information returned from call to `DetectHID`.

**inPort**

Type: `System.::.Byte`
Zero based index of output Port to write to.

**iDataBuffer**

Type: array< `System.::.Byte` >[]()[]
64-byte array (64 outputs). Output state value 0 for OFF and 1 for ON.

**inLevel**

Type: `System.::.Byte`
Output level range from 0 to 10. This value sets the pulse width of the
output, controlling the intensity if supported.

**Return Value**

0: If failure writing to device.

>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...::.WriteLCD Method

BIUSB Class  See Also  Send Feedback

Writes contents of iDataBuffer to the LCD specified by inLCD at the line number indicated by inLine. This function can be used on modules supporting character based LCDs.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function WriteLCD ( _
    ByVal iDeviceList As DeviceParam, _
    inLCD As Byte, _
    inLine As Byte, _
    iDataBuffer As Byte(), _
    inLevel As Byte _
) As Integer

C#

public static int WriteLCD(
    ref DeviceParam iDeviceList,
    byte inLCD,
    byte inLine,
    byte[] iDataBuffer,
    byte inLevel
)

Parameters

iDeviceList
    Type: BIUSBWrapper::DeviceParam %
    A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inLCD
    Type: System::Byte
    Zero based index of LCD to be cleared. Currently not support. Leave as 0.

inLine
    Type: System::Byte
    Line number to write buffer to. Values range from 1 to 4.

iDataBuffer
    Type: array< System::Byte >[]()}
Character array. Must be at least 20 characters in length. Empty spaces on the LCD should be filled with the ASCII value of 0x20 (blank space). Do not NULL terminate this buffer. NULL value will display character 0x00 stored in the LCD ROM.

inLevel
Type: **System::::Byte**
LCD backlight brightness level if supported. Values range from 0 (min brightness) to 255 (maximum brightness).

**Return Value**

0: If failure writing to device.

>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:WriteMuxOutput Method

**BIUSB Class**  See Also  Send Feedback

Writes contents of iDataBuffer to the multiplexed output pins on the port specified by inPort. This function can be used on modules supporting multiplexed outputs.

**Namespace:**  **BIUSBWrapper**

**Assembly:**  **BIUSBWrapper** (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function WriteMuxOutput ( _
   ByVal iDeviceList As DeviceParam, _
   ByVal inPort As Byte, _
   ByVal iDataBuffer As DIRECT_OUTPUT() _
) As Integer

C#

public static int WriteMuxOutput(
   ref DeviceParam iDeviceList,
   byte inPort,
   DIRECT_OUTPUT[] iDataBuffer
)

Parameters

iDeviceList
Type: BIOUSBWrapper.::DeviceParam
A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inPort
Type: System.::Byte
Zero based index of output Port to write to.

iDataBuffer
Type: array< BIOUSBWrapper.::DIRECT_OUTPUT >[](0)
Array of DIRECT_OUTPUT structures containing data to write to the output pins specified by inPort.

Return Value

0: If failure writing to device.
>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

BIUSB...:..WriteSPIDAC Method

BIUSB Class  See Also  Send Feedback

Writes contents of iDataBuffer to SPI compatible peripherals or DACs on the port specified by inPort. This function can be used on modules supporting either DACs or SPI ports.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Shared Function WriteSPIDAC ( _
    ByRef iDeviceList As DeviceParam, _
    inPort As Byte, _
    ByRef iDataBuffer As DAC_OUTPUTS, _
    inLevel As Byte _
) As Integer

C#

public static int WriteSPIDAC(
    ref DeviceParam iDeviceList,
    byte inPort,
    ref DAC_OUTPUTS iDataBuffer,
    byte inLevel
)

Parameters

iDeviceList
Type: BIUSBWrapper::DeviceParam %
A DeviceParam structure. Must contain valid device information returned from call to DetectHID.

inPort
Type: System::Byte
Zero based index of output Port to write to.

iDataBuffer
Type: BIUSBWrapper::DAC_OUTPUTS %
DAC_OUTPUTS structure containing data to write to the port specified by the inPort parameter. A port supporting 10 DAC or SPI outputs will require a 40-byte buffer, each 32 bits long word corresponding to the data to be written to the corresponding DAC/SPI output. Note that all SPI/DACs on a port are written to at the same time. Writing to a single SPI/DAC is not
possible; therefore SPI/DAC buffer data must be updated in iDataBuffer for all SPI/DACs on the specified port.

Actual data length output on a corresponding SPI/DAC channel is determined by the module's capability, not the maximum word length of 32 bits per channel as defined in the DAC_OUTPUTS structure.

inLevel
Type: System::Byte
Output level range from 0 to 7. This value sets the pulse width of the backlight if supported.

Return Value

0: If failure writing to device.

>0: if success, returns number of bytes written to device.
See Also

BIUSB Class
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

CRTRWR_OUTPUT Structure

Data structure for sending output using the WriteCRTRWR command.

