First a new object of the SMILEUSBDevice class must be created:

SMILEUSBDevice sMILEUSBDevice = new SMILEUSBDevice();

The next step is to connect to the device. There are two ways to do this. If you give the function "Connect" either "" or "null", it will automatically connect to a suitable device.

bool ConnectStatus = sMILEUSBDevice.Connect(null); // Automatically connects

The „ConnectStatus“ bool is True if the connection was successful. If it is False check the Log files in the applicationfolder (.\Log\\*.txt) for more information.

With the second possibility you can connect to a special Comport.

bool ConnectStatus = sMILEUSBDevice.Connect(„COM7“);

For this purpose you can get a list of suitable comports with "GetComPorts()“

List<string> ComportList = sMILEUSBDevice.GetComPorts();

With „SendFrame“ an image can be send to the device. The Frame is a 2D Boolarray. True values mean LED on, False LED off

bool[,] Frame = new bool[col, row]

sMILEUSBDevice.SendFrame(Frame);

With „SetVoltage“ the global voltage of an 8x8 device can be set. The input value is given in mV.

sMILEUSBDevice.SetVoltage(3300);

With „UploadAnimation“ an animation/“video“ can be loaded to the device. The first input parameter is the animation which is a list of 2D Boolarrays/Frames. The second input ist he frameduration in µs.

List<bool[,]> Animation = new List<bool[,]>();

sMILEUSBDevice.UploadAnimation(Animation, 10000);

The animation can be stopped with „StopAnimation“

sMILEUSBDevice.StopAnimation();

To disconnect from the com port use:

sMILEUSBDevice.Disconnect();

After closing the application the sMILEUSBDevice object should be disposed:

sMILEUSBDevice.Dispose();