

## Change Log for Creative Aurora SDK

### Creative Aurora SDK (20170721 v0.5.1.0 Beta 1)

- First release for external preview.

### Creative Aurora SDK (20170929 v0.9.0.0 RC 1)

- First release candidate.

- Increased the version of the ICTLEDMgr interface (as defined in ICTLEDMgr.h) from 0x00000001 to 0x00000002 as follows:

const DWORD DEFINITION\_CTLEDMgr\_Interface\_Version = 0x00000002;

- Added support for host-based lighting effects, including choreography of lighting effects.

- **(Important)** Added a new argument (namely the BOOL parameter **fPhysicalLedOrderingIsReversed**) to the ICTLEDMgr::Open() method as follows:

```
Open(IN USHORT usVendorID, IN USHORT usProductID, IN
LPCWSTR lpcwszSerialNumber, IN LPCWSTR
lpcwszDeviceInstance, IN USHORT usLedInfoFlag, IN USHORT
usTotalNumLeds, IN BOOL fPhysicalLedOrderingIsReversed,
OUT PDWORD pdwDetailErrorCode, IN DWORD dwFlag);
```

- Added the following new ICTLEDMgr interface methods:

```
EnumSupportedDevices
EnumConnectedDevices
RegisterTimerCallback
UnregisterTimerCallback
GetColourInfoOfPattern
```

- The following command is now marked as reserved for future use:

CTLEDMGRCMD\_RestartLedSettings

- Removed the following obsolete data structure:

CTLEDGROUPINGCMDPARAM\_ByDesiredNumLedGroups

- Updated the source code of the sample test app to illustrate host-based lighting effects and the newly added interface methods.