## USB2CAN C++ API

# Introduce

This is InnoMaker Usb2Can C++ API Document, You can download our demo to see how to use api

## Structure

#### UsbCanMode

-Summary: UsbCanMode Enum

# innomaker\_device\_bittming

```
struct innomaker_device_bittming
{
     UInt32 prop_seg;
     UInt32 phase_seg1;
     UInt32 phase_seg2;
     UInt32 sjw;
     UInt32 brp;
}
```

-Summary: Device Bittming Structure

## Functions

#### setup

setup USBCAN, This must be called first when use lib

### setupdown

setdown USBCAN, This must be called after when not use lib

#### scanInnoMakerDevice

public bool scanInnoMakerDevices()
-Summary: Scann Inno Maker Devices
-Return: Scan success return true , else return false

## getInnoMakerDeviceCount

public int getInnoMakerDeviceCount()
-Summary: Get Device Count
-Return: Device count

## getInnoMakerDevice

public InnoMakerDevice\* getInnoMakerDevice(int devIndex)
-Summary: Get Inno Maker device by device index
-devIndex: Device index
-return: Inno Maker Device Instance

## openInnoMakerDevice

public bool openInnoMakerDevice(InnoMakerDevice \*device)
-Summary: Open Device
-param: device
-return: if open success return true, else return false

#### closeInnoMakerDevice

public bool closeInnoMakerDevice(InnoMakerDevice \*device)

-Summary: Close Device

-param: device

-return: if Close success return true, else return false

#### recvInnoMakerDeviceBuf

public bool recvInnoMakerDeviceBuf(InnoMakerDevice \*device, Byte\*
buf, int size, int timeout)

-Summary: Read buffer from device sync

-param: device

-param: buf, buffer reads in -param: size, buffer size

-param: timeout, read buffer timeout

-return: if read device success, return true, else return false

#### sendInnoMakerDeviceBuf

public bool sendInnoMakerDeviceBuf(InnoMakerDevice \*device, Byte\*
buf, int size, int timeout)

-Summary: write buffer to device sync

-param: device

-param: buf, buffer writes out

-param: size, buffer size

-param: timeout, write buffer timeout

-return: if write device success, return true, else return false

#### urbResetDevice

public bool UrbResetDevice(InnoMakerDevice \*device)

-Summary: Reset Device -param: Device Instance

-return: If reset device success return true, else return false

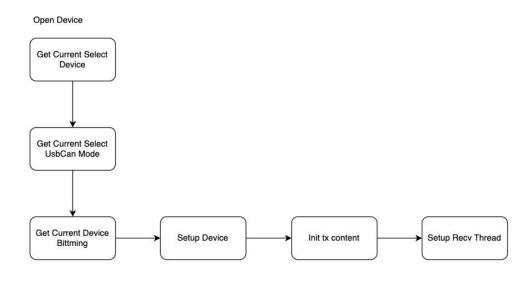
## urbSetupDevice

public bool UrbSetupDevice(InnoMakerDevice \*device, UsbCanMode canMode, innomaker\_device\_bittming bittming)

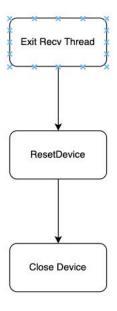
-Summary: Setup device -param: Device Instance -param: canMode, usbCanMode -param: bittming, usb bittming params

-return: if setup device success return true, else return false

# Diagram



#### Close Device



# Doc Version:

Date	Version	Desc
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