■ Visual Basic □ C#

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

BIUSBWrapper Namespace

Send Feedback

Classes

Class Description



Structures

	Structure	Description
%	CRTRWR_OUTPUT	Data structure for sending output using the WriteCRTRWR command.
% >	DAC_OUTPUTS	Data structure for sending output using the WriteSPIDAC command.
% >	<u>DeviceParam</u>	Structure to hold return values from the DetectHID method.
% >	<u>DeviceStatus</u>	Structure to hold return values from the RetrieveStatus method.
*	DIRECT_OUTPUT	Data structure for sending output using the WriteDirectOutput and WriteMuxOutput commands.
%	FUSION_OUTPUT	TODO: document

Enumerations

Enumeration Description

CRTRWRSymbols

-

□ Visual Basic □ C#

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

BIUSB Class

Members See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

<<u>ClassInterfaceAttribute(ClassInterfaceType</u>.AutoDual)> _ <<u>ComVisibleAttribute(False)> _</u>
Public NotInheritable Class BIUSB

C#

[ClassInterfaceAttribute(ClassInterfaceType.AutoDual)]
[ComVisibleAttribute(false)]
public sealed class BIUSB

Inheritance Hierarchy

System..:.Object

BIUSBWrapper..::.BIUSB

BIUSB Members BIUSBWrapper Namespace

Visual Basic □ C#
Include Protected Members
Include Inherited Members
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
ibrary
BIUSB Fields
BIUSB Class See Also Send Feedback

The <u>BIUSB</u> type exposes the following members.

Fields

	Name	Description
₽ S	DEV_FAILED	Failure reading from device.
₽ S	DEV_INPUT	New data available.
₽ S	DEV_NODE_FAILED	
₽ S	<u>DEV_OUTPUT</u>	
⋄ ≤	DEV_TIMEOUT	Device did not respond within 1 second.
₽ S	DEV_WAIT	No new data available. Waiting for device response.
₽ S	DT_ALL	Detects all HID class modules including Joystick type devices such as Plasma class modules.
₽ S	DT_DEVICES	Detect HID class modules that accept input commands or data from host. These are typically output class devices.
₽ S	DT_FLASH	Reserved
₽ S	DT_HID	Detects HID class modules. Will ignore all joystick type devices such Plasma class modules.
₽ S	DT_REPORT	Reserved
₽ S	DT_STANDARD	
₽ S	GLCD_BGCOLOR	Set background color.
₽ S	GLCD_CLEAR	Clear contents of LCD.
₽ S	GLCD_DISPLAY	
₽ S	GLCD_TEST	Display test message.
₽ S	LCD_CLEAR	Clear contents of LCD.
₽ S	LCD_PAGE1	
₽ S	LCD_PAGE2	
₽ S	LCD_TEST	Display test message.

₽ S	MANUF_NAME	
₽ S	MAX_ALPHANUMERICS	
₽ S	MAX_ANALOG	
₽ S	MAX_CHAR	
₽ S	MAX DACS	
₽ S	MAX DEVICES	
₽ S	MAX_DOTMATRIX	
₽ S	MAX_GLCDS	
₽ S	MAX_HATS	
₽ S	MAX_INPUT_REPORT_BYTES	
₽ S	MAX_INPUTS	
₽ S	MAX_LATCHED	
∲ S	MAX_LCDS	
∲ S	MAX_MUXDISPLAYS	
₽ S	MAX_OUTPUT_REPORT_BYTES	
₽ S	MAX_OUTPUTS	
₽ S	MAX_PORTS	
₽ S	MAX_PWM	
₽ S	MAX_RETRY	
₽ S	MAX_ROTARY	
₽ S	MAX_RWR	
₽ S	MAX_RWR_CONTACTS	
₽ S	MAX SPI	
₽ S	MAX TIMEOUT MSEC	
₽ S	MODE_DAC	Port is in DAC mode
₽ S	MODE_DIRECT	Port is in Direct mode
⋄ s	MODE_DOTMATRIX	Port is in OSRAM / dot-matrix display mode.
9 S	MODE_GLCD	Port is in Graphical LCD mode
₽ S	MODE_LATCHED	Port is in latched output mode.
₽S	MODE_MUX	Port is in Multiplex (MUX) mode
₽S	MODE_RWR	Port is in CRT RWR mode
9 S	MODE_SPI	Port is in SPI/DAC mode.

♦ S	<u>PID_0X64B</u>	0X64B
₽ S	PID_4X24BH	4X24BH
₽ S	<u>PID_5X18BH</u>	5X18BH
₽ S	<u>PID_6X13B</u>	6X13B
₽ S	<u>PID_6X16B</u>	6X16B
₽ S	PID_ELECTRONFLUX	ElectronFlux Core
₽ S	PID_FUSION	FUSION
∲ S	PID_GAMMARAY	GammaRay-256
∲ S	PID_GAMMARAY_V2	GammaRay-256 V2 Core
∲ S	PID_GAMMARAY_V3	GammaRay-256 V3 Core
∲ S	PID_GAMMARAY64	GammaRay-64
∲ S	PID_GAMMATRON	GammaTron Core
∲ S	PID_NITRO_SLG	Nitro-SLG Core
∲ S	PID_PLASMA	Plasma single device
∲ S	PID_PLASMA_DUAL	Plasma DUAL device
₽ S	PID_PLASMA_HOTAS	Plasma HOTAS single device
∲ S	PID_PLASMA_HOTAS_DUAL	Plasma HOTAS DUAL device
∲ S	PID_PLASMA_LITE	PLASMA-LITE
∲ S	PID_PLASMA_LITE_V2	PLASMA-LITE V2
∲ S	PID_PLASMA_MM2	PLASMA-MM2
₽ S	PIDC_ELECTRONFLUX	ElectronFlux CONFIG HID
₽ S	PIDC_FUSION	FUSION CONFIG HID
₽ S	PIDC_GAMMARAY_V2	GammaRay V2 CONFIG HID
₽ S	PIDC GAMMARAY V3	GammaRay V3 CONFIG HID
₽ S	PIDC_GAMMATRON	GammaTron CONFIG HID
₽ S	PIDC_NITRO_SLG	NITRO-SLG CONFIG HID
øs	PIDC_PLASMA_LITE_V2	PLASMA-LITE V2 CONFIG HID
∲ S	PIDC_PLASMA_MM2	PLASMA-MM2 CONFIG HID
₽ S	PIDF_ELECTRONFLUX	ElectronFlux Flash Loader
₽ S	PIDF_FUSION	FUSION Flash Loader
₽ S	PIDF_GAMMARAY_V2	GammaRay V2 Flash Loader
9 S	PIDF GAMMARAY V3	GammaRay V3 Flash Loader

- PIDF GAMMATRON
- PIDF NITRO SLG
- **PIDF PLASMA LITE V2 PIDF PLASMA LITE V2**
- S PIDF PLASMA MM2
- S PIDN 0X64B
- ●s PIDN 4X24BH
- ●s PIDN 5X18BH
- **PIDN_6X13B**
- S PIDN 6X16B
- **PIDN ELECTRONFLUX**
- ◆ s PIDN FUSION
- PIDN GAMMARAY
- PIDN GAMMARAY V2
- S PIDN GAMMARAY V3
- ◆ s PIDN GAMMARAY64
- S PIDN GAMMATRON
- ◆ s PIDN NITRO SLG
- PIDN PLASMA
- ◆
 s
 PIDN PLASMA DUAL
- **PIDN PLASMA HOTAS**
- PIDN PLASMA HOTAS DUAL
- PIDN_PLASMA_LITE
- ◆S PIDN PLASMA LITE V2
- PIDN PLASMA MM2
- ◆ s PIDNC ELECTRONFLUX
- PIDNC FUSION
- PIDNC GAMMARAY V2
- PIDNC GAMMARAY V3
- S PIDNC GAMMATRON
- ◆ s PIDNC NITRO SLG
- PIDNC_PLASMA_LITE_V2
- ◆ s PIDNC PLASMA MM2
- PIDNF ELECTRONFLUX

GammaTron Flash Loader

NITRO-SLG Flash Loader

PLASMA-LITE V2 Flash Loader

PLASMA-MM2 Flash Loader

- PIDNF_FUSION
- **PIDNF GAMMARAY V2 PIDNF GAMMARAY V2**
- **PIDNF GAMMARAY V3**
- **PIDNF GAMMATRON**
- **PIDNF NITRO SLG**
- ▶s PIDNF_PLASMA_LITE_V2
- **PIDNF PLASMA MM2**
- ♥s <u>VENDOR ID 1</u>
- ♥s VENDOR ID 2

BIUSB Class
BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

BIUSB..::.DEV_FAILED Field

BIUSB Class See Also Send Feedback

Failure reading from device.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const DEV_FAILED As <u>UShort</u>

C#

public const ushort DEV_FAILED

BIUSB Class BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

BIUSB..::.DEV_INPUT Field

BIUSB Class See Also Send Feedback

New data available.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const DEV_INPUT As <u>UShort</u>

C#

public const ushort DEV_INPUT

BIUSB Class BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

library

BIUSB.::.DEV_NODE_FAILED Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const DEV_NODE_FAILED As $\underline{\sf UShort}$

C#

public const ushort DEV_NODE_FAILED

BIUSB Class BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

BIUSB..::.DEV_OUTPUT Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const DEV_OUTPUT As <u>UShort</u>

C#

 $\verb"public const <u>ushort DEV_OUTPUT"</u>$

BIUSB Class BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

BIUSB..::.DEV_TIMEOUT Field

BIUSB Class See Also Send Feedback

Device did not respond within 1 second.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const DEV_TIMEOUT As <u>UShort</u>

C#

 $\verb"public const <u>ushort DEV_TIMEOUT"</u>$

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const DEV_WAIT As <u>UShort</u>

C#

public const ushort DEV_WAIT

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

Visual Basic (Declaration)

Public Const DT_ALL As <u>UShort</u>

C#

public const ushort DT_ALL

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..:..DT_DEVICES Field

BIUSB Class See Also Send Feedback

Detect HID class modules that accept input commands or data from host. These are typically output class devices.

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const DT_DEVICES As <u>UShort</u>

C#

public const ushort DT_DEVICES

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

Visual Basic (Declaration)

Public Const DT_FLASH As <u>UShort</u>

C#

public const ushort DT_FLASH

BIUSB Class BIUSBWrapper Namespace

☐ Visual Basic ☐ C#

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

Visual Basic (Declaration)

Public Const DT_HID As <u>UShort</u>

C#

public const ushort DT_HID

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const DT_REPORT As <u>UShort</u>

C#

public const ushort DT_REPORT

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..:..DT_STANDARD Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const DT_STANDARD As <u>UShort</u>

C#

public const <u>ushort</u> DT_STANDARD

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

Visual Basic (Declaration)

Public Const GLCD_BGCOLOR As <u>UShort</u>

C#

public const ushort GLCD_BGCOLOR

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.GLCD_CLEAR Field

BIUSB Class See Also Send Feedback

Clear contents of LCD.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const GLCD_CLEAR As <u>UShort</u>

C#

public const ushort GLCD_CLEAR

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.GLCD_DISPLAY Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const GLCD_DISPLAY As <u>UShort</u>

C#

 $\verb"public const <u>ushort GLCD_DISPLAY" \\$ </u>

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const GLCD_TEST As $\underline{\sf UShort}$

C#

public const ushort GLCD_TEST

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::LCD_CLEAR Field

BIUSB Class See Also Send Feedback

Clear contents of LCD.