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

<ComVisibleAttribute(False>)
Public Structure CRTRWR_OUTPUT

C#

[ComVisibleAttribute(false)]
public struct CRTRWR_OUTPUT
See Also

CRTRWR_OUTPUT Members
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

CRTRWR_OUTPUT Fields

CRTRWR_OUTPUT Structure  See Also  Send Feedback

The **CRTRWR_OUTPUT** type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st (low-order) bit: missileActivity -- if set to 1, display missile activity symbol.</td>
<td></td>
</tr>
<tr>
<td>2nd bit: missileLaunch -- if set to 1, display missile launch symbol</td>
<td></td>
</tr>
<tr>
<td><strong>flags</strong></td>
<td>3rd bit: newguy -- if set to 1, display new contact symbol</td>
</tr>
<tr>
<td></td>
<td>4th bit: selected -- if set to 1, draw contact selected symbol</td>
</tr>
<tr>
<td></td>
<td>5th thru 8th bits: unused</td>
</tr>
<tr>
<td><strong>symbol</strong></td>
<td>Symbol ID to display (refer to RWR Symbol Class table entries found in rwr.h)</td>
</tr>
<tr>
<td><strong>xPos</strong></td>
<td>X position on screen to display symbol. Range 0 (left) to 255 (right).</td>
</tr>
<tr>
<td><strong>yPos</strong></td>
<td>Y position on screen to display symbol. Range 0 (top) to 255 (bottom).</td>
</tr>
</tbody>
</table>
See Also

CRTRWR_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

CRTRWR_OUTPUT....:flags Field

**CRTRWR_OUTPUT Structure**  See Also  Send Feedback

1st (low-order) bit : missileActivity -- if set to 1, display missile activity symbol.

2nd bit : missileLaunch -- if set to 1, display missile launch symbol

3rd bit : newguy -- if set to 1, display new contact symbol

4th bit : selected -- if set to 1, draw contact selected symbol

5th thru 8th bits : unused

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public flags As Byte

C#

public byte flags
See Also

CRTRWR_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

CRTRWR_OUTPUT::symbol Field

See Also  Send Feedback

Symbol ID to display (refer to RWR Symbol Class table entries found in rwr.h)

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public symbol As CRTRWRSymbols

**C#**

public CRTRWRSymbols symbol
See Also

CRTRWR_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
CRTRWR_OUTPUT:::xPos Field

**CRTRWR_OUTPUT Structure**  See Also  Send Feedback

X position on screen to display symbol. Range 0 (left) to 255 (right).

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public xPos As Byte

C#
public byte xPos
See Also

CRTRWR_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

CRTRWR_OUTPUT...:::yPos Field

**Y** position on screen to display symbol. Range 0 (top) to 255 (bottom).

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public yPos As Byte

C#

public byte yPos
See Also

CRTRWR_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The `CRTRWR_OUTPUT` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
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<tr>
<td><strong>Equals</strong></td>
<td>Indicates whether this instance and a specified object are equal. (Inherited from <code>ValueType</code>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Returns the hash code for this instance. (Inherited from <code>ValueType</code>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the fully qualified type name of this instance. (Inherited from <code>ValueType</code>.)</td>
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<td>X position on screen to display symbol. Range 0 (left) to 255 (right).</td>
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<td>Y position on screen to display symbol. Range 0 (top) to 255 (bottom).</td>
</tr>
</tbody>
</table>
See Also

CRTRWR_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The **CRTRWR_OUTPUT** type exposes the following members.
## Methods

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</tr>
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</table>
See Also

CRTRWR_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
CRTRWRSymbols Enumeration

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public Enumeration CRTRWRSymbols

