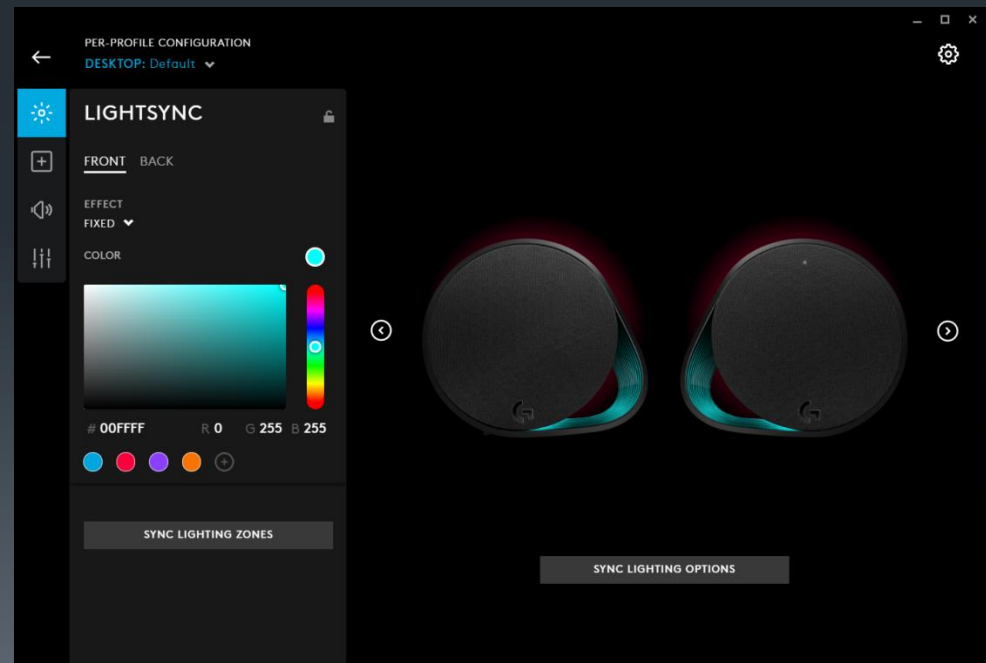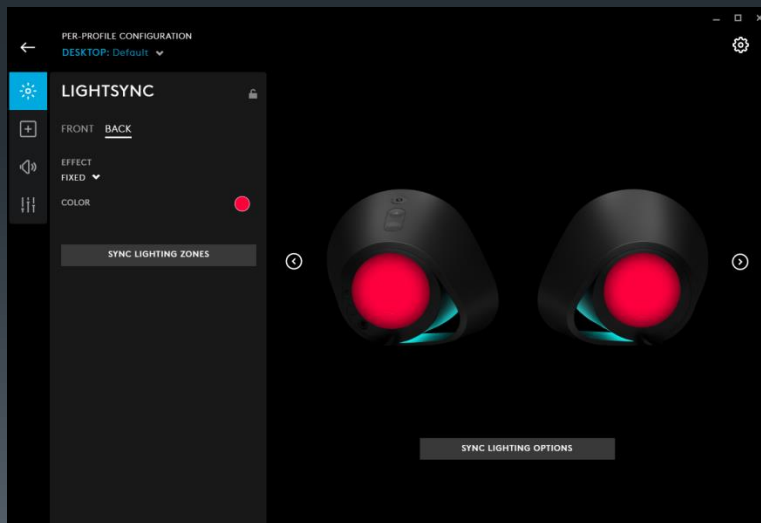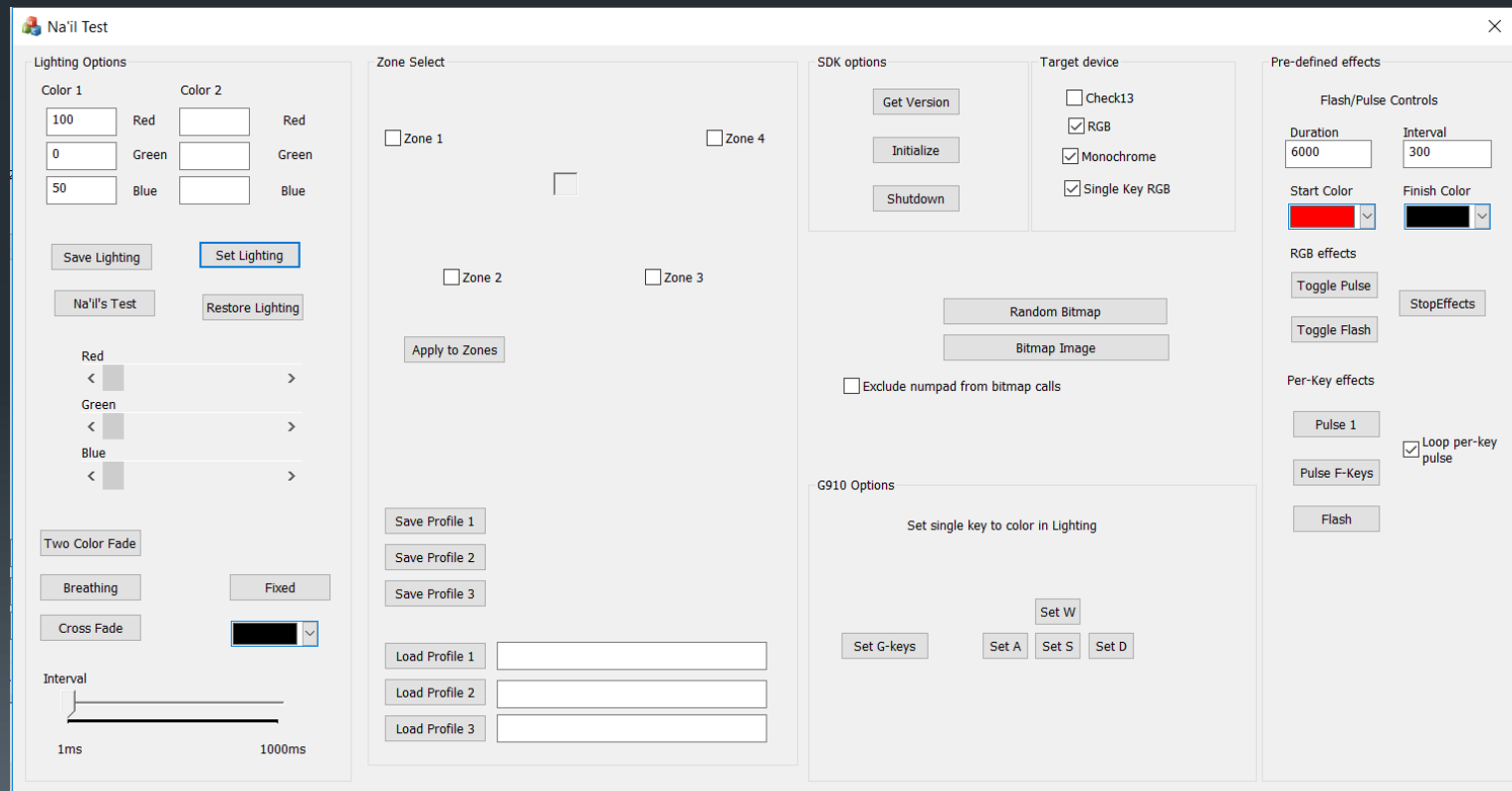# AppDev Logitech G560 program

