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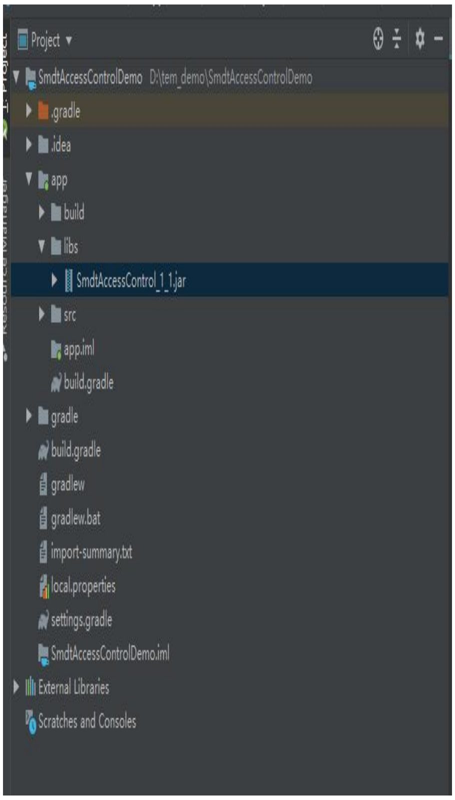