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const LCD_CLEAR As <u>UShort</u>

C#

public const ushort LCD_CLEAR

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..:.LCD_PAGE1 Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

\blacksquare Syntax

Visual Basic (Declaration)

Public Const LCD_PAGE1 As <u>UShort</u>

C#

public const ushort LCD_PAGE1

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..:.LCD_PAGE2 Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

\blacksquare Syntax

Visual Basic (Declaration)

Public Const LCD_PAGE2 As <u>UShort</u>

C#

public const ushort LCD_PAGE2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..:.LCD_TEST Field

BIUSB Class See Also Send Feedback

Display test message.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const LCD_TEST As $\underline{\sf UShort}$

C#

 $\verb"public const <u>ushort LCD_TEST"" \\$ </u>

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..:.MANUF_NAME Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MANUF_NAME As $\underline{\text{String}}$

C#

public const string MANUF_NAME

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_ALPHANUMERICS Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_ALPHANUMERICS As <u>UShort</u>

C#

public const <u>ushort</u> MAX_ALPHANUMERICS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..:.MAX_ANALOG Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_ANALOG As <u>UShort</u>

C#

public const ushort MAX_ANALOG

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

\blacksquare Syntax

Visual Basic (Declaration)

Public Const MAX_CHAR As $\underline{\sf UShort}$

C#

public const ushort MAX_CHAR

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_DACS Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_DACS As <u>UShort</u>

C#

public const ushort MAX_DACS

BIUSB Class BIUSBWrapper Namespace

□ 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

Visual Basic (Declaration)

Public Const MAX_DEVICES As <u>UShort</u>

C#

public const ushort MAX_DEVICES

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB.::.MAX_DOTMATRIX Field
BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_DOTMATRIX As <u>UShort</u>

C#

public const <u>ushort</u> MAX_DOTMATRIX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_GLCDS Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

\blacksquare Syntax

Visual Basic (Declaration)

Public Const MAX_GLCDS As <u>UShort</u>

C#

public const ushort MAX_GLCDS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_HATS Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_HATS As <u>UShort</u>

C#

public const ushort MAX_HATS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_INPUT_REPORT_BYTES Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_INPUT_REPORT_BYTES As <u>UShort</u>

C#

public const ushort MAX_INPUT_REPORT_BYTES

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_INPUTS Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_INPUTS As <u>UShort</u>

C#

public const ushort MAX_INPUTS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_LATCHED Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_LATCHED As <u>UShort</u>

C#

public const ushort MAX_LATCHED

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_LCDS Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_LCDS As <u>UShort</u>

C#

public const ushort MAX_LCDS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB.::.MAX_MUXDISPLAYS Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_MUXDISPLAYS As <u>UShort</u>

C#

public const ushort MAX_MUXDISPLAYS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_OUTPUT_REPORT_BYTES Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_OUTPUT_REPORT_BYTES As <u>UShort</u>

C#

public const ushort MAX_OUTPUT_REPORT_BYTES

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_OUTPUTS Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_OUTPUTS As <u>UShort</u>

C#

 $public \ const \ \underline{ushort} \ MAX_OUTPUTS$

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_PORTS Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_PORTS As <u>UShort</u>

C#

public const ushort MAX_PORTS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_PWM Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_PWM As <u>UShort</u>

C#

 $\verb"public const <u>ushort MAX_PWM" \\$ </u>

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_RETRY Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

\blacksquare Syntax

Visual Basic (Declaration)

Public Const MAX_RETRY As <u>UShort</u>

C#

 $\verb"public const <u>ushort MAX_RETRY" \\$ </u>

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MAX_ROTARY Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_ROTARY As <u>UShort</u>

C#

 $\verb"public const <u>ushort MAX_ROTARY" \\$ </u>

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..:..MAX_RWR Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_RWR As <u>UShort</u>

C#

public const ushort MAX_RWR

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

 $BIUSB...:.MAX_RWR_CONTACTS\ Field$

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_RWR_CONTACTS As <u>UShort</u>

C#

public const ushort MAX_RWR_CONTACTS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.MAX_SPI Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const MAX_SPI As <u>UShort</u>

C#

 $\verb"public const <math>\underline{\textit{ushort}} \ \texttt{MAX_SPI}$

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB.::.MAX_TIMEOUT_MSEC Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MAX_TIMEOUT_MSEC As $\underline{\sf UShort}$

C#

public const ushort MAX_TIMEOUT_MSEC

BIUSB Class BIUSBWrapper Namespace

□ 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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MODE_DAC As <u>UShort</u>

C#

public const ushort MODE_DAC

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MODE_DIRECT Field

BIUSB Class See Also Send Feedback

Port is in Direct mode

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MODE_DIRECT As <u>UShort</u>

C#

 $\verb"public const <u>ushort MODE_DIRECT" \\$ </u>

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

library

BIUSB.::.MODE_DOTMATRIX Field
BIUSB Class See Also Send Feedback

Port is in OSRAM / dot-matrix display mode.

Namespace: BIUSBWrapper

\blacksquare Syntax

Visual Basic (Declaration)

Public Const MODE_DOTMATRIX As <u>UShort</u>

C#

public const <u>ushort</u> MODE_DOTMATRIX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MODE_GLCD Field

BIUSB Class See Also Send Feedback

Port is in Graphical LCD mode

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const MODE_GLCD As <u>UShort</u>

C#

public const ushort MODE_GLCD

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.MODE_LATCHED Field

BIUSB Class See Also Send Feedback

Port is in latched output mode.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MODE_LATCHED As <u>UShort</u>

C#

public const ushort MODE_LATCHED

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::MODE_MUX Field

BIUSB Class See Also Send Feedback

Port is in Multiplex (MUX) mode

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MODE_MUX As <u>UShort</u>

C#

public const ushort MODE_MUX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::MODE_RWR Field

BIUSB Class See Also Send Feedback

Port is in CRT RWR mode

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const MODE_RWR As <u>UShort</u>

C#

public const ushort MODE_RWR

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const MODE_SPI As <u>UShort</u>

C#

public const ushort MODE_SPI

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PID_0X64B Field

BIUSB Class See Also Send Feedback

0X64B

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PID_0X64B As $\underline{\text{UShort}}$

C#

public const ushort PID_0X64B

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PID_4X24BH As <u>UShort</u>

C#

public const ushort PID_4X24BH

BIUSB Class BIUSBWrapper Namespace

□ 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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PID_5X18BH As <u>UShort</u>

C#

public const ushort PID_5X18BH

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PID_6X13B As <u>UShort</u>

C#

public const ushort PID_6X13B

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PID_6X16B Field

BIUSB Class See Also Send Feedback

6X16B

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const PID_6X16B As $\underline{\sf UShort}$

C#

public const ushort PID_6X16B

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PID_ELECTRONFLUX As <u>UShort</u>

C#

public const ushort PID_ELECTRONFLUX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PID_FUSION Field

BIUSB Class See Also Send Feedback

FUSION

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PID_FUSION As <u>UShort</u>

C#

 $\verb"public const <u>ushort PID_FUSION" \\$ </u>

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PID_GAMMARAY As <u>UShort</u>

C#

public const ushort PID_GAMMARAY

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB.::.PID_GAMMARAY_V2 Field BIUSB Class See Also Send Feedback

GammaRay-256 V2 Core

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const PID_GAMMARAY_V2 As <u>UShort</u>

C#

public const ushort PID_GAMMARAY_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

Visual Basic (Declaration)

Public Const PID_GAMMARAY_V3 As <u>UShort</u>

C#

public const ushort PID_GAMMARAY_V3

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PID_GAMMARAY64 As <u>UShort</u>

C#

public const ushort PID_GAMMARAY64

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB.::.PID_GAMMATRON Field
BIUSB Class See Also Send Feedback

GammaTron Core

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PID_GAMMATRON As <u>UShort</u>

C#

public const ushort PID_GAMMATRON

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PID_NITRO_SLG Field

BIUSB Class See Also Send Feedback

Nitro-SLG Core

Namespace: BIUSBWrapper

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PID_NITRO_SLG As <u>UShort</u>

C#

public const ushort PID_NITRO_SLG

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PID_PLASMA Field

BIUSB Class See Also Send Feedback

Plasma single device

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const PID_PLASMA As <u>UShort</u>

C#

public const ushort PID_PLASMA

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_DUAL As <u>UShort</u>

C#

public const ushort PID_PLASMA_DUAL

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB.::.PID_PLASMA_HOTAS Field
BIUSB Class See Also Send Feedback

Plasma HOTAS single device

Namespace: BIUSBWrapper

Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_HOTAS As <u>UShort</u>

C#

public const ushort PID_PLASMA_HOTAS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PID_PLASMA_HOTAS_DUAL Field

BIUSB Class See Also Send Feedback

Plasma HOTAS DUAL device

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_HOTAS_DUAL As <u>UShort</u>

C#

public const ushort PID_PLASMA_HOTAS_DUAL

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_LITE As <u>UShort</u>

C#

public const ushort PID_PLASMA_LITE

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PID_PLASMA_LITE_V2 Field
BIUSB Class See Also Send Feedback

PLASMA-LITE V2

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_LITE_V2 As <u>UShort</u>

C#

public const ushort PID_PLASMA_LITE_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PID_PLASMA_MM2 Field
BIUSB Class See Also Send Feedback

PLASMA-MM2

Namespace: BIUSBWrapper

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PID_PLASMA_MM2 As <u>UShort</u>

C#

public const <u>ushort</u> PID_PLASMA_MM2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

 $BIUSB.....PIDC_ELECTRONFLUX\ Field$

BIUSB Class See Also Send Feedback

ElectronFlux CONFIG HID

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDC_ELECTRONFLUX As <u>UShort</u>

C#

public const <u>ushort</u> PIDC_ELECTRONFLUX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PIDC_FUSION Field

BIUSB Class See Also Send Feedback

FUSION CONFIG HID

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDC_FUSION As <u>UShort</u>

C#

public const ushort PIDC_FUSION

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDC_GAMMARAY_V2 As <u>UShort</u>

C#

public const ushort PIDC_GAMMARAY_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB.::.PIDC_GAMMARAY_V3 Field
BIUSB Class See Also Send Feedback

GammaRay V3 CONFIG HID

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDC_GAMMARAY_V3 As <u>UShort</u>

C#

public const ushort PIDC_GAMMARAY_V3

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDC_GAMMATRON Field
BIUSB Class See Also Send Feedback

