Tutorial_1_basic

Overview:

This Tutorial is a very basic tutorial showing how to connect to the Tactor_DLL.dll This tutorial has two files "tactor_cHeader.h" and "tutorial1_basic.cpp"

tactor_cHeadher.h

Overview:

> The Header file includes the basic initilization and enums to connect to the DLL and interface with it.

> There are multiple ENUMS that allow for easy understanding of specific parameters along with typedefs for specific functions.

```
int InitTactorDLL()
```

> This function calls LoadLibrary to bring the Tactor_DLL into memory

> This function is also responsible to load in the specific functions that will be used for the demo along with a few other ones that can be called for examples.

tutorial1_basic.cpp

Overview:

> This file includes a variable to interface with a board - its default is a serial connection*

```
int main()
```

> This Function is responsible for Calling the inline Init for the TactorDLL (see .h)

> It is also responsible for calling any commands to give an example of the Tactor Board (in the default example it plays 8 Tactors for 250ms with a 250ms pause between each play)

*Serial Connections have different string values based on index location.
- COM ports > 10 need
  - \\.\COM14 (within code with escape sequences it looks like this (\\\\.\\COM14)
- COM ports < 10 do not need the extra prefix
  - COM4