C#

public enum CRTRWRSymbols
## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RWRSYM_NONE</td>
<td>do not display any symbol</td>
</tr>
<tr>
<td>RWRSYM UNKNOWN</td>
<td>U</td>
</tr>
<tr>
<td>RWRSYM_ADVANCED_INTERCEPTOR</td>
<td>not implemented</td>
</tr>
<tr>
<td>RWRSYM_BASIC_INTERCEPTOR</td>
<td>not implemented</td>
</tr>
<tr>
<td>RWRSYM_ACTIVE_MISSILE</td>
<td>M</td>
</tr>
<tr>
<td>RWRSYM_HAWK</td>
<td>H</td>
</tr>
<tr>
<td>RWRSYM_PATRIOT</td>
<td>P</td>
</tr>
<tr>
<td>RWRSYM_SA2</td>
<td>2</td>
</tr>
<tr>
<td>RWRSYM_SA3</td>
<td>3</td>
</tr>
<tr>
<td>RWRSYM_SA4</td>
<td>4</td>
</tr>
<tr>
<td>RWRSYM_SA5</td>
<td>5</td>
</tr>
<tr>
<td>RWRSYM_SA6</td>
<td>6</td>
</tr>
<tr>
<td>RWRSYM_SA8</td>
<td>8</td>
</tr>
<tr>
<td>RWRSYM_SA9</td>
<td>9</td>
</tr>
<tr>
<td>RWRSYM_SA10</td>
<td>10</td>
</tr>
<tr>
<td>RWRSYM_SA13</td>
<td>13</td>
</tr>
<tr>
<td>RWRSYM_A1</td>
<td>A with a single dot beneath it</td>
</tr>
<tr>
<td>RWRSYM_SEARCH</td>
<td>S</td>
</tr>
<tr>
<td>RWRSYM_NAVAL</td>
<td>boat symbol</td>
</tr>
<tr>
<td>RWRSYM_CHAPARAL</td>
<td>C</td>
</tr>
<tr>
<td>RWRSYM_SA15</td>
<td>15 or M alternating</td>
</tr>
<tr>
<td>RWRSYM_NIKE</td>
<td>N</td>
</tr>
<tr>
<td>RWRSYM_AAA</td>
<td>A or S alternating</td>
</tr>
<tr>
<td>RWRSYM_A2</td>
<td>A with two dots beneath it</td>
</tr>
<tr>
<td>RWRSYM_A3</td>
<td>not implemented</td>
</tr>
<tr>
<td>RWRSYM_PDOT</td>
<td>P with a dot beneath it</td>
</tr>
<tr>
<td>RWRSYM_PSLASH</td>
<td>P with a vertical bar on</td>
</tr>
</tbody>
</table>
right side
U with one dot beneath it
U with two dots beneath it
U with three dots beneath it
C
4
5
6
14
15
16
18
19
20
21
22
23
25
27
29
30
31
P
PD
A
B
S
A with a vertical bar on right
A with vertical bars on left and right side
A with vertical bars on left, center and right side
<table>
<thead>
<tr>
<th>RWRSYM_MIB_F_S</th>
<th>F or S alternating</th>
</tr>
</thead>
<tbody>
<tr>
<td>RWRSYM_MIB_F_A</td>
<td>F or A alternating</td>
</tr>
<tr>
<td>RWRSYM_MIB_F_M</td>
<td>F or M alternating</td>
</tr>
<tr>
<td>RWRSYM_MIB_F_U</td>
<td>F or U alternating</td>
</tr>
<tr>
<td>RWRSYM_MIB_F_BW</td>
<td>F or basic interceptor shape</td>
</tr>
<tr>
<td>RWRSYM_MIB_BW_S</td>
<td>S or basic interceptor shape</td>
</tr>
<tr>
<td>RWRSYM_MIB_BW_A</td>
<td>A or basic interceptor shape</td>
</tr>
<tr>
<td>RWRSYM_MIB_BW_M</td>
<td>M or basic interceptor shape</td>
</tr>
<tr>
<td>RWRSYM_SA0</td>
<td>reserved for future use</td>
</tr>
<tr>
<td>RWRSYM_SA1</td>
<td>reserved for future use</td>
</tr>
<tr>
<td>RWRSYM_SA7</td>
<td>reserved for future use</td>
</tr>
<tr>
<td>RWRSYM_DIAMOND</td>
<td>Diamond symbol</td>
</tr>
<tr>
<td>RWRSYM_LAUNCH</td>
<td>Missile launch symbol</td>
</tr>
<tr>
<td>RWRSYM_TEST</td>
<td>Draw test pattern</td>
</tr>
</tbody>
</table>
See Also

BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS Structure

Data structure for sending output using the WriteSPIDAC command.

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

<ComVisibleAttribute(False)> _
Public Structure DAC_OUTPUTS

C#

[ComVisibleAttribute(false)]
public struct DAC_OUTPUTS
See Also

DAC_OUTPUTS Members
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS Fields

The DAC_OUTPUTS type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAC_1</td>
<td></td>
</tr>
<tr>
<td>DAC_10</td>
<td></td>
</tr>
<tr>
<td>DAC_2</td>
<td></td>
</tr>
<tr>
<td>DAC_3</td>
<td></td>
</tr>
<tr>
<td>DAC_4</td>
<td></td>
</tr>
<tr>
<td>DAC_5</td>
<td></td>
</tr>
<tr>
<td>DAC_6</td>
<td></td>
</tr>
<tr>
<td>DAC_7</td>
<td></td>
</tr>
<tr>
<td>DAC_8</td>
<td></td>
</tr>
<tr>
<td>DAC_9</td>
<td></td>
</tr>
</tbody>
</table>
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS...:::DAC_1 Field

DAC_OUTPUTS Structure  See Also  Send Feedback

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_1 As UShort

C#

public ushort DAC_1
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS...:..DAC_10 Field

DAC_OUTPUTS Structure  See Also  Send Feedback

Namespace:   BIUSBWrapper
Assembly:   BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_10 As UShort

C#

public ushort DAC_10
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS:::DAC_2 Field

**DAC_OUTPUTS Structure**  [See Also](#)  [Send Feedback](#)

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_2 As UShort

C#

public ushort DAC_2
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS...:::DAC_3 Field

DAC_OUTPUTS Structure  See Also  Send Feedback

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_3 As UShort

C#

public ushort DAC_3
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS:::DAC_4 Field

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_4 As UShort

C#

public ushort DAC_4
See Also

DAC OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS...:..DAC_5 Field

DAC_OUTPUTS Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_5 As UShort

C#

public ushort DAC_5
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS...:::DAC_6 Field

DAC_OUTPUTS Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_6 As UShort

C#

public ushort DAC_6
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DAC_OUTPUTS...: DAC_7 Field

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_7 As UShort

C#

public ushort DAC_7
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DAC_OUTPUTS...:::DAC_8 Field

DAC_OUTPUTS Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_8 As UShort

C#

public ushort DAC_8
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DAC_OUTPUTS...:::DAC_9 Field