GammaTron CONFIG HID

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDC_GAMMATRON As $\underline{\sf UShort}$

C#

public const <u>ushort</u> PIDC_GAMMATRON

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDC_NITRO_SLG As $\underline{\sf UShort}$

C#

public const ushort PIDC_NITRO_SLG

BIUSB Class BIUSBWrapper Namespace

□ 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

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDC_PLASMA_LITE_V2 As <u>UShort</u>

C#

public const ushort PIDC_PLASMA_LITE_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDC_PLASMA_MM2 Field BIUSB Class See Also Send Feedback

PLASMA-MM2 CONFIG HID

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDC_PLASMA_MM2 As <u>UShort</u>

C#

public const <u>ushort</u> PIDC_PLASMA_MM2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDF_ELECTRONFLUX As <u>UShort</u>

C#

public const <u>ushort</u> PIDF_ELECTRONFLUX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDF_FUSION As <u>UShort</u>

C#

public const ushort PIDF_FUSION

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDF_GAMMARAY_V2 As <u>UShort</u>

C#

public const ushort PIDF_GAMMARAY_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB.::.PIDF_GAMMARAY_V3 Field
BIUSB Class See Also Send Feedback

GammaRay V3 Flash Loader

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDF_GAMMARAY_V3 As <u>UShort</u>

C#

public const ushort PIDF_GAMMARAY_V3

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDF_GAMMATRON Field
BIUSB Class See Also Send Feedback

GammaTron Flash Loader

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDF_GAMMATRON As <u>UShort</u>

C#

public const <u>ushort</u> PIDF_GAMMATRON

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PIDF_NITRO_SLG Field

BIUSB Class See Also Send Feedback

NITRO-SLG Flash Loader

Namespace: BIUSBWrapper

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDF_NITRO_SLG As $\underline{\mathsf{UShort}}$

C#

public const ushort PIDF_NITRO_SLG

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDF_PLASMA_LITE_V2 Field

BIUSB Class See Also Send Feedback

PLASMA-LITE V2 Flash Loader

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDF_PLASMA_LITE_V2 As <u>UShort</u>

C#

public const ushort PIDF_PLASMA_LITE_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDF_PLASMA_MM2 Field
BIUSB Class See Also Send Feedback

PLASMA-MM2 Flash Loader

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDF_PLASMA_MM2 As <u>UShort</u>

C#

public const <u>ushort</u> PIDF_PLASMA_MM2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDN_0X64B Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Syntax

Visual Basic (Declaration)

Public Const PIDN_0X64B As String

C#

public const string PIDN_0X64B

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDN_4X24BH As String

C#

public const string PIDN_4X24BH

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PIDN_5X18BH Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public Const PIDN_5X18BH As <u>String</u>

C#

public const string PIDN_5X18BH

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PIDN_6X13B Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_6X13B As $\underline{\text{String}}$

C#

public const string PIDN_6X13B

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDN_6X16B Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_6X16B As $\underline{\text{String}}$

C#

public const string PIDN_6X16B

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_ELECTRONFLUX Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDN_ELECTRONFLUX As String

C#

public const string PIDN_ELECTRONFLUX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDN_FUSION Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_FUSION As String

C#

 $\verb"public const <math>\underline{\texttt{string}} \ \texttt{PIDN_FUSION}$

BIUSB Class BIUSBWrapper Namespace

□ 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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_GAMMARAY As String

C#

public const string PIDN_GAMMARAY

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_GAMMARAY_V2 Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_GAMMARAY_V2 As String

C#

public const string PIDN_GAMMARAY_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_GAMMARAY_V3 Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_GAMMARAY_V3 As <a href="https://styleno.com/styl

C#

public const string PIDN_GAMMARAY_V3

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_GAMMARAY64 Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_GAMMARAY64 As String

C#

public const string PIDN_GAMMARAY64

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_GAMMATRON Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_GAMMATRON As String

C#

public const string PIDN_GAMMATRON

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_NITRO_SLG Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDN_NITRO_SLG As $\underline{\text{String}}$

C#

public const string PIDN_NITRO_SLG

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PIDN_PLASMA Field

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public Const PIDN_PLASMA As String

C#

 ${\tt public \ const \ \underline{string} \ PIDN_PLASMA}$

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_PLASMA_DUAL Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_PLASMA_DUAL As String

C#

public const string PIDN_PLASMA_DUAL

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_PLASMA_HOTAS Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_PLASMA_HOTAS As String

C#

public const string PIDN_PLASMA_HOTAS

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDN_PLASMA_HOTAS_DUAL Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_PLASMA_HOTAS_DUAL As String

C#

public const string PIDN_PLASMA_HOTAS_DUAL

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_PLASMA_LITE Field BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_PLASMA_LITE As String

C#

public const string PIDN_PLASMA_LITE

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDN_PLASMA_LITE_V2 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDN_PLASMA_LITE_V2 As String

C#

public const string PIDN_PLASMA_LITE_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDN_PLASMA_MM2 Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDN_PLASMA_MM2 As String

C#

public const string PIDN_PLASMA_MM2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDNC_ELECTRONFLUX Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDNC_ELECTRONFLUX As String

C#

public const string PIDNC_ELECTRONFLUX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..:..PIDNC_FUSION Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNC_FUSION As String

C#

public const string PIDNC_FUSION

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDNC_GAMMARAY_V2 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNC_GAMMARAY_V2 As String

C#

public const string PIDNC_GAMMARAY_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDNC_GAMMARAY_V3 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNC_GAMMARAY_V3 As String

C#

public const string PIDNC_GAMMARAY_V3

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDNC_GAMMATRON Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNC_GAMMATRON As String

C#

public const string PIDNC_GAMMATRON

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDNC_NITRO_SLG Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNC_NITRO_SLG As String

C#

public const string PIDNC_NITRO_SLG

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDNC_PLASMA_LITE_V2 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDNC_PLASMA_LITE_V2 As String

C#

public const string PIDNC_PLASMA_LITE_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDNC_PLASMA_MM2 Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNC_PLASMA_MM2 As String

C#

public const string PIDNC_PLASMA_MM2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDNF_ELECTRONFLUX As String

C#

public const string PIDNF_ELECTRONFLUX

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDNF_FUSION Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNF_FUSION As String

C#

public const string PIDNF_FUSION

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PIDNF_GAMMARAY_V2 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNF_GAMMARAY_V2 As String

C#

public const string PIDNF_GAMMARAY_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.PIDNF_GAMMARAY_V3 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNF_GAMMARAY_V3 As String

C#

public const string PIDNF_GAMMARAY_V3

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDNF_GAMMATRON Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNF_GAMMATRON As String

C#

public const string PIDNF_GAMMATRON

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDNF_NITRO_SLG Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNF_NITRO_SLG As String

C#

public const string PIDNF_NITRO_SLG

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.PIDNF_PLASMA_LITE_V2 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Const PIDNF_PLASMA_LITE_V2 As String

C#

public const string PIDNF_PLASMA_LITE_V2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB.::.PIDNF_PLASMA_MM2 Field
BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const PIDNF_PLASMA_MM2 As String

C#

public const string PIDNF_PLASMA_MM2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.VENDOR_ID_1 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const VENDOR_ID_1 As UShort

C#

public const ushort VENDOR_ID_1

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

library

BIUSB..::.VENDOR_ID_2 Field

BIUSB Class See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public Const VENDOR_ID_2 As <u>UShort</u>

C#

public const ushort VENDOR_ID_2

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#				
□ Include Protected Members				
□ Include Inherited Members				
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference				
library				
BIUSB Members				
BIUSB Class Methods Fields See Also Send Feedback				

The <u>BIUSB</u> type exposes the following members.

Methods

	Name	Description
≡ \$ S	ClearLCD	Sends a command to clear contents of the LCD screen. This function can be used on modules supporting character based LCDs.
≅ŵS	CloseDevices	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.
≡\$ \$	CmdGLCD	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.
=\$S	<u>DetectDevice</u>	
€QS	<u>DetectHID</u>	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.
≅	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
ĕ	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
= \bar{\phi}	<u>GetHashCode</u>	Serves as a hash function for a particular type. GetHashCode()()() is suitable for use in hashing algorithms and data structures like a hash table. (Inherited from Object.)
=•	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ©	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)

=\$S	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 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.
∉∳S	<u>RetrieveStatus</u>	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 <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡ ≬S	Write7Segment	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.
≈\$S	<u>WriteCRTRWR</u>	Writes contents of iRWRBuffer to the port specified by inPort configured for CRTRWR mode.
= \$ S	WriteDAC	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.
= 0 S	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.
≅∳S	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.
∉\$	<u>WriteDotMatrix</u>	Writes contents of iDataBuffer to 4 OSRAM type dot matrix displays on the port specified by inPort.
= 0 S	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.
∉ 0 S	WriteLatchedOutput	Writes contents of iDataBuffer to the port specified by inPort configured for latched output mode.
∉ŵS	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.
∉ŵS	<u>WriteMuxOutput</u>	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.
∉ŵS	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

	Name	Description
₽ S	DEV_FAILED	Failure reading from device.
₽ S	DEV_INPUT	New data available.
₽ S	DEV_NODE_FAILED	
₽ S	<u>DEV_OUTPUT</u>	
⋄ ≤	DEV_TIMEOUT	Device did not respond within 1 second.
₽ S	DEV_WAIT	No new data available. Waiting for device response.
₽ S	DT_ALL	Detects all HID class modules including Joystick type devices such as Plasma class modules.
₽ S	DT_DEVICES	Detect HID class modules that accept input commands or data from host. These are typically output class devices.
₽ S	DT_FLASH	Reserved
₽ S	DT_HID	Detects HID class modules. Will ignore all joystick type devices such Plasma class modules.
₽ S	DT_REPORT	Reserved
₽ S	DT_STANDARD	
₽ S	GLCD_BGCOLOR	Set background color.
₽ S	GLCD_CLEAR	Clear contents of LCD.
₽ S	GLCD_DISPLAY	
₽ S	GLCD_TEST	Display test message.
₽ S	LCD_CLEAR	Clear contents of LCD.
₽ S	LCD_PAGE1	
₽ S	LCD_PAGE2	
₽ S	LCD_TEST	Display test message.

