dotpad-sdk-guide / Windows / 1.0.0 /

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README.md

DotPadSDK 1.0.0 Windows

Overview

- A Windows library for Dot Incorporation's Dot Pad
- To be used for application development for the Dot Pad

File description

- DotPadSDK.dll: the library for control the Dot Pad
- TTBEngine.dll: the library for braille translation using in DotPadSDK.dll
- MeCab.dll: the library for braille translation using in MeCab.dll
- jsoncpp.dll: the library for JSON file parsing
- dot_pad_sdk.h: the header file that includes information about the APIs
- dot_pad_sdk_error.h: the header file that defines error values that will be returned after calling APIs
- mecabrc: the setting file for braille translation
- ipadic: the dictionary folder for braille translation

Function description

DOT_PAD_SDK_ERROR DOT_PAD_INIT(int port_number);

- the function that initiates the Dot Pad
- an app should call this function before using the Dot Pad

```
return
    DOT_PAD_SDK_ERROR
```

```
parameter
    COM ports
```

DOT_PAD_SDK_ERROR DOT_PAD_INIT_WITH_DEVICE_TYPE(int port_number, int deviceType);

- the function that initiates the Dot Pad
- an app should call this function before using the Dot Pad

```
return
    DOT_PAD_SDK_ERROR
parameter
    COM ports
    device type
        0: 300(20*15)
        1: 300(30*10)
        2: 320
        3: 832
        4: 140
        5: 20
        6: 12
```

DOT_PAD_SDK_ERROR DOT_PAD_DEINIT(void);

- the function that de-initiates the Dot Pad
- an app should call this function after using the Dot Pad

```
return
    DOT_PAD_SDK_ERROR
parameter
    none
```

DOT_PAD_SDK_ERROR DOT_PAD_DISPLAY(char* displayFile);

- the function that displays on the Dot Pad using the file path

```
return
    DOT_PAD_SDK_ERROR
parameter
    display file(DTM file) path
```

DOT_PAD_SDK_ERROR DOT_PAD_DISPLAY_DATA(uint8_t* data, int len, bool refresh);

- the function that displays on the Dot Pad using the data

```
return
    DOT_PAD_SDK_ERROR
parameter
    1st: display data (depends on the device type, 300 Dot Pad needs 300 bytes of
data)
    2nd: the length of the data
    3rd: if true, refresh all displays
```

DOT_PAD_SDK_ERROR DOT_PAD_DISPLAY_DATA_PART(uint8_t* data, int len, int startIdx);

- the function that displays on the Dot Pad using the data

```
return
    DOT_PAD_SDK_ERROR
parameter
    1st: display data (depends on the device type)
    2nd: the length of the data
    3rd: start index of the Dot Pad (from left top to right bottom)
```

DOT_PAD_SDK_ERROR DOT_PAD_RESET_DISPLAY();

- the function that reset the display

```
return
    DOT_PAD_SDK_ERROR
parameter
    none
```

DOT_PAD_SDK_ERROR DOT_PAD_BRAILLE_DISPLAY(const wchar_t* strInput, int language);

- the function that displays on the braille of Dot Pad using string

```
return
    DOT_PAD_SDK_ERROR
parameter
    1st: string data that will be converted to braille, UTF-16
    2nd: language option
        0x01: Arabic
        0x03: Chinese Mandarin
        0x05: English
        0x06: French
        0x07: German
        0x08: Italian
        0x0B: Russian
        0x09: Japanese
        0x0A: Korean
        0x0C: Spanish
        0x0D: Vietnamese
        0x10: Czech
        0x11: Polish
        0x12: Norwegian
```

DOT_PAD_SDK_ERROR DOT_PAD_BRAILLE_ASCII_DISPLAY(const char* brailleASCII);

- the function that displays on the braille of Dot Pad using braille ASCII data

```
return
    DOT_PAD_SDK_ERROR
parameter
    braille ASCII data
```

DOT_PAD_SDK_ERROR DOT_PAD_RESET_BRAILLE_DISPLAY();

- the function that reset the braille display

```
return
    DOT_PAD_SDK_ERROR
```

```
parameter
    none
```

DOT_PAD_SDK_ERROR DOT_PAD_SEND_KEY(int nKeyCode);

- the function that sends key input

```
return
    DOT_PAD_SDK_ERROR
parameter
    1: previous
    2: next
```

DOT_PAD_SDK_ERROR DOT_PAD_GET_FW_VERSION(void(CALLBACK* cb)(char*));

- the function that gets the firmware version

```
return
    DOT_PAD_SDK_ERROR
parameter
    function pointer
```

- callback function

```
return
    none
parameter
    firmware version characters pointer
```

DOT_PAD_SDK_ERROR DOT_PAD_GET_DEVICE_NAME(void(CALLBACK* cb)(char*));

- the function that gets the device name

```
return
    DOT_PAD_SDK_ERROR
parameter
    function pointer
```

- callback function

```
return
    none
parameter
    device name charaters pointer
```

DOT_PAD_SDK_ERROR GetDisplayInfo(int* width, int* height, int* braille);

- the function that gets the display info

```
return
    DOT_PAD_SDK_ERROR
parameter
    1st: the number of pad width cells
    2nd: the number of pad height cells
    3rd: the number of pad braille cells
```

DOT_PAD_SDK_ERROR DOT_PAD_REGISTER_KEY_CALLBACK(void(CALLBACK* cb)(int));

- the function that registers a callback function to be called by key input

```
return
    DOT_PAD_SDK_ERROR
parameter
    function pointer
```

- callback function

```
return
    none
parameter
    callback function pointer
    - pressed key information(e.g. 0/1/2/3 from the left on 320 Dot Pad)
```

DOT_PAD_SDK_ERROR DOT_PAD_REGISTER_DISPLAY_CALLBACK(void(CALLBACK* cb)(void));

- the function that registers a callback function to be called when the display is complete

```
return
    DOT_PAD_SDK_ERROR
parameter
    function pointer
```

- callback function

```
return
    none
parameter
    callback function pointer
```

DOT_PAD_SDK_ERROR DOT_PAD_GET_DTMS_DATA(const char* url);

- the function that set DTMS data using URL

```
return
    DOT_PAD_SDK_ERROR
parameter
    DTMS URL
```

how to use the Dot Pad SDK for Windows

- Power on the Dot Pad
- Check the battery status.
- Connect the Dot Pad to your laptop
- Check which port connected with the Dot Pad (Device Manager -> COM & LPT)
- Initialize the Dot Pad using *DOT_PAD_INIT* function with the port number in an application
- Display the data using the functions in an application
- After using it, de-initialize using *DOT_PAD_DEINIT* function in an application