DAC_OUTPUTS Structure  See Also  Send Feedback

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DAC_9 As UShort

C#

public ushort DAC_9
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The **DAC_OUTPUTS** type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Indicates whether this instance and a specified object are equal. (Inherited from <code>ValueType</code>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Returns the hash code for this instance. (Inherited from <code>ValueType</code>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the fully qualified type name of this instance. (Inherited from <code>ValueType</code>.)</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td>DAC_1</td>
<td></td>
</tr>
<tr>
<td>DAC_10</td>
<td></td>
</tr>
<tr>
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<td></td>
</tr>
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<td>DAC_3</td>
<td></td>
</tr>
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<td></td>
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<td></td>
</tr>
<tr>
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<td></td>
</tr>
<tr>
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<td></td>
</tr>
<tr>
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<td></td>
</tr>
<tr>
<td>DAC_9</td>
<td></td>
</tr>
</tbody>
</table>
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The DAC_OUTPUTS type exposes the following members.
## Methods

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</tr>
<tr>
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<td>Returns the fully qualified type name of this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#e">ValueTyp</a>)</td>
</tr>
</tbody>
</table>
See Also

DAC_OUTPUTS Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
DeviceParam Structure

Structure to hold return values from the DetectHID method.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

<ComVisibleAttribute(False)> _
Public Structure DeviceParam

C#

[ComVisibleAttribute(false)]
public struct DeviceParam
See Also

DeviceParam Members
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The `DeviceParam` type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConfigFlag</td>
<td>For internal use only. For internal use only.</td>
</tr>
<tr>
<td>DeviceHandle</td>
<td>The read/write handle for the device. This is a unique value and changes with each call to DetectHID.</td>
</tr>
<tr>
<td>DeviceName</td>
<td>Device name string.</td>
</tr>
<tr>
<td>DeviceNameLength</td>
<td>Length in bytes of the DeviceName string.</td>
</tr>
<tr>
<td>DevicePath</td>
<td>Device path key string as found in the Windows registry.</td>
</tr>
<tr>
<td>DevIndex</td>
<td>The zero based device index associated with this device.</td>
</tr>
<tr>
<td>FlashVersion</td>
<td>Current Firmware revision of device.</td>
</tr>
<tr>
<td>InputReportByteLength</td>
<td>The number of packed bytes that will be returned by the device on each ReadInputData read request.</td>
</tr>
<tr>
<td>ManufName</td>
<td>Manufacturer name string.</td>
</tr>
<tr>
<td>ManufNameLength</td>
<td>Length in bytes of the ManufName string.</td>
</tr>
<tr>
<td>NumberAlphanumericIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberAnalogIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberCRTRWRIndices</td>
<td>Number of RWR supported.</td>
</tr>
<tr>
<td>NumberDACIndices</td>
<td>Number of DAC (Digital to Analog Converter) supported.</td>
</tr>
<tr>
<td>NumberDotMatrixIndices</td>
<td>Number of graphic based LCDs supported.</td>
</tr>
<tr>
<td>NumberGLCDIndices</td>
<td>Number of graphic based LCDs supported.</td>
</tr>
<tr>
<td>NumberHATIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberInputIndices</td>
<td>The number of unpacked inputs that will be returned from this device.</td>
</tr>
<tr>
<td>NumberLatchedIndices</td>
<td>Number of graphic based LCDs supported.</td>
</tr>
<tr>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>NumberLCDIndices</td>
<td>Number of character-based LCDs supported.</td>
</tr>
<tr>
<td>NumberMuxDisplayIndices</td>
<td>Number of multiplexed displays supported.</td>
</tr>
<tr>
<td>NumberOutputIndices</td>
<td>The number of unpacked outputs that will be read by this device.</td>
</tr>
<tr>
<td>NumberPortIndices</td>
<td>The number of separate IO ports on a device. These can also refer to JPs found on older devices.</td>
</tr>
<tr>
<td>NumberPWMIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberRotaryIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberSPIIndices</td>
<td>The number of packed bytes used by the device for output data.</td>
</tr>
<tr>
<td>OutputReportByteLength</td>
<td>Length in bytes of the DevicePath string.</td>
</tr>
<tr>
<td>PathLength</td>
<td>Vendor assigned unique device ID number.</td>
</tr>
<tr>
<td>ProgramFlag</td>
<td>For internal use only.</td>
</tr>
<tr>
<td>SerialNum</td>
<td>User assigned device serial number string.</td>
</tr>
<tr>
<td>SerialNumLength</td>
<td>Length in bytes of the SerialNum string.</td>
</tr>
<tr>
<td>Usage</td>
<td>For internal use only.</td>
</tr>
<tr>
<td>UsagePage</td>
<td>For internal use only.</td>
</tr>
<tr>
<td>VendorID</td>
<td>USB.org assigned unique vendor ID number.</td>
</tr>
<tr>
<td>VersionNumber</td>
<td>Vendor assigned product version number.</td>
</tr>
</tbody>
</table>
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam:::ConfigFlag Field

For internal use only.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public ConfigFlag As Byte

C#

public byte ConfigFlag
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The read/write handle for the device. This is a unique value and changes with each call to DetectHID.

**Namespace:** [BIUSBWrapper](#)

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DeviceHandle As IntPtr

C#

public IntPtr DeviceHandle
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Device name string.

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DeviceName As Byte()  

C#

public byte[] DeviceName
See Also

**DeviceParam Structure**  
**BIUSBWrapper Namespace**

Send [feedback](mailto:) on this topic to Microsoft.
Visual Basic  ▪  C#

Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam..::.DeviceNameLength Field

DeviceParam Structure  See Also  Send Feedback

Length in bytes of the DeviceName string.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DeviceNameLength As UInteger

C#

public uint DeviceNameLength
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam:::DevicePath Field

DeviceParam Structure  See Also  Send Feedback

Device path key string as found in the Windows registry.