₽ S	MANUF_NAME	
₽ S	MAX_ALPHANUMERICS	
₽ S	MAX_ANALOG	
₽ S	MAX_CHAR	
₽ S	MAX DACS	
₽ S	MAX DEVICES	
₽ S	MAX_DOTMATRIX	
₽ S	MAX_GLCDS	
₽ S	MAX_HATS	
₽ S	MAX_INPUT_REPORT_BYTES	
₽ S	MAX_INPUTS	
₽ S	MAX_LATCHED	
∲ S	MAX_LCDS	
∲ S	MAX_MUXDISPLAYS	
₽ S	MAX_OUTPUT_REPORT_BYTES	
₽ S	MAX_OUTPUTS	
₽ S	MAX PORTS	
₽ S	MAX_PWM	
₽ S	MAX_RETRY	
₽ S	MAX_ROTARY	
₽ S	MAX_RWR	
₽ S	MAX_RWR_CONTACTS	
₽ S	MAX SPI	
₽ S	MAX TIMEOUT MSEC	
₽ S	MODE_DAC	Port is in DAC mode
₽ S	MODE_DIRECT	Port is in Direct mode
♦ S	MODE_DOTMATRIX	Port is in OSRAM / dot-matrix display mode.
₽ S	MODE_GLCD	Port is in Graphical LCD mode
₽ S	MODE_LATCHED	Port is in latched output mode.
₽ S	MODE_MUX	Port is in Multiplex (MUX) mode
₽ S	MODE_RWR	Port is in CRT RWR mode
₽ S	MODE_SPI	Port is in SPI/DAC mode.

♦ S	<u>PID_0X64B</u>	0X64B
₽ S	PID_4X24BH	4X24BH
₽ S	<u>PID_5X18BH</u>	5X18BH
₽ S	<u>PID_6X13B</u>	6X13B
₽ S	<u>PID_6X16B</u>	6X16B
₽ S	PID_ELECTRONFLUX	ElectronFlux Core
₽ S	PID_FUSION	FUSION
∲ S	PID_GAMMARAY	GammaRay-256
∲ S	PID_GAMMARAY_V2	GammaRay-256 V2 Core
∲ S	PID_GAMMARAY_V3	GammaRay-256 V3 Core
∲ S	PID_GAMMARAY64	GammaRay-64
∲ S	PID_GAMMATRON	GammaTron Core
∲ S	PID_NITRO_SLG	Nitro-SLG Core
∲ S	PID_PLASMA	Plasma single device
∲ S	PID_PLASMA_DUAL	Plasma DUAL device
₽ S	PID_PLASMA_HOTAS	Plasma HOTAS single device
∲ S	PID_PLASMA_HOTAS_DUAL	Plasma HOTAS DUAL device
∲ S	PID_PLASMA_LITE	PLASMA-LITE
∲ S	PID_PLASMA_LITE_V2	PLASMA-LITE V2
∲ S	PID_PLASMA_MM2	PLASMA-MM2
₽ S	PIDC_ELECTRONFLUX	ElectronFlux CONFIG HID
₽ S	PIDC_FUSION	FUSION CONFIG HID
₽ S	PIDC_GAMMARAY_V2	GammaRay V2 CONFIG HID
₽ S	PIDC GAMMARAY V3	GammaRay V3 CONFIG HID
₽ S	PIDC_GAMMATRON	GammaTron CONFIG HID
₽ S	PIDC_NITRO_SLG	NITRO-SLG CONFIG HID
øs	PIDC_PLASMA_LITE_V2	PLASMA-LITE V2 CONFIG HID
∲ S	PIDC_PLASMA_MM2	PLASMA-MM2 CONFIG HID
₽ S	PIDF_ELECTRONFLUX	ElectronFlux Flash Loader
₽ S	PIDF_FUSION	FUSION Flash Loader
₽ S	PIDF_GAMMARAY_V2	GammaRay V2 Flash Loader
9 S	PIDF GAMMARAY V3	GammaRay V3 Flash Loader

- PIDF GAMMATRON
- PIDF NITRO SLG
- **PIDF PLASMA LITE V2 PIDF PLASMA LITE V2**
- S PIDF PLASMA MM2
- S PIDN 0X64B
- ●s PIDN 4X24BH
- ●s PIDN 5X18BH
- **PIDN_6X13B**
- S PIDN 6X16B
- **₱ PIDN ELECTRONFLUX**
- ◆ s PIDN FUSION
- PIDN GAMMARAY
- PIDN GAMMARAY V2
- ◆ s PIDN GAMMARAY V3
- ◆ s PIDN GAMMARAY64
- S PIDN GAMMATRON
- ◆ s PIDN NITRO SLG
- ◆ s PIDN PLASMA
- ◆ s PIDN PLASMA DUAL
- **PIDN PLASMA HOTAS**
- PIDN PLASMA HOTAS DUAL
- PIDN_PLASMA_LITE
- ◆S PIDN PLASMA LITE V2
- ◆S PIDN PLASMA MM2
- ◆ s PIDNC ELECTRONFLUX
- PIDNC FUSION
- PIDNC GAMMARAY V2
- **♦ S** PIDNC GAMMARAY V3
- S PIDNC GAMMATRON
- ◆ s PIDNC NITRO SLG
- PIDNC_PLASMA_LITE_V2
- ◆ s PIDNC PLASMA MM2
- PIDNF ELECTRONFLUX

GammaTron Flash Loader

NITRO-SLG Flash Loader

PLASMA-LITE V2 Flash Loader

PLASMA-MM2 Flash Loader

- PIDNF_FUSION
- **PIDNF GAMMARAY V2 PIDNF GAMMARAY V2**
- **PIDNF GAMMARAY V3**
- **PIDNF GAMMATRON**
- **PIDNF NITRO SLG**
- ▶s PIDNF_PLASMA_LITE_V2
- **PIDNF PLASMA MM2**
- ♥s <u>VENDOR ID 1</u>
- ♥s VENDOR ID 2

BIUSB Class
BIUSBWrapper Namespace

□ Visual Basic □ C#
Include Protected Members
Include Inherited Members
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
ibrary
BIUSB Methods
BIUSB Class See Also Send Feedback

The <u>BIUSB</u> type exposes the following members.

Methods

	Name	Description
≡ \$ S	ClearLCD	Sends a command to clear contents of the LCD screen. This function can be used on modules supporting character based LCDs.
≅ŵS	CloseDevices	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.
≡\$ \$	CmdGLCD	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.
=\$S	<u>DetectDevice</u>	
€QS	<u>DetectHID</u>	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.
≅	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
ĕ	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
=	<u>GetHashCode</u>	Serves as a hash function for a particular type. GetHashCode()()() is suitable for use in hashing algorithms and data structures like a hash table. (Inherited from Object.)
=•	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ©	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)

∃\$	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 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.
∉∳S	<u>RetrieveStatus</u>	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 <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡ ∳S	Write7Segment	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.
≅ ©S	<u>WriteCRTRWR</u>	Writes contents of iRWRBuffer to the port specified by inPort configured for CRTRWR mode.
=QS	WriteDAC	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.
=QS	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.
∉ ∳S	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.
₫\$	<u>WriteDotMatrix</u>	Writes contents of iDataBuffer to 4 OSRAM type dot matrix displays on the port specified by inPort.
= 0 S	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.
∉ 0 S	WriteLatchedOutput	Writes contents of iDataBuffer to the port specified by inPort configured for latched output mode.
∉ŵS	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.
∉ŵS	<u>WriteMuxOutput</u>	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.
∉ŵS	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.

BIUSB Class
BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..::.ClearLCD Method

BIUSB Class See Also Send Feedback

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

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Parameters

iDeviceList

Type: BIUSBWrapper..:.DeviceParam %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

inLCD

Type: <u>System..:.Byte</u>

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.

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

Visual Basic (Declaration)

Parameters

iDev_Cnt

Type: <u>System..::.UInt32</u>

Number of detected modules to close in the iDeviceList. This value is returned by a call to DetectHID.

iDeviceList

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

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

Return Value

trueTruetrue (True in Visual Basic) if success closing devices, or falseFalsefalsefalse (False in Visual Basic) if failure closing devices or releasing memory.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

BIUSB..:..CmdGLCD Method

BIUSB Class 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

Visual Basic (Declaration)

```
Public Shared Function CmdGLCD ( \_
          ByRef iDeviceList As <a href="DeviceParam">DeviceParam</a>, _
          inPort As <u>Byte</u>, _
          iBGColor As <a href="Byte">Byte</a>, _
          iCmd As <u>Byte</u> _
) As <u>Integer</u>
                     C#
public static int CmdGLCD(
          ref DeviceParam iDeviceList,
          byte inPort,
          byte iBGColor,
          byte iCmd
)
Parameters
iDeviceList
     Type: <u>BIUSBWrapper..:.DeviceParam</u> %
     A DeviceParam structure. Must contain valid device information returned
     from call to DetectHID.
inPort
     Type: <u>System....Byte</u>
     Zero based index of output Port to write to.
iBGColor
     Type: <u>System..:.Byte</u>
     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.

BIUSB Class BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

BIUSB..::.DetectDevice Method

BIUSB Class See Also Send Feedback

Namespace: BIUSBWrapper

Visual Basic (Declaration)

```
Public Shared Function DetectDevice ( _
          <outAttribute> ByRef oDev_Cnt As UInteger, _
          <outAttribute> oDeviceList As DeviceParam(), _
          iProductID As <u>UInteger</u>, _
          iFlag As <u>UInteger</u> _
) As <u>Boolean</u>
                    C#
public static bool DetectDevice(
          out <u>uint</u> oDev_Cnt,
          DeviceParam[] oDeviceList,
          uint iProductID,
          <u>uint</u> iFlag
)
Parameters
oDev Cnt
     Type: System..:.UInt32 %
oDeviceList
     Type: array< <a href="mailto:BIUSBWrapper..:.DeviceParam">BIUSBWrapper..:.DeviceParam</a> >[]()[]
iProductID
     Type: System..:.UInt32
iFlag
     Type: System..:.UInt32
```

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

BIUSB..:.DetectHID Method

BIUSB Class See Also Send Feedback

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

Visual Basic (Declaration)

```
Public Shared Function DetectHID ( _
          <OutAttribute> ByRef oDev_Cnt As UInteger, _
          <OutAttribute> oDeviceList As DeviceParam(),
          iFlag As <u>UInteger</u> _
) As <u>Boolean</u>
                   C#
public static bool DetectHID(
          out <u>uint</u> oDev_Cnt,
          DeviceParam[] oDeviceList,
          <u>uint</u> iFlag
)
Parameters
oDev_Cnt
     Type: System..:.UInt32 %
     Returns the total number of matching devices detected.
oDeviceList
     Type: array< <a href="mailto:BIUSBWrapper..:.DeviceParam">BIUSBWrapper..:.DeviceParam</a> >[]()[]
     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)

<u>DT_HID</u> (Detects vendor defined HID class modules. Will ignore all joystick type devices such Plasma class modules)

<u>DT_ALL</u> (Detects all HID class modules including Joystick type devices such as Plasma class modules).

Return Value

trueTruetrue (True in Visual Basic) if success detecting devices, or falseFalsefalsefalse (False in Visual Basic) if failure detecting devices or no devices found.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

BIUSB..:..ReadInputData Method

BIUSB Class See Also Send Feedback

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

Visual Basic (Declaration)

Parameters

iDeviceList

Type: <u>BIUSBWrapper..:.DeviceParam</u> %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

oDataBuffer

Type: array< []()[]

Returns a populated data buffer array. The <u>NumberInputIndices</u> within the <u>DeviceParam</u> structure indicates the required length of this data buffer array specifying the number of detected inputs for the module.

iFlag

Type: <u>System..:.UInt32</u>

Must always be set to falseFalsefalsefalse (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 <u>DEV_INPUT</u> indicates new data is available at the location pointed to by oDataBuffer for the module specified in the <u>DeviceParam</u> structure. The <u>NumberInputIndices</u> within the <u>DeviceParam</u> 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 <u>DEV_WAIT</u> 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 <u>DEV_TIMEOUT</u> flag will be returned after 1 second has elapsed.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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 <u>DetectHID</u>.

