Centaur API

File name: spxCentaurLib.dll

Assemble Name: spxCentaurLib

Assemble Version 1.0.0.0

CDVI Engineers have creates an API in C#.NET to allow a 3rd party application to connect to the Centaur Server and control devices. The DLL must be copied on the Centaur Server, Ideally in the same location as the 3rd party Application.

The 3rd party application must have references to the spxCentaurLib

//C# Example

using spxCentaurLib;

//Create instance of the Lib

spxCentaurLibClass pCentaurLib = new spxCentaurLibClass();

//Login to the SVR – this is necessary for any other command to work

pCentaurLib.Login(tbLoginID.Text, tbPassword.Text);

//Start communication with controllers on site 1

pCentaurLib.ConnectSite(0); // Sites ID can be found in the DB… add addresses are 0 based

//Unlock the Door 1 from site 1 for the unlock time programmed in the door

pCentaurLib.GrantAccess(0, 0); //SiteID 0 and DoorID 0

//Unlock the Door 1 from site 1 LATCHED

pCentaurLib.UnlockDoorLatched(0, 0);

//Lock the Door 1 from site 1 LATCHED

pCentaurLib.LockDoorLatch(0, 0);

You can see the Visual Studio Solution in the ZIP file spxCentaurLib.Zip.

List of functions:

public bool Login(string strUserName, string strPassword)

public bool Logout()

public bool ConnectSite(int nSiteID)

public bool DisconnectSite(int nSiteID)

public bool GrantAccess(int nSiteID, int nDoorID)

public bool UnlockDoorLatched(int nSiteID, int nDoorID)

public bool UnlockDoorTimed(int nSiteID, int nDoorID, int Period)

public bool LockDoorLatch(int nSiteID, int nDoorID)

public bool EnableDoor(int nSiteID, int nDoorID, bool bEnable)

public bool ResetDoorSchedule(int nSiteID, int nDoorID)

public bool ActivateRelay(int nSiteID, int nRelayID)

public bool ActivateRelayTimed(int nSiteID, int nRelayID, int Period)

public bool ActivateRelayLatched(int nSiteID, int nRelayID)

public bool DeactivateRelay(int nSiteID, int nRelayID)

public bool ResetRelaySchedule(int nSiteID, int nRelayID)

public bool EnableInput(int nSiteID, int nInputID)

public bool DisableInput(int nSiteID, int nInputID)

public bool ActivateOutput(int nSiteID, int nOutputID)

public bool ActivateOutputTimed(int nSiteID, int nOutputID, int Period)

public bool DeactivateOutput(int nSiteID, int nOutputID)

public bool UnlockDoorGroup(int nSiteID, int nDoorGroupID)

public bool UnlockDoorGroupTimed(int nSiteID, int nDoorGroupID, int Period)

public bool UnlockDoorGroupLatched(int nSiteID, int nDoorGroupID)

public bool lockDoorGroup(int nSiteID, int nDoorGroupID)

public bool EnableDoorGroup(int nSiteID, int nDoorGroupID, bool bEnable)

public bool ActivateRelayGroup(int nSiteID, int nRelayGroupID)

public bool DeactivateRelayGroup(int nSiteID, int nRelayGroupID)

public int GetRecrodCount(int nSiteID, bool bVisitors)

public bool EnableUser(int nSiteID, int nUserID, bool bEnable)

public bool RunMacro(int nSiteID, int nMacroID)