Using the Logitech|G Arx Control SDK with Java

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Overview

The Logitech|G Arx Control Software Development Kit enables applications such as games to interact with the Arx Control app on mobile devices.

Arx Control allows games and third party developers to take advantage of an iOS/Android device as a secondary screen to display useful data from the game.

It's built as a C++ DLL, but it can be easily integrated with a JNI wrapper.

Please refer to the Logitech SDK's Doc\LogitechGArxControl.pdf for details on the SDK's functionality.

Making the Arx Control SDK work in your Java program

The following steps show how to make the Logitech SDK work with a Java program. Please adapt these steps to your game for things to work.

Steps

1. Copy the SDK's Lib\logiarx.jar to your project's directory.
2. Configure your project's Java Build Path to include the logiarx.jar.
3. Call the functions from the JNI wrapper in your Java code as follows:

```
import com.logitech.gaming.LogiArx;

LogiArx.LogiArxInit("com.logitech.gaming.logicraft", "Logicraft",
"com/logitech/gaming/minecraft/Logicraft", "arxCallback");
LogiArx.LogiArxAddFileAs("index.html", "index.html", "text/html");
LogiArx.LogiArxAddFileAs("minecraft.png", "minecraft.png", "image/png");
LogiArx.LogiArxSetIndex("index.html");
```

4. Note that the JNI version of the Logitech|G Arx SDK's callback setup works differently than the C++ version by using reflection to call the Method String specified in the init:

```
public static void arxCallback(int eventType, int eventValue, String eventArg, int
context)
    {
        String headers = String.format("[ArxApp] %-16s%-16s%-16s%-16s", "eventType",
"eventValue", "eventArg", "context");
        String data = String.format("[ArxApp] %-16d%-16d%-16s%-16d", eventType,
eventValue, eventArg, context);
        System.out.println(headers);
        System.out.println(data);

        // act on the callback
        if (eventArg.equals("logo"))
        {
            System.out.println("Hello JNI Arx!");
        }
    }
```

5. Compile and run your program.

For questions/comments, email devtechsupport@logitech.com