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DevicePath As Byte()

C#

public byte[] DevicePath
See Also

**DeviceParam Structure**
**BIUSBWrapper Namespace**

Send [feedback](mailto:feedback@microsoft.com) on this topic to Microsoft.
The zero based device index associated with this device.

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DevIndex As UShort

C#

public ushort DevIndex
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam:::FlashVersion Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Current Firmware revision of device.
Syntax

Visual Basic (Declaration)

Public FlashVersion As UShort

C#

public ushort FlashVersion
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
DeviceParam:::InputReportByteLength Field

The number of packed bytes that will be returned by the device on each ReadInputData read request.

**Namespace:** BIUSBWrapper  
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public InputReportByteLength As UShort

C#

public ushort InputReportByteLength
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam..::.ManufName Field
DeviceParam Structure  See Also  Send Feedback

Manufacturer name string.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public ManufName As Byte()

C#
public byte[] ManufName
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam..::.ManufNameLength Field
DeviceParam Structure  See Also  Send Feedback

Length in bytes of the ManufName string.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public ManufNameLength AsUInteger

C#

public uint ManufNameLength
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam:::NumberAlphanumericIndices Field

Not currently supported.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public NumberAlphanumericIndices As UShort

C#
public ushort NumberAlphanumericIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam..:::.NumberAnalogIndices Field

DeviceParam Structure  See Also  Send Feedback

Not currently supported.

Namespace:  BIOUSBWrapper
Assembly:  BIOUSBWrapper (in BIOUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberAnalogIndices As UShort

C#

public ushort NumberAnalogIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam:::NumberCRTRWRIndices Field

Number of RWR supported.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberCRTRWRIndices As UShort

C#

public ushort NumberCRTRWRIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam::NumberDACIndices Field

DeviceParam Structure  See Also  Send Feedback

Number of DAC (Digital to Analog Converter) supported.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public NumberDACIndices As UShort

C#
public ushort NumberDACIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam..::.NumberDotMatrixIndices Field
DeviceParam Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberDotMatrixIndices As UShort

C#

public ushort NumberDotMatrixIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam:::NumberGLCDIndices Field
DeviceParam Structure  See Also  Send Feedback

Number of graphic based LCDs supported.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberGLCDIndices As UShort

C#

public ushort NumberGLCDIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send [feedback](#) on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam..:..NumberHATIndices Field

DeviceParam Structure  See Also  Send Feedback

Not currently supported.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberHATIndices As UShort

C#

public ushort NumberHATIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam::NumberInputIndices Field

The number of unpacked inputs that will be returned from this device.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public NumberInputIndices As UShort

**C#**

public ushort NumberInputIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam..:::.NumberLatchedIndices Field

DeviceParam Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public NumberLatchedIndices As UShort

C#
public ushort NumberLatchedIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
DeviceParam::NumberLCDIndices Field

Number of character-based LCDs supported.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberLCDIndices As UShort

C#

public ushort NumberLCDIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Number of multiplexed displays supported.

**Namespace:** [BIUSBWrapper](#)  
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberMuxDisplayIndices As UShort

C#

public ushort NumberMuxDisplayIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The number of unpacked outputs that will be read by this device.

**Namespace:** BIUSBWrapper  
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberOutputIndices As UShort

C#

public ushort NumberOutputIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam...:::NumberPortIndices Field

See Also Send Feedback

The number of separate IO ports on a device. These can also refer to JPs found on older devices.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public NumberPortIndices As UShort

**C#**

public ushort NumberPortIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam..:.NumberPWMIndices Field

DeviceParam Structure  See Also  Send Feedback

Not currently supported.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberPWMIndices As UShort

C#

public ushort NumberPWMIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam:::.NumberRotaryIndices Field

See Also  Send Feedback

Not currently supported.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberRotaryIndices As UShort

C#

public ushort NumberRotaryIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam:::NumberSPIIndices Field

DeviceParam Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public NumberSPIIndices As UShort

C#

public ushort NumberSPIIndices
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
DeviceParam..:::.OutputReportByteLength Field

DeviceParam Structure  See Also  Send Feedback

The number of packed bytes used by the device for output data.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
## Syntax

**Visual Basic (Declaration)**

Public OutputReportByteLength As UShort

**C#**

public ushort OutputReportByteLength
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam..:::.PathLength Field

Length in bytes of the DevicePath string.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public PathLength As UInteger

C#
public uint PathLength
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam..::.ProductID Field

Vendor assigned unique device ID number.

**Namespace:**  [BIUSBWrapper](https://biusbwrapper.com)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public ProductID As UShort

**C#**

public ushort ProductID
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam..::.ProgramFlag Field

For internal use only.

**Namespace:**  [BIUSBWrapper](BIUSBWrapper)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public ProgramFlag As Byte

C#

public byte ProgramFlag
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
DeviceParam...:::SerialNum Field

User assigned device serial number string.

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public SerialNum As Byte()

C#

public byte[] SerialNum
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceParam..::.SerialNumLength Field

Length in bytes of the SerialNum string.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public SerialNumLength As UInteger

C#

public uint SerialNumLength
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
DeviceParam:::Usage Field

For internal use only.