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Parameters

iDeviceList

Type: <u>BIUSBWrapper..:.DeviceParam</u> %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

oDeviceStatus

Type: <u>BIUSBWrapper..:.DeviceStatus</u> %

Returns a <u>DeviceStatus</u> structure. All returned data will be stored in this

location.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

Visual Basic (Declaration)

Parameters

iDeviceList

Type: <u>BIUSBWrapper..:.DeviceParam</u> %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

iData

Type: array< []()[]

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.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

Visual Basic (Declaration)

```
Public Shared Function WriteCRTRWR ( _
          ByRef iDeviceList As <a href="DeviceParam">DeviceParam</a>, _
          inPort As <u>Byte</u>,
          inContacts As <a href="Byte">Byte</a>, _
          inSymbolCnt As <a href="Byte">Byte</a>, _
          inContactIndex As Byte,
          iRWRBuffer As CRTRWR_OUTPUT() _
) As <u>Integer</u>
                     C#
public static int WriteCRTRWR(
          ref DeviceParam iDeviceList,
          byte inPort,
          byte inContacts,
          byte inSymbolCnt,
          byte inContactIndex,
          CRTRWR OUTPUT[] iRWRBuffer
)
Parameters
iDeviceList
    Type: <u>BIUSBWrapper..:.DeviceParam</u> %
     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: <u>System..:.Byte</u>
    Total number of contacts to display on screen. This value is typically same
    as inSymbolCnt.
```

in Symbol Cnt

Type: <u>System..:.Byte</u>

Number of symbols stored in iRWRBuffer.

inContactIndex

Type: <u>System..:.Byte</u>

index within iRWRBuffer of the first symbol.

iRWRBuffer

Type: array< <u>BIUSBWrapper..:..CRTRWR_OUTPUT</u> >[]()[]

Array of **CRTRWR_OUTPUT** structures.

Return Value

0: If failure writing to device.

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

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

Visual Basic (Declaration)

Parameters

iDeviceList

Type: <u>BIUSBWrapper..:.DeviceParam</u> %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

inPort

Type: <u>System.::.Byte</u>

Zero based index of output Port to write to.

iDataBuffer

Type: array< []()[]

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.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

Visual Basic (Declaration)

Parameters

iDeviceList

Type: <u>BIUSBWrapper..:.,DeviceParam</u> %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

inPort

Type: <u>System.::.Byte</u>

Zero based index of output Port to write to.

iDataBuffer

Type: array< <u>BIUSBWrapper..::.DIRECT_OUTPUT</u> >[]()[] Array of <u>DIRECT_OUTPUT</u> 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.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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 7×7 - segment displays.

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Parameters

iDeviceList

Type: <u>BIUSBWrapper..:.,DeviceParam</u> %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

inPort

Type: <u>System..:.Byte</u>

Zero based index of output Port to write to.

iDataBuffer

Type: array< []()[]

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: <u>System..:.Byte</u>

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.

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

Visual Basic (Declaration)

```
Public Shared Function WriteDotMatrix ( _ ByRef iDeviceList As DeviceParam, _ inPort As Byte, _ iDataBuffer As Byte(), _ inLevel As Byte _ )

C#

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

Parameters

iDeviceList

Type: BIUSBWrapper..:.DeviceParam %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

inPort

Type: <u>System...:.Byte</u>

Zero based index of output Port to write to.

iDataBuffer

Type: array< []()[]

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: <u>System..:.Byte</u>

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.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

Visual Basic (Declaration)

```
Public Shared Function WriteGLCD ( _
          ByRef iDeviceList As <a href="DeviceParam">DeviceParam</a>, _
          inPort As <a href="Byte">Byte</a>, _
           inLine As <a href="Byte">Byte</a>, _
          iNumLines As <a href="Byte">Byte</a>, _
          iBGColor As <a href="Byte">Byte</a>, _
          iDataBuffer As <a href="Byte">Byte</a>() _
) As <u>Integer</u>
                      C#
public static int WriteGLCD(
           ref DeviceParam iDeviceList,
           byte inPort,
           byte inLine,
           byte iNumLines,
           byte iBGColor,
           byte[] iDataBuffer
)
Parameters
iDeviceList
     Type: <u>BIUSBWrapper..:.DeviceParam</u> %
     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: <u>System..:.Byte</u>
     Starting line number to write contents of iDataBuffer to LCD. Values range
     from 1 to 5.
```

iNumLines

Type: <u>System.::.Byte</u>

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.

*i*DataBuffer

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.

BIUSB Class BIUSBWrapper Namespace

□ Visual Basic □ C#

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

Visual Basic (Declaration)

```
Public Shared Function WriteLatchedOutput ( _
          ByRef iDeviceList As <a href="DeviceParam">DeviceParam</a>, _
          inPort As Byte, _
          iDataBuffer As <a href="Byte">Byte</a>(), _
          inLevel As <a href="Byte">Byte</a> _
) As <u>Integer</u>
                      C#
public static int WriteLatchedOutput(
          ref DeviceParam iDeviceList,
          byte inPort,
          byte[] iDataBuffer,
          byte inLevel
)
Parameters
iDeviceList
     Type: <u>BIUSBWrapper..:.DeviceParam</u> %
     A DeviceParam structure. Must contain valid device information returned
     from call to DetectHID.
inPort
     Type: <u>System..:.Byte</u>
     Zero based index of output Port to write to.
iDataBuffer
     Type: array < <a href="System..:.Byte">[]()[]</a>
     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.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

Visual Basic (Declaration)

```
Public Shared Function WriteLCD ( \_
          ByRef iDeviceList As <a href="DeviceParam">DeviceParam</a>, _
          inLCD As <u>Byte</u>, _
           inLine As <a href="Byte">Byte</a>, _
          iDataBuffer As <a href="Byte">Byte</a>(), _
          inLevel As <a href="Byte">Byte</a> _
) As <u>Integer</u>
                      C#
public static int WriteLCD(
           ref <u>DeviceParam</u> iDeviceList,
          byte inLCD,
           byte inLine,
          byte[] iDataBuffer,
          byte inLevel
)
Parameters
iDeviceList
     Type: <u>BIUSBWrapper..:.DeviceParam</u> %
     A DeviceParam structure. Must contain valid device information returned
     from call to DetectHID.
inLCD
     Type: <u>System..:.Byte</u>
     Zero based index of LCD to be cleared. Currently not support. Leave as 0.
inLine
     Type: <u>System..:.Byte</u>
     Line number to write buffer to. Values range from 1 to 4.
iDataBuffer
     Type: array< <a href="System..:.Byte">[]()[]</a>
```

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: <u>System.::.Byte</u>

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.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

Syntax

Visual Basic (Declaration)

```
Public Shared Function WriteMuxOutput ( _ ByRef iDeviceList As DeviceParam, _ inPort As Byte, _ iDataBuffer As DIRECT OUTPUT() _ ) As Integer

C#

public static int WriteMuxOutput( ref DeviceParam iDeviceList, byte inPort, DIRECT OUTPUT[] iDataBuffer
)
```

Parameters

iDeviceList

Type: BIUSBWrapper..:.DeviceParam %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

inPort

Type: <u>System.::.Byte</u>

Zero based index of output Port to write to.

iDataBuffer

Type: array< <u>BIUSBWrapper..::.DIRECT_OUTPUT</u> >[]()[] Array of <u>DIRECT_OUTPUT</u> 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.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

Syntax

Visual Basic (Declaration)

Parameters

iDeviceList

Type: <u>BIUSBWrapper..:.,DeviceParam</u> %

A <u>DeviceParam</u> structure. Must contain valid device information returned from call to <u>DetectHID</u>.

inPort

Type: <u>System..:.Byte</u>

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 <u>DAC_OUTPUTS</u> structure.

inLevel

Type: <u>System.::.Byte</u>

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.

BIUSB Class BIUSBWrapper Namespace

■ Visual Basic □ C#

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

CRTRWR_OUTPUT Structure

Members See Also Send Feedback

Data structure for sending output using the WriteCRTRWR command.

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

<<u>ComVisibleAttribute</u>(False)> _ Public Structure CRTRWR_OUTPUT

C#

[ComVisibleAttribute(false)]
public struct CRTRWR_OUTPUT

CRTRWR OUTPUT Members BIUSBWrapper Namespace

-	
□ Visual	Basic □ C#
□ Include	e Protected Members
□ Include	e Inherited Members
Beta Inno	vations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
library	
CRTRWR	_OUTPUT Fields
CRTRWR	OUTPUT Structure See Also Send Feedback

The <u>CRTRWR_OUTPUT</u> type exposes the following members.

Fields

	Name	Description
		1st (low-order) bit : missileActivity if set to 1, display missile activity symbol.
٠	flags	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
٠	symbol	Symbol ID to display (refer to RWR Symbol Class table entries found in rwr.h)
٠	<u>xPos</u>	X position on screen to display symbol. Range 0 (left) to 255 (right).
•	<u>yPos</u>	Y position on screen to display symbol. Range 0 (top) to 255 (bottom).

CRTRWR OUTPUT Structure
BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

Syntax

Visual Basic (Declaration)

```
Public flags As <a href="Byte">Byte</a>
```

C#

public <u>byte</u> flags

CRTRWR OUTPUT Structure BIUSBWrapper Namespace

□ Visual Basic □ C#

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

CRTRWR_OUTPUT.::.symbol Field

CRTRWR OUTPUT Structure See Also Send Feedback

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

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public symbol As CRTRWRSymbols

C#

public CRTRWRSymbols symbol

CRTRWR OUTPUT Structure BIUSBWrapper Namespace

■ Visual Basic □ C#

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

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: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

```
Public xPos As <a href="Byte">Byte</a>
```

C#

public <u>byte</u> xPos

CRTRWR OUTPUT Structure BIUSBWrapper Namespace

☐ Visual Basic ☐ C#

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

CRTRWR_OUTPUT..:..yPos Field

CRTRWR OUTPUT Structure See Also Send Feedback

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

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

```
Public yPos As <a href="Byte">Byte</a>
```

C#

public <u>byte</u> yPos

CRTRWR OUTPUT Structure BIUSBWrapper Namespace

□ Visual Basic □ C#
□ Include Protected Members
□ Include Inherited Members
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
library
CRTRWR_OUTPUT Members
CRTRWR OUTPUT Structure Methods Fields See Also Send Feedback

The <u>CRTRWR_OUTPUT</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
		1st (low-order) bit : missileActivity if set to 1, display missile activity symbol.
٠	flags	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
٠	symbol	Symbol ID to display (refer to RWR Symbol Class table entries found in rwr.h)
٠	<u>xPos</u>	X position on screen to display symbol. Range 0 (left) to 255 (right).
•	<u>yPos</u>	Y position on screen to display symbol. Range 0 (top) to 255 (bottom).

