Converting to run on Windows

As I do not develop on Windows, following is offered for anyone to take and contribute ports of the two projects; please use a ‘git pull’ request if you get either or both working – thanks.

The following will allow reading and writing the Radio and Switch panel USB devices. Changes to the source code is minimal. Radio Panel data formats are described in file *saitek_technical_specifications* in the Radio Panel project. Switch Panel data formats are described in file *SaitekProtocol* in the Switch Panel project.

The **hidapi** interface is available from http://github.com/signal11/hidapi/commits/master

Radio Panel

All Radio Panel IO is in source file *STKRPFunctions.c*

Opening the Radio panel

The panel hid-device is found using:

```
hid_device_info * radios = hid_enumerate(0x06a3, 0x0d05);
hid_device * radio = hid_open_path(radios->path);
hid_free_enumeration(radios);
```

ie. Saitek manufacture code is 0x06a3, Radio Panel device code is 0x0d05.

Set it for non-blocking reads:

```
hid_set_nonblocking(radio, 1);
```

Reading the Radio panel switches

The panel switches can be read using:

```
unsigned char buffer[[4];
int readStatus = hid_read(radio, buffer, 4);
```

First 3 bytes contain the radio panel switch values (see file: *saitek_technical_specifications*). Last byte is don’t care.

Writing the Radio panel display

Data to the Radio Panel Display is sent using:

```
unsigned char buffer[23];
buffer[0] = 0;
…
int writeStatus = hid_send_feature_report(radio, buffer, 23);
```

Byte 0 is 0, bytes 1-20 is the data, bytes 21 & 22 are don’t care.

Switch Panel

All Switch Panel IO is in source file *SwitchFunctions.c*

Opening the Switch panel

The switch hid-device is found using:

```
hid_device_info * switches = hid_enumerate(0x06a3, 0x0d67);
hid_device * switch = hid_open_path(switches->path);
hid_free_enumeration(switches);
```

ie. Saitek manufacture code is 0x06a3, Switch Panel device code is 0x0d67.

Do not set this device non-blocking.

Reading the Switch panel

The Switch panel switches can be read using:

```
unsigned char buffer[[4];
int readStatus = hid_read(switch, buffer, 4);
```

First 3 bytes contain the switch settings, last byte don't care.

Writing the Switch panel LEDs

Data to the Switch Panel LEDs is sent using:

```
unsigned char buffer[2];
buffer[0] = 0;
…
int writeStatus = hid_send_feature_report(switch, buffer, 2);
```

Byte 0 is 0, bytes 1 the data.