**Namespace:** [BIUSBWrapper](#)

**Assembly:** [BIUSBWrapper.dll](#)
Syntax

Visual Basic (Declaration)

Public Usage As UShort

C#

public ushort Usage
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam:::UsagePage Field

DeviceParam Structure  See Also  Send Feedback

For internal use only.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public UsagePage As UShort

C#

public ushort UsagePage
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam:::VendorID Field

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public VendorID As **UShort**

**C#**

public **ushort** VendorID
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam..::.VersionNumber Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Vendor assigned product version number.
Syntax

Visual Basic (Declaration)

Public VersionNumber As UShort

C#

public ushort VersionNumber
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceParam Members

The **DeviceParam** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
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<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ConfigFlag</td>
<td>For internal use only.</td>
</tr>
<tr>
<td>DeviceHandle</td>
<td>The read/write handle for the device.</td>
</tr>
<tr>
<td>DeviceName</td>
<td>Device name string.</td>
</tr>
<tr>
<td>DeviceNameLength</td>
<td>Length in bytes of the DeviceName string.</td>
</tr>
<tr>
<td>DevicePath</td>
<td>Device path key string as found in the Windows registry.</td>
</tr>
<tr>
<td>DevIndex</td>
<td>The zero based device index associated with this device.</td>
</tr>
<tr>
<td>FlashVersion</td>
<td>Current Firmware revision of device.</td>
</tr>
<tr>
<td>InputReportByteLength</td>
<td>The number of packed bytes that will be returned by the device on each ReadInputData read request.</td>
</tr>
<tr>
<td>ManufName</td>
<td>Manufacturer name string.</td>
</tr>
<tr>
<td>ManufNameLength</td>
<td>Length in bytes of the ManufName string.</td>
</tr>
<tr>
<td>NumberAlphanumericIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberAnalogIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberCRTRWRIndices</td>
<td>Number of RWR supported.</td>
</tr>
<tr>
<td>NumberDACIndices</td>
<td>Number of DAC (Digital to Analog Converter) supported.</td>
</tr>
<tr>
<td>NumberDotMatrixIndices</td>
<td>Number of graphic based LCDs supported.</td>
</tr>
<tr>
<td>NumberGLCDIndices</td>
<td>Number of graphic based LCDs supported.</td>
</tr>
<tr>
<td>NumberHATIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberInputIndices</td>
<td>The number of unpacked inputs that will be returned from this device.</td>
</tr>
<tr>
<td>NumberLatchedIndices</td>
<td></td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NumberLCDIndices</td>
<td>Number of character-based LCDs supported.</td>
</tr>
<tr>
<td>NumberMuxDisplayIndices</td>
<td>Number of multiplexed displays supported.</td>
</tr>
<tr>
<td>NumberOutputIndices</td>
<td>The number of unpacked outputs that will be read by this device.</td>
</tr>
<tr>
<td>NumberPortIndices</td>
<td>The number of separate IO ports on a device. These can also refer to JPs found on older devices.</td>
</tr>
<tr>
<td>NumberPWMIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberRotaryIndices</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>NumberSPIIndices</td>
<td></td>
</tr>
<tr>
<td>OutputReportByteLength</td>
<td>The number of packed bytes used by the device for output data.</td>
</tr>
<tr>
<td>PathLength</td>
<td>Length in bytes of the DevicePath string.</td>
</tr>
<tr>
<td>ProductID</td>
<td>Vendor assigned unique device ID number.</td>
</tr>
<tr>
<td>ProgramFlag</td>
<td>For internal use only.</td>
</tr>
<tr>
<td>SerialNum</td>
<td>User assigned device serial number string.</td>
</tr>
<tr>
<td>SerialNumLength</td>
<td>Length in bytes of the SerialNum string.</td>
</tr>
<tr>
<td>Usage</td>
<td>For internal use only.</td>
</tr>
<tr>
<td>UsagePage</td>
<td>For internal use only.</td>
</tr>
<tr>
<td>VendorID</td>
<td>USB.org assigned unique vendor ID number.</td>
</tr>
<tr>
<td>VersionNumber</td>
<td>Vendor assigned product version number.</td>
</tr>
</tbody>
</table>
See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The `DeviceParam` type exposes the following members.
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See Also

DeviceParam Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
DeviceStatus Structure

Structure to hold return values from the RetrieveStatus method.

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

<ComVisibleAttribute>(False)>
Public Structure DeviceStatus

C#

[ComVisibleAttribute](false)]
public struct DeviceStatus
See Also

DeviceStatus Members
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The `DeviceStatus` type exposes the following members.
<table>
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<th>Name</th>
<th>Description</th>
</tr>
</thead>
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<tr>
<td>AlphanumericActive</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>AnalogActive</td>
<td>Analog channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>CRTRWRActive</td>
<td>CRT RWR channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>DACActive</td>
<td>DAC channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>DotMatrixActive</td>
<td>DotMatrix channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>GLCDActive</td>
<td>Graphic LCD channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>HATAActive</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>InputActive</td>
<td>Inputs is active if 1, disabled if 0.</td>
</tr>
<tr>
<td>LatchedActive</td>
<td>Latched channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>LCDActive</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>MuxDisplayActive</td>
<td>Multiplexed display channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>OutputActive</td>
<td>Output is active if 1, disabled if 0.</td>
</tr>
<tr>
<td>OutputMode</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>PortActive</td>
<td>Port is active if 1, disabled if 0.</td>
</tr>
<tr>
<td>PortIOMode</td>
<td>Port is set to input mode if 1, output mode if 0.</td>
</tr>
</tbody>
</table>

Currently only valid for ElectronFlux class devices.