By Na'il Garba

Default Logitech app

- Few options(Fixed, Fade, Screen sampler, audio visualizer)
- Lack of customizability
- For casuals

My Version

- Customizable lighting options
- Zone selection
- Custom Pulsing, Intervals
- Profiles

Limitations

- No real algorithms; on/off
- Microsoft Foundation Class + Activex
- G button locked :(

Programming

- Visual Studio
- One Class Fits All
- C++, MFC + Activex, LogitechLib, stdafx.h
- Color Effect Algorithms

CG910_SampleDlg
Dialog class

+ m_targetDevice: int
+ m_rgbCheckBox: CButton
+ m_singleKeyStartColorPicker: CMFCColorButton
+ pPCG560 :CStatic*
+ Entityimg: HBITMAP

+ OnInitDialog(): void
+ OnPaint(): void
+ DoDataExchange(CDataExchange* pDX): void
+ DDX_Control(CDataExchange* pDX,
  int nIDC, CWnd& rControl);
+ OnBnClicked(): void
+ OnHScroll(UINT nSBCode, UINT nPos, CScrollBar*
  pScrollBar): void
+ CheckBounds(): void
+ PulseBetween(int startR, int startG, int startB,
  int finR, int finG, int finB, int interval): void
+ LogiLedSetTargetDevice(m_targetDevice): bool
+ CG910_SAMPLEDlg::OnQueryDragIcon(): HCURSOR

```
void PulseBetween(int startR, int startG, int startB, int finR, int finG, int finB) {
int interval = 150;
for (int x = 0; x < 2; x++) {
  while (startG > 20) {
                LogiLedSetLighting(startR, startG, startB);
                Sleep(interval);
                startG--;
 }
  while (startG < 100) {
                LogiLedSetLighting(startR, startG, startB);
                Sleep(interval);
                startG++;
 }
  while (startR > 100) {
                LogiLedSetLighting(startR, startG, startB);
                Sleep(interval);
                startR--;
 }
  while (startR < 100) {
                LogiLedSetLighting(startR, startG, startB);
                Sleep(interval);
                startR++;
 }
  while (startB > 100) {
                LogiLedSetLighting(startR, startG, startB);
                Sleep(interval);
                startB++;
 }
  while (startB < 100) {
                 LogiLedSetLighting(startR, startG, startB);
                 Sleep(interval);
                  startB++;
 }
}
}
```

G910_SAMPLE

Lighting Options

100	Red
0	Green
50	Blue

Set Lighting

Save Lighting   Restore Lighting

Clear Lighting

Red
< [ ] >
Green
< [ ] >
Blue
< [ ] >

SDK options

Get Version

Initialize

Shutdown

Target device

☑ RGB
☑ Monochrome
☑ Single Key RGB

G910 Options

Random Bitmap

Bitmap Image

☐ Exclude numpad from bitmap calls

Set single key to color in Lighting

Set W

Set G-keys   Set A   Set S   Set D

Pre-defined effects

Flash/Pulse Controls

Duration	Interval
6000	300

Start Color	Finish Color
[red]	[black]

RGB effects

Toggle Pulse

Toggle Flash

StopEffects

Per-Key effects

Pulse 1

Pulse F-Keys

☑ Loop per-key pulse

Flash R