Logitech LCD SDK
for Microsoft® Windows®
(lglcd)
V3.01

Release Notes

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What else (apart from this SDK) is necessary to use the LCD?

The SDK relies on other components to be present (the software that ships with a Logitech product that contains an LCD, such as a G19 or G15 Keyboard), which must be installed first. In particular, it requires LCDMon.exe to be present and running, as well as lgLcdAPI.dll to be present and registered.

If lgLcdAPI.dll is not registered, the *lgLcdInit*() function will fail. It will also fail if your code is running on an operating system that is not supported (Win9x). Refer to the documentation for *lgLcdInit*() for details.

If lgLcdAPI.dll is registered properly, but LCDMon.exe is not running, *lgLcdInit*() will succeed, but any attempt to call *lgLcdConnect*() and *lgLcdConnectEx*() will fail. Refer to the documentation of *lgLcdConnect*()/*lgLcdConnectEx*() for details on error codes.

Both these components should be present after installing the software package that came with the Logitech product that contains an LCD.

What if I don't have a product with an LCD? Can I run it with an emulator?

The SDK now supports an LCD emulator (both color and black and white) which can be invoked by holding down the left "CTRL" and "SHIFT" keys together and clicking the LCD Manager's icon in the task bar using the right mouse button (right clicking). Select "Create External LCD Emulator" or "Create External Color LCD Emulator" and you will get an emulator LCD of the type you selected. Multiple emulator LCDs of either type can be created this way.

How do I update my current applet to support both color and black and white LCDs?

In order to write an applet that supports both display formats, simply open up two devices using the new API function *lgLcdOpenByType*(). The call will fail if a requested device type is currently not attached to the system, or if it has been disabled by the user for the given applet.

For each device type, the appropriate format of bitmaps needs to be sent. Ideally, the main drawing function executes twice, formatting the screen data once for the black and white display and a second time for the color display.

Known problems/limitations

- None.

Which operating systems will this work on?

The Logitech G-series keyboard and its associated software is designed to run on Windows XP and above. This current release also works on Windows 2000, but none of the Windows 9x platforms (95, 98, Me) are supported. In this case, lgLcdInit() will return ERROR_OLD_WIN_VERSION.

What about the fifth (and eighth) "soft button" on the prototype?

For black and white displays, the fifth soft button just below the brightness button is not accessible through applications. This is also the case for the eighth soft button on color displays. These buttons allows the user to switch between various applications running on the LCD.