Return values are:

- MODE_DIRECT = 0
- MODE_MUX = 1
- MODE_RWR = 2
- MODE_GLCD = 3
- MODE_DAC = 4
MODE_LATCHED = 5

MODE_SPI = 6

MODE_DOTMATRIX = 7

- **PWMActive**  Not currently supported.
- **RotaryActive**  Not currently supported.
- **SPIActive**  SPI channels active if 1, disabled if 0.
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus...:...AlphanumericActive Field

DeviceStatus Structure  See Also  Send Feedback

Not currently supported.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public AlphanumericActive As Byte()

C#

public byte[] AlphanumericActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus:::AnalogActive Field

DeviceStatus Structure  See Also  Send Feedback

Analog channels active if 1, disabled if 0.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public AnalogActive As Byte()

C#

public byte[] AnalogActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus:::CRTRWRActive Field

DeviceStatus Structure  See Also  Send Feedback

CRT RWR channels active if 1, disabled if 0.

Namespace:  BIUSBWrapper  
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)


Syntax

Visual Basic (Declaration)

Public CRTRWRActive As Byte()

C#

public byte[] CRTRWRActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus...:::DACActive Field

DeviceStatus Structure  See Also  Send Feedback

DAC channels active if 1, disabled if 0.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DACActive As Byte()

C#

public byte[] DACActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus::: DotMatrixActive Field

DeviceStatus Structure  See Also  Send Feedback

DotMatrix channels active if 1, disabled if 0.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public DotMatrixActive As Byte()

C#

public byte[] DotMatrixActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus...:::GLCDActive Field

DeviceStatus Structure  See Also  Send Feedback

Graphic LCD channels active if 1, disabled if 0.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public GLCDAvive As Byte()

C#

public byte[] GLCDAvive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus:::HATActive Field

See Also

Send Feedback

Not currently supported.

**Namespace:** BIUSBWrapper

**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public HATActive As Byte()

C#
public byte[] HATActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus...:.InputActive Field

Inputs is active if 1, disabled if 0.

Namespace:  **BIUSBWrapper**
Assembly:  **BIUSBWrapper** (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public InputActive As Byte()

C#

public byte[] InputActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus...:::LatchedActive Field

DeviceStatus Structure  See Also  Send Feedback

Latched channels active if 1, disabled if 0.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public LatchedActive As Byte()

C#

public byte[] LatchedActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus...:::LCDActive Field

See Also

Send Feedback

Not currently supported.

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public LCDActive As Byte()

C#

public byte[] LCDActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus...:::MuxDisplayActive Field

DeviceStatus Structure  See Also  Send Feedback

Multiplexed display channels active if 1, disabled if 0.

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public MuxDisplayActive As Byte()  

C#

public byte[] MuxDisplayActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Output is active if 1, disabled if 0.

**Namespace:** BIUSBWrapper  
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public OutputActive As Byte()

C#

public byte[] OutputActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
DeviceStatus:::OutputMode Field

Not currently supported.

**Namespace:**  [BIUSBWrapper](#)  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public OutputMode As Byte()  

C#

public byte[] OutputMode
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus...:::PortActive Field

DeviceStatus Structure  See Also  Send Feedback

Port is active if 1, disabled if 0.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public PortActive As Byte()

C#

public byte[] PortActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus:::PortIOMode Field

Port is set to input mode if 1, output mode if 0.

**Namespace:**  [BIUSBWrapper](#)

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public PortIOMode As Byte()

**C#**

public byte[] PortIOMode
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus::PortMode Field

Currently only valid for ElectronFlux class devices.

Return values are:

MODE_DIRECT = 0
MODE_MUX = 1
MODE_RWR = 2
MODE_GLCD = 3
MODE_DAC = 4
MODE_LATCHED = 5
MODE_SPI = 6
MODE_DOTMATRIX = 7

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
**Syntax**

**Visual Basic (Declaration)**

Public PortMode As Byte()

**C#**

public byte[] PortMode
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus:::PWMActive Field

See Also

Send Feedback

Not currently supported.

Namespace: **BIUSBWrapper**

Assembly: **BIUSBWrapper (in BIUSBWrapper.dll)**
Syntax

Visual Basic (Declaration)
Public PWMAactive As Byte()

C#
public byte[] PWMAactive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus:::RotaryActive Field

DeviceStatus Structure  See Also  Send Feedback

Not currently supported.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public RotaryActive As Byte()

C#

public byte[] RotaryActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus:::SPIActive Field

DeviceStatus Structure  See Also  Send Feedback

SPI channels active if 1, disabled if 0.

**Namespace:**  BIUSBWrapper

**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public SPIActive As Byte()

C#

public byte[] SPIActive
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus Members

See Also  Send Feedback

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</tr>
<tr>
<td>DotMatrixActive</td>
<td>DotMatrix channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>GLCDActive</td>
<td>Graphic LCD channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>HATA.Active</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>InputActive</td>
<td>Inputs is active if 1, disabled if 0.</td>
</tr>
<tr>
<td>LatchedActive</td>
<td>Latched channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>LCDActive</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>MuxDisplayActive</td>
<td>Multiplexed display channels active if 1, disabled if 0.</td>
</tr>
<tr>
<td>OutputActive</td>
<td>Output is active if 1, disabled if 0.</td>
</tr>
<tr>
<td>OutputMode</td>
<td>Not currently supported.</td>
</tr>
<tr>
<td>PortActive</td>
<td>Port is active if 1, disabled if 0.</td>
</tr>
<tr>
<td>PortIOMode</td>
<td>Port is set to input mode if 1, output mode if 0.</td>
</tr>
<tr>
<td>PortMode</td>
<td>Currently only valid for ElectronFlux class devices.</td>
</tr>
</tbody>
</table>

Return values are:

- MODE_DIRECT = 0
- MODE_MUX = 1
- MODE_RWR = 2
- MODE_GLCD = 3
- MODE_DAC = 4
MODE_LATCHED = 5

MODE_SPI = 6

MODE_DOTMATRIX = 7

- **PWMActive**: Not currently supported.
- **RotaryActive**: Not currently supported.
- **SPIActive**: SPI channels active if 1, disabled if 0.
See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DeviceStatus Methods

DeviceStatus Structure  See Also  Send Feedback

The DeviceStatus type exposes the following members.
## Methods

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See Also

DeviceStatus Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Data structure for sending output using the WriteDirectOutput and WriteMuxOutput commands.

**Namespace:**  BIUSBWrapper  
**Assembly:**  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

```vbnet
<ComVisibleAttribute(True)> _
Public Structure DIRECT_OUTPUT

C#

[ComVisibleAttribute(false)]
public struct DIRECT_OUTPUT
See Also

DIRECT_OUTPUT Members
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
The **DIRECT_OUTPUT** type exposes the following members.
## Fields

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<td>state</td>
<td>The low-order bit (bit 1) - set to 0 for OFF and to 1 for ON. The upper 7 bits specify the output level range from 0 to 10. This value sets the pulse width of the multiplexed output controlling intensity.</td>
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See Also

DIRECT_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#

Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

DIRECT_OUTPUT state Field

DIRECT_OUTPUT Structure  See Also  Send Feedback

The low-order bit (bit 1) - set to 0 for OFF and to 1 for ON. The upper 7 bits specify the output level range from 0 to 10. This value sets the pulse width of the multiplexed output controlling intensity.

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public state As Byte

C#

public byte state
See Also

DIRECT_OUTPUT Structure
BIUSBWrapper Namespace

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The **DIRECT_OUTPUT** type exposes the following members.
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DIRECT_OUTPUT Structure
BIUSBWrapper Namespace

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See Also

DIRECT_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

FUSION_OUTPUT Structure

Members  See Also  Send Feedback

TODO: document

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

```vbnet
<ComVisibleAttribute(False)> _
Public Structure FUSION_OUTPUT
```

C#

```csharp
[ComVisibleAttribute(false)]
public struct FUSION_OUTPUT
```
See Also

FUSION_OUTPUT Members
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

FUSION_OUTPUT Fields

The **FUSION_OUTPUT** type exposes the following members.
### Fields

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<tr>
<td>lbg8</td>
<td></td>
</tr>
<tr>
<td>level</td>
<td></td>
</tr>
<tr>
<td>shiftlight</td>
<td></td>
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<td>text_a</td>
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See Also

FUSION_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library
FUSION_OUTPUT:::gear Field

**Namespace:** BIUSBWrapper
**Assembly:** BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)
Public gear As Byte

C#
public byte gear
See Also

FUSION_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

FUSION_OUTPUT...::lbg8 Field

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public lbg8 As Byte

C#

public byte lbg8
See Also

FUSION_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

FUSION_OUTPUT...:level Field

FUSION_OUTPUT Structure

Namespace: BIUSBWrapper
Assembly: BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public level As Byte

C#

public byte level
See Also

FUSION_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#

Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

FUSION_OUTPUT...:::shiftlight Field

FUSION_OUTPUT Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public shiftlight As Byte

C#

public byte shiftlight
See Also

FUSION_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

FUSION_OUTPUT:::...:::text_a Field

FUSION_OUTPUT Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public text_a As Byte()

C#

public byte[] text_a
See Also

FUSION_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

FUSION_OUTPUT:::.text_b Field

FUSION_OUTPUT Structure  See Also  Send Feedback

Namespace:  BIUSBWrapper
Assembly:  BIUSBWrapper (in BIUSBWrapper.dll)
Syntax

Visual Basic (Declaration)

Public text_b As Byte()

C#

public byte[] text_b
See Also

FUSION_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

**FUSION_OUTPUT Members**

[FUSION_OUTPUT Structure](#)  [Methods](#)  [Fields](#)  [See Also](#)  [Send Feedback](#)

The **FUSION_OUTPUT** type exposes the following members.
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FUSION_OUTPUT Structure
BIUSBWrapper Namespace

Send feedback on this topic to Microsoft.
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference library

**FUSION_OUTPUT Methods**

[FUSION_OUTPUT Structure](#)  [See Also](#)  [Send Feedback](#)

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