CRTRWR OUTPUT Structure
BIUSBWrapper Namespace

D D	
Visual Basic □ C#	
Include Protected Members	
Include Inherited Members	
seta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 referen	ıce
brary	
CRTRWR_OUTPUT Methods	
CRTRWR OUTPUT Structure See Also Send Feedback	

The <u>CRTRWR_OUTPUT</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

CRTRWR OUTPUT Structure
BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

CRTRWRSymbols Enumeration

See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public Enumeration CRTRWRSymbols

C#

public enum CRTRWRSymbols

Members

Member name	Description
RWRSYM_NONE	do not display any symbol
RWRSYM_UNKNOWN	U
RWRSYM_ADVANCED_INTERCEPTOR	R not implemented
RWRSYM_BASIC_INTERCEPTOR	not implemented
RWRSYM_ACTIVE_MISSILE	M
RWRSYM_HAWK	Н
RWRSYM_PATRIOT	P
RWRSYM_SA2	2
RWRSYM_SA3	3
RWRSYM_SA4	4
RWRSYM_SA5	5
RWRSYM_SA6	6
RWRSYM_SA8	8
RWRSYM_SA9	9
RWRSYM_SA10	10
RWRSYM_SA13	13
RWRSYM_A1	A with a single dot beneath it
RWRSYM_SEARCH	S
RWRSYM_NAVAL	boat symbol
RWRSYM_CHAPARAL	C
RWRSYM_SA15	15 or M alternating
RWRSYM_NIKE	N
RWRSYM_AAA	A or S alternating
RWRSYM_A2	A with two dots beneath it
RWRSYM_A3	not implemented
RWRSYM_PDOT	P with a dot beneath it
RWRSYM_PSLASH	P with a vertical bar on

	right side
RWRSYM_UNK1	U with one dot beneath it
RWRSYM_UNK2	U with two dots beneath it
RWRSYM_UNK3	U with three dots beneath
KWK51M_OIWS	it
RWRSYM_KSAM	С
RWRSYM_V4	4
RWRSYM_V5	5
RWRSYM_V6	6
RWRSYM_V14	14
RWRSYM_V15	15
RWRSYM_V16	16
RWRSYM_V18	18
RWRSYM_V19	19
RWRSYM_V20	20
RWRSYM_V21	21
RWRSYM_V22	22
RWRSYM_V23	23
RWRSYM_V25	25
RWRSYM_V27	27
RWRSYM_V29	29
RWRSYM_V30	30
RWRSYM_V31	31
RWRSYM_VP	P
RWRSYM_VPD	PD
RWRSYM_VA	A
RWRSYM_VB	В
RWRSYM_VS	S
RWRSYM_Aa	A with a vertical bar on right
RWRSYM_Ab	A with vertical bars on left and right side
RWRSYM_Ac	A with vertical bars on left, center and right side

RWRSYM_MIB_F_S F or S alternating
RWRSYM_MIB_F_A F or A alternating
RWRSYM_MIB_F_M F or M alternating
RWRSYM_MIB_F_U F or U alternating

RWRSYM_MIB_F_BW F or basic interceptor shape

Silaj

RWRSYM_MIB_BW_S

S or basic interceptor shape

A or basic interceptor

RWRSYM_MIB_BW_A shape

RWRSYM MIB BW M

M or basic interceptor

shape

RWRSYM_SA0 reserved for future use RWRSYM_SA1 reserved for future use RWRSYM_SA7 reserved for future use

RWRSYM_DIAMOND Diamond symbol

RWRSYM_LAUNCH Missile launch symbol

RWRSYM_TEST Draw test pattern

BIUSBWrapper Namespace

■ Visual Basic □ C#

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

DAC_OUTPUTS Structure

Members See Also Send Feedback

Data structure for sending output using the WriteSPIDAC command.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

<ComVisibleAttribute(False)> _
Public Structure DAC_OUTPUTS

C#

[ComVisibleAttribute(false)]
public struct DAC_OUTPUTS

DAC OUTPUTS Members BIUSBWrapper Namespace

-	
□ Visual	Basic □ C#
□ Includ	le Protected Members
□ Includ	le Inherited Members
Beta Inno	ovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
library	
DAC_OU	JTPUTS Fields
DAC_OU	JTPUTS Structure See Also Send Feedback

The <u>DAC_OUTPUTS</u> type exposes the following members.

Fields

Name Description

- **▶** <u>DAC_1</u>
- **▶** <u>DAC_10</u>
- <u>DAC_2</u>
- **₽** <u>DAC_3</u>
- **₽** <u>DAC_4</u>
- **₽** <u>DAC_5</u>
- **₽** <u>DAC_6</u>
- <u>DAC_7</u>
- **₽** <u>DAC_8</u>
- **▶** <u>DAC_9</u>

DAC OUTPUTS Structure BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public DAC_1 As <u>UShort</u>
```

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public DAC_10 As <u>UShort</u>

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public DAC_2 As <u>UShort</u>

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

_

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public DAC_3 As <u>UShort</u>
```

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

■ Visual Basic □ C#

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

library

DAC_OUTPUTS..::.DAC_4 Field

DAC_OUTPUTS Structure See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public DAC_4 As <u>UShort</u>
```

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public DAC_5 As <u>UShort</u>

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

■ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public DAC_6 As <u>UShort</u>

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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

DAC_OUTPUTS..::.DAC_7 Field

DAC OUTPUTS Structure See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public DAC_7 As <u>UShort</u>

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

■ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public DAC_8 As <u>UShort</u>

C#

DAC OUTPUTS Structure BIUSBWrapper Namespace

_

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public DAC_9 As <u>UShort</u>
```

C#

public <u>ushort</u> DAC_9

DAC OUTPUTS Structure BIUSBWrapper Namespace

Visual Basic □ C#	
Include Protected Members	
Include Inherited Members	
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference	ce
ibrary	
DAC_OUTPUTS Members	
DAC OUTPUTS Structure Methods Fields See Also Send Feedback	

The <u>DAC_OUTPUTS</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

Name Description

- **▶** <u>DAC_1</u>
- **▶** <u>DAC_10</u>
- <u>DAC_2</u>
- **₽** <u>DAC_3</u>
- **₽** <u>DAC_4</u>
- **₽** <u>DAC_5</u>
- **₽** <u>DAC_6</u>
- <u>DAC_7</u>
- **₽** <u>DAC_8</u>
- <u>DAC_9</u>

DAC OUTPUTS Structure BIUSBWrapper Namespace

-	D	
	Visual	Basic □ C#
	Include	Protected Members
	Include	Inherited Members
Вє	ta Inno	vations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
lib	rary	
D	AC_OU	TPUTS Methods
D/	AC_OU	TPUTS Structure See Also Send Feedback

The <u>DAC_OUTPUTS</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

DAC OUTPUTS Structure BIUSBWrapper Namespace

■ Visual Basic □ C#

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

DeviceParam Structure

Members See Also Send Feedback

Structure to hold return values from the DetectHID method.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

<<u>ComVisibleAttribute</u>(False)> _ Public Structure DeviceParam

C#

[ComVisibleAttribute(false)]
public struct DeviceParam

<u>DeviceParam Members</u> <u>BIUSBWrapper Namespace</u>

Visual Basic □ C#
Include Protected Members
Include Inherited Members
eta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference brary
DeviceParam Fields
DeviceParam Structure See Also Send Feedback

The <u>DeviceParam</u> type exposes the following members.

Fields

	Name	Description
•	<u>ConfigFlag</u>	For internal use only.
•	<u>DeviceHandle</u>	The read/write handle for the device. This is a unique value and changes with each call to DetectHID.
•	<u>DeviceName</u>	Device name string.
٠	<u>DeviceNameLength</u>	Length in bytes of the <u>DeviceName</u> string.
٠	<u>DevicePath</u>	Device path key string as found in the Windows registry.
٠	<u>DevIndex</u>	The zero based device index associated with this device.
•	<u>FlashVersion</u>	Current Firmware revision of device.
٠	<u>InputReportByteLength</u>	The number of packed bytes that will be returned by the device on each ReadInputData read request.
•	<u>ManufName</u>	Manufacturer name string.
٠	<u>ManufNameLength</u>	Length in bytes of the ManufName string.
•	NumberAlphanumericIndices	Not currently supported.
•	NumberAnalogIndices	Not currently supported.
•	NumberCRTRWRIndices	Number of RWR supported.
٠	NumberDACIndices	Number of DAC (Digital to Analog Converter) supported.
•	<u>NumberDotMatrixIndices</u>	
٠	NumberGLCDIndices	Number of graphic based LCDs supported.
•	<u>NumberHATIndices</u>	Not currently supported.
٠	NumberInputIndices	The number of unpacked inputs that will be returned from this device.
•	NumberLatchedIndices	

٠	NumberLCDIndices	Number of character-based LCDs supported.
٠	NumberMuxDisplayIndices	Number of multiplexed displays supported.
٠	NumberOutputIndices	The number of unpacked outputs that will be read by this device.
•	<u>NumberPortIndices</u>	The number of separate IO ports on a device. These can also refer to JPs found on older devices.
•	NumberPWMIndices	Not currently supported.
•	NumberRotaryIndices	Not currently supported.
•	<u>NumberSPIIndices</u>	
٠	OutputReportByteLength	The number of packed bytes used by the device for output data.
•	<u>PathLength</u>	Length in bytes of the DevicePath string.
٠	ProductID	Vendor assigned unique device ID number.
•	ProgramFlag	For internal use only.
٠	<u>SerialNum</u>	User assigned device serial number string.
•	<u>SerialNumLength</u>	Length in bytes of the SerialNum string.
•	<u>Usage</u>	For internal use only.
•	<u>UsagePage</u>	For internal use only.
•	VendorID	USB.org assigned unique vendor ID number.
•	<u>VersionNumber</u>	Vendor assigned product version number.

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceParam..::.ConfigFlag Field

DeviceParam Structure See Also Send Feedback

For internal use only.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public ConfigFlag As Byte

C#

public byte ConfigFlag

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DeviceParam..:.DeviceHandle Field

DeviceParam Structure See Also Send Feedback

The read/write handle for the device. This is a unique value and changes with each call to DetectHID.

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public DeviceHandle As IntPtr

C#

 ${\tt public} \ \underline{{\tt IntPtr}} \ {\tt DeviceHandle}$

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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

DeviceParam..:.DeviceName Field

DeviceParam Structure See Also Send Feedback

Device name string.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public DeviceName As Byte()
```

C#

public byte[] DeviceName

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ 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

\blacksquare Syntax

Visual Basic (Declaration)

Public DeviceNameLength As ${\color{red} {\tt UInteger}}$

C#

public <u>uint</u> DeviceNameLength

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public DevicePath As Byte()
```

C#

public byte[] DevicePath

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DeviceParam..:.DevIndex Field

DeviceParam Structure See Also Send Feedback

The zero based device index associated with this device.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public DevIndex As <u>UShort</u>

C#

public ushort DevIndex

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceParam..::.FlashVersion Field

DeviceParam Structure See Also Send Feedback

Current Firmware revision of device.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public FlashVersion As <u>UShort</u>

C#

public <u>ushort</u> FlashVersion

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DeviceParam.::.InputReportByteLength Field

DeviceParam Structure See Also Send Feedback

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

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public InputReportByteLength As $\underline{\sf UShort}$

C#

 $\verb"public ushort" InputReportByteLength"$

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ 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

Visual Basic (Declaration)

```
Public ManufName As Byte()
```

C#

public byte[] ManufName

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ 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: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public ManufNameLength As <u>UInteger</u>

C#

public <u>uint</u> ManufNameLength

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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

DeviceParam.::.NumberAlphanumericIndices Field

DeviceParam Structure See Also Send Feedback

Not currently supported.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberAlphanumericIndices As <u>UShort</u>

C#

public ushort NumberAlphanumericIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

_

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public NumberAnalogIndices As <u>UShort</u>

C#

public ushort NumberAnalogIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DeviceParam.::.NumberCRTRWRIndices Field

DeviceParam Structure See Also Send Feedback

Number of RWR supported.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberCRTRWRIndices As <u>UShort</u>

C#

public ushort NumberCRTRWRIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberDACIndices As <u>UShort</u>

C#

public ushort NumberDACIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ 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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberDotMatrixIndices As <u>UShort</u>

C#

public ushort NumberDotMatrixIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberGLCDIndices As $\underline{\sf UShort}$

C#

public ushort NumberGLCDIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

_

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberHATIndices As <u>UShort</u>

C#

public ushort NumberHATIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceParam..:.NumberInputIndices Field

DeviceParam Structure See Also Send Feedback

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

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public NumberInputIndices As $\underline{\sf UShort}$

C#

public ushort NumberInputIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberLatchedIndices As $\underline{\mathsf{UShort}}$

C#

public ushort NumberLatchedIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceParam..:.NumberLCDIndices Field

DeviceParam Structure See Also Send Feedback

Number of character-based LCDs supported.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberLCDIndices As <u>UShort</u>

C#

public ushort NumberLCDIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceParam.::.NumberMuxDisplayIndices Field

DeviceParam Structure See Also Send Feedback

Number of multiplexed displays supported.

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public NumberMuxDisplayIndices As $\underline{\sf UShort}$

C#

public ushort NumberMuxDisplayIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DeviceParam..:.NumberOutputIndices Field

DeviceParam Structure See Also Send Feedback

The number of unpacked outputs that will be read by this device.

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public NumberOutputIndices As $\underline{\sf UShort}$

C#

public ushort NumberOutputIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DeviceParam..:..NumberPortIndices Field

DeviceParam Structure 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

Visual Basic (Declaration)

Public NumberPortIndices As $\underline{\mathsf{UShort}}$

C#

public ushort NumberPortIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberPWMIndices As <u>UShort</u>

C#

public ushort NumberPWMIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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

DeviceParam..:.NumberRotaryIndices Field

DeviceParam Structure See Also Send Feedback

Not currently supported.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberRotaryIndices As <u>UShort</u>

C#

public ushort NumberRotaryIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public NumberSPIIndices As <u>UShort</u>

C#

public ushort NumberSPIIndices

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DeviceParam.::.OutputReportByteLength Field

DeviceParam Structure See Also Send Feedback

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

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public OutputReportByteLength As $\underline{\mathsf{UShort}}$

C#

public ushort OutputReportByteLength

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceParam..:.PathLength Field

DeviceParam Structure See Also Send Feedback

Length in bytes of the **DevicePath** string.

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public PathLength As <u>UInteger</u>

C#

public <u>uint</u> PathLength

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceParam..:.ProductID Field

DeviceParam Structure See Also Send Feedback

Vendor assigned unique device ID number.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public ProductID As <u>UShort</u>

C#

public ushort ProductID

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DeviceParam.::.ProgramFlag Field

DeviceParam Structure See Also Send Feedback

For internal use only.

Namespace: BIUSBWrapper

Visual Basic (Declaration)

Public ProgramFlag As Byte

C#

public byte ProgramFlag

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceParam..:.SerialNum Field

DeviceParam Structure See Also Send Feedback

User assigned device serial number string.

Namespace: BIUSBWrapper

Syntax

Visual Basic (Declaration)

```
Public SerialNum As Byte()
```

C#

public byte[] SerialNum

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceParam..:.SerialNumLength Field

DeviceParam Structure See Also Send Feedback

Length in bytes of the **SerialNum** string.

Namespace: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public SerialNumLength As ${\color{red} {\tt UInteger}}$

C#

public <u>uint</u> SerialNumLength

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceParam..:..Usage Field

DeviceParam Structure See Also Send Feedback

For internal use only.

Namespace: BIUSBWrapper

Syntax

Visual Basic (Declaration)

Public Usage As <u>UShort</u>

C#

public <u>ushort</u> Usage

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

_

□ Visual Basic □ C#

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

Syntax

Visual Basic (Declaration)

Public UsagePage As <u>UShort</u>

C#

public ushort UsagePage

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceParam..:.VendorID Field

DeviceParam Structure See Also Send Feedback

USB.org assigned unique vendor ID number.

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public VendorID As <u>UShort</u>

C#

public ushort VendorID

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceParam..::.VersionNumber Field

DeviceParam Structure See Also Send Feedback

Vendor assigned product version number.

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

Public VersionNumber As <u>UShort</u>

C#

public ushort VersionNumber

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#
Include Protected Members
Include Inherited Members
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference ibrary
DeviceParam Members
DeviceParam Structure Methods Fields See Also Send Feedback

The <u>DeviceParam</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
•	<u>ConfigFlag</u>	For internal use only.
•	<u>DeviceHandle</u>	The read/write handle for the device. This is a unique value and changes with each call to DetectHID.
•	<u>DeviceName</u>	Device name string.
٠	<u>DeviceNameLength</u>	Length in bytes of the <u>DeviceName</u> string.
٠	<u>DevicePath</u>	Device path key string as found in the Windows registry.
٠	<u>DevIndex</u>	The zero based device index associated with this device.
•	<u>FlashVersion</u>	Current Firmware revision of device.
٠	<u>InputReportByteLength</u>	The number of packed bytes that will be returned by the device on each ReadInputData read request.
•	<u>ManufName</u>	Manufacturer name string.
٠	<u>ManufNameLength</u>	Length in bytes of the ManufName string.
•	NumberAlphanumericIndices	Not currently supported.
•	NumberAnalogIndices	Not currently supported.
•	NumberCRTRWRIndices	Number of RWR supported.
٠	NumberDACIndices	Number of DAC (Digital to Analog Converter) supported.
•	<u>NumberDotMatrixIndices</u>	
٠	NumberGLCDIndices	Number of graphic based LCDs supported.
•	NumberHATIndices	Not currently supported.
٠	NumberInputIndices	The number of unpacked inputs that will be returned from this device.
•	NumberLatchedIndices	

٠	NumberLCDIndices	Number of character-based LCDs supported.
٠	NumberMuxDisplayIndices	Number of multiplexed displays supported.
٠	NumberOutputIndices	The number of unpacked outputs that will be read by this device.
•	<u>NumberPortIndices</u>	The number of separate IO ports on a device. These can also refer to JPs found on older devices.
•	NumberPWMIndices	Not currently supported.
•	NumberRotaryIndices	Not currently supported.
•	<u>NumberSPIIndices</u>	
٠	OutputReportByteLength	The number of packed bytes used by the device for output data.
•	<u>PathLength</u>	Length in bytes of the DevicePath string.
٠	ProductID	Vendor assigned unique device ID number.
•	ProgramFlag	For internal use only.
٠	<u>SerialNum</u>	User assigned device serial number string.
•	<u>SerialNumLength</u>	Length in bytes of the SerialNum string.
•	<u>Usage</u>	For internal use only.
•	<u>UsagePage</u>	For internal use only.
٠	VendorID	USB.org assigned unique vendor ID number.
•	<u>VersionNumber</u>	Vendor assigned product version number.

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

_	
□ Visual I	Basic □ C#
□ Include	Protected Members
□ Include	Inherited Members
Beta Innov library	vations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
DevicePar	am Methods
<u>DevicePar</u>	am Structure See Also Send Feedback

The <u>DeviceParam</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

<u>DeviceParam Structure</u> <u>BIUSBWrapper Namespace</u>

☐ Visual Basic ☐ C#

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

DeviceStatus Structure

Members See Also Send Feedback

Structure to hold return values from the RetrieveStatus method.

Namespace: <u>BIUSBWrapper</u>

Syntax

Visual Basic (Declaration)

<<u>ComVisibleAttribute</u>(False)> _ Public Structure DeviceStatus

C#

[ComVisibleAttribute(false)]
public struct DeviceStatus

<u>DeviceStatus Members</u> <u>BIUSBWrapper Namespace</u>

-	
□ Visua	l Basic □ C#
□ Includ	de Protected Members
□ Includ	de Inherited Members
Beta Inn library	ovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
DeviceS	tatus Fields
<u>DeviceS</u>	tatus Structure See Also Send Feedback

The <u>DeviceStatus</u> type exposes the following members.

Fields

	Name	Description
•	<u>AlphanumericActive</u>	Not currently supported.
•	AnalogActive	Analog channels active if 1, disabled if 0.
•	CRTRWRActive	CRT RWR channels active if 1, disabled if 0.
•	DACActive	DAC channels active if 1, disabled if 0.
•	DotMatrixActive	DotMatrix channels active if 1, disabled if 0.
•	GLCDActive	Graphic LCD channels active if 1, disabled if 0.
•	HATActive	Not currently supported.
•	<u>InputActive</u>	Inputs is active if 1, disabled if 0.
•	LatchedActive	Latched channels active if 1, disabled if 0.
•	LCDActive	Not currently supported.
٠	<u>MuxDisplayActive</u>	Multiplexed display channels active if 1, disabled if 0.
•	OutputActive	Output is active if 1, disabled if 0.
•	<u>OutputMode</u>	Not currently supported.
•	PortActive	Port is active if 1, disabled if 0.
•	<u>PortIOMode</u>	Port is set to input mode if 1, output mode if 0.
		Currently only valid for ElectronFlux class devices.
		Return values are:
		MODE_DIRECT = 0
		$MODE_MUX = 1$
	D 416 1	$MODE_RWR = 2$
•	<u>PortMode</u>	MODE_GLCD = 3
		$MODE_DAC = 4$

MODE_LATCHED = 5

 $MODE_SPI = 6$

 $MODE_DOTMATRIX = 7$

<u>PWMActive</u> Not currently supported.<u>RotaryActive</u> Not currently supported.

SPIActive
SPI channels active if 1, disabled if 0.

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

\blacksquare Syntax

Visual Basic (Declaration)

Public AlphanumericActive As Byte()

C#

public byte[] AlphanumericActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public AnalogActive As Byte()

C#

public byte[] AnalogActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public CRTRWRActive As Byte()

C#

public byte[] CRTRWRActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public DACActive As Byte()
```

C#

public byte[] DACActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

Visual Basic (Declaration)

Public DotMatrixActive As Byte()

C#

public byte[] DotMatrixActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public GLCDActive As Byte()

C#

public byte[] GLCDActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceStatus..::.HATActive Field

DeviceStatus Structure See Also Send Feedback

Not currently supported.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public HATActive As Byte()
```

C#

public byte[] HATActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceStatus..::.InputActive Field

DeviceStatus Structure See Also Send Feedback

Inputs is active if 1, disabled if 0.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public InputActive As Byte()
```

C#

public byte[] InputActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public LatchedActive As Byte()

C#

public byte[] LatchedActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceStatus..::.LCDActive Field

DeviceStatus Structure See Also Send Feedback

Not currently supported.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public LCDActive As Byte()
```

C#

public byte[] LCDActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public MuxDisplayActive As Byte()

C#

public byte[] MuxDisplayActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceStatus..::OutputActive Field

DeviceStatus Structure See Also Send Feedback

Output is active if 1, disabled if 0.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public OutputActive As Byte()

C#

public byte[] OutputActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

□ Visual Basic □ C#

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

DeviceStatus..::.OutputMode Field

DeviceStatus Structure See Also Send Feedback

Not currently supported.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public OutputMode As Byte()
```

C#

public byte[] OutputMode

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public PortActive As Byte()

C#

public byte[] PortActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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

DeviceStatus..::.PortIOMode Field

DeviceStatus Structure See Also Send Feedback

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

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public PortIOMode As Byte()
```

C#

public byte[] PortIOMode

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

- 1

□ Visual Basic □ C#

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

DeviceStatus..::.PortMode Field

DeviceStatus Structure See Also Send Feedback

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public PortMode As Byte()
```

C#

public <u>byte[]</u> PortMode

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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

DeviceStatus..::.PWMActive Field

DeviceStatus Structure See Also Send Feedback

Not currently supported.

Namespace: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public PWMActive As Byte()
```

C#

public byte[] PWMActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

Public RotaryActive As Byte()

C#

public byte[] RotaryActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Visual Basic (Declaration)

```
Public SPIActive As Byte()
```

C#

public byte[] SPIActive

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

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□ Visua	ıl Basic ┌ C#
□ Inclu	de Protected Members
□ Inclu	de Inherited Members
Beta Inn library	ovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
DeviceS	tatus Members
<u>DeviceS</u>	tatus Structure Methods Fields See Also Send Feedback

The <u>DeviceStatus</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
•	<u>AlphanumericActive</u>	Not currently supported.
•	AnalogActive	Analog channels active if 1, disabled if 0.
•	CRTRWRActive	CRT RWR channels active if 1, disabled if 0.
•	DACActive	DAC channels active if 1, disabled if 0.
•	DotMatrixActive	DotMatrix channels active if 1, disabled if 0.
•	GLCDActive	Graphic LCD channels active if 1, disabled if 0.
•	HATActive	Not currently supported.
•	<u>InputActive</u>	Inputs is active if 1, disabled if 0.
•	LatchedActive	Latched channels active if 1, disabled if 0.
•	LCDActive	Not currently supported.
٠	<u>MuxDisplayActive</u>	Multiplexed display channels active if 1, disabled if 0.
•	OutputActive	Output is active if 1, disabled if 0.
•	<u>OutputMode</u>	Not currently supported.
•	PortActive	Port is active if 1, disabled if 0.
•	<u>PortIOMode</u>	Port is set to input mode if 1, output mode if 0.
		Currently only valid for ElectronFlux class devices.
		Return values are:
		MODE_DIRECT = 0
		$MODE_MUX = 1$
	D 416 1	$MODE_RWR = 2$
•	<u>PortMode</u>	MODE_GLCD = 3
		$MODE_DAC = 4$

MODE_LATCHED = 5

 $MODE_SPI = 6$

 $MODE_DOTMATRIX = 7$

<u>PWMActive</u> Not currently supported.<u>RotaryActive</u> Not currently supported.

SPIActive
SPI channels active if 1, disabled if 0.

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

_	▶
□ Visual	Basic □ C#
□ Include	e Protected Members
□ Include	e Inherited Members
Beta Inno library	vations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
DeviceSta	atus Methods
<u>DeviceSta</u>	atus Structure See Also Send Feedback

The <u>DeviceStatus</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

<u>DeviceStatus Structure</u> <u>BIUSBWrapper Namespace</u>

■ Visual Basic □ C#

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

DIRECT_OUTPUT Structure

Members See Also Send Feedback

Data structure for sending output using the WriteDirectOutput and WriteMuxOutput commands.

Namespace: BIUSBWrapper

Visual Basic (Declaration)

<<u>ComVisibleAttribute</u>(False)> _ Public Structure DIRECT_OUTPUT

C#

[ComVisibleAttribute(false)]
public struct DIRECT_OUTPUT

DIRECT OUTPUT Members
BIUSBWrapper Namespace

_	
□ Visual	Basic □ C#
□ Include	e Protected Members
□ Include	e Inherited Members
Beta Inno	vations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
library	
DIRECT_	OUTPUT Fields
<u>DIRECT</u>	OUTPUT Structure See Also Send Feedback

The <u>DIRECT_OUTPUT</u> type exposes the following members.

Fields

Name

Description

<u>state</u>

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.

DIRECT OUTPUT Structure
BIUSBWrapper Namespace

□ 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

Visual Basic (Declaration)

Public state As Byte

C#

public <u>byte</u> state

DIRECT OUTPUT Structure BIUSBWrapper Namespace

□ Visual Basic □ C#	
□ Include Protected Members	
□ Include Inherited Members	
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 refere	nce
library	
DIRECT_OUTPUT Members	
DIRECT OUTPUT Structure Methods Fields See Also Send Feedback	

The <u>DIRECT_OUTPUT</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

Name

Description

<u>state</u>

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.

DIRECT OUTPUT Structure
BIUSBWrapper Namespace

_	
□ Visual	Basic □ C#
□ Include	e Protected Members
□ Include	e Inherited Members
Beta Inno	vations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
library	
DIRECT_	OUTPUT Methods
<u>DIRECT</u>	OUTPUT Structure See Also Send Feedback

The <u>DIRECT_OUTPUT</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
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≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

DIRECT OUTPUT Structure
BIUSBWrapper Namespace

-

□ Visual Basic □ C#

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: <u>BIUSBWrapper</u>

Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Syntax

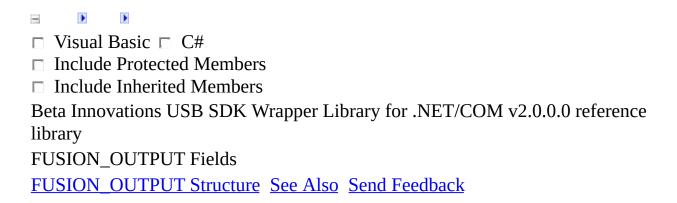
Visual Basic (Declaration)

<<u>ComVisibleAttribute</u>(False)> _ Public Structure FUSION_OUTPUT

C#

[ComVisibleAttribute(false)]
public struct FUSION_OUTPUT

FUSION OUTPUT Members BIUSBWrapper Namespace



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

Fields

Name Description

- gear
- level
- shiftlight
- text_a
- text_b

FUSION OUTPUT Structure BIUSBWrapper Namespace

■ Visual Basic □ C#

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

FUSION_OUTPUT..:..gear Field

FUSION OUTPUT Structure See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Syntax

Visual Basic (Declaration)

```
Public gear As <a href="Byte">Byte</a>
```

C#

public <u>byte</u> gear

FUSION OUTPUT Structure BIUSBWrapper Namespace

■ Visual Basic □ C#

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

FUSION_OUTPUT..:..lbg8 Field

FUSION OUTPUT Structure See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Syntax

Visual Basic (Declaration)

```
Public lbg8 As <a href="Byte">Byte</a>
```

C#

public byte lbg8

FUSION OUTPUT Structure BIUSBWrapper Namespace

☐ Visual Basic ☐ C#

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

FUSION_OUTPUT..:.level Field

FUSION OUTPUT Structure See Also Send Feedback

Namespace: <u>BIUSBWrapper</u>

Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Syntax

Visual Basic (Declaration)

```
Public level As <a href="Byte">Byte</a>
```

C#

public <u>byte</u> level

FUSION OUTPUT Structure BIUSBWrapper Namespace

■ 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: <u>BIUSBWrapper</u>

Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Syntax

Visual Basic (Declaration)

Public shiftlight As Byte

C#

public byte shiftlight

FUSION OUTPUT Structure BIUSBWrapper Namespace

☐ Visual Basic ☐ C#

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: <u>BIUSBWrapper</u>

Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Syntax

Visual Basic (Declaration)

FUSION OUTPUT Structure BIUSBWrapper Namespace

☐ Visual Basic ☐ C#

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: <u>BIUSBWrapper</u>

Assembly: BIUSBWrapper (in BIUSBWrapper.dll)

Syntax

Visual Basic (Declaration)

FUSION OUTPUT Structure BIUSBWrapper Namespace

Visual Basic □ C#
Include Protected Members
Include Inherited Members
Beta Innovations USB SDK Wrapper Library for .NET/COM v2.0.0.0 reference
brary
USION_OUTPUT Members
USION OUTPUT Structure Methods Fields See Also Send Feedback

The <u>FUSION_OUTPUT</u> type exposes the following members.

Methods

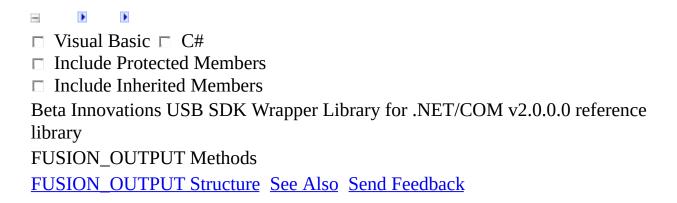
	Name	Description
= Q	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
- j	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
	GetHashCode	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
=	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
·	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≘©	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

Name Description

- gear
- level
- shiftlight
- text_a
- text_b

FUSION OUTPUT Structure
BIUSBWrapper Namespace



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

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

FUSION OUTPUT Structure
BIUSBWrapper Namespace