Using the Logitech Gaming LED SDK with Java

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Overview

The Logitech Gaming LED SDK enables applications such as games to control the backlight LEDs on supported Logitech gaming mice and keyboards.

It's built as a C++ DLL, but it can be easily integrated with a JNI wrapper.

Please refer to the Logitech SDK's Doc\LogitechGamingLEDSDK.pdf for details on the SDK's functionality.

Making the LED SDK work in your Java program

The following steps show how to make the Logitech SDK work with a Java program. Please adapt the steps to your game for things to work.

Steps

1. Copy the SDK's Lib\logiled.jar to your project's directory.
2. Configure your project's Java Build Path to include the logiled.jar.
3. Call the functions from the JNI wrapper in your Java code as follows:

```
import com.logitech.gaming.LogiLED;

LogiLED.LogiLedInit();
LogiLED.LogiLedSetLighting(red,blue,green);
LogiLED.LogiLedShutdown();
```

4. Compile and run your program.

For questions/comments, email devtechsupport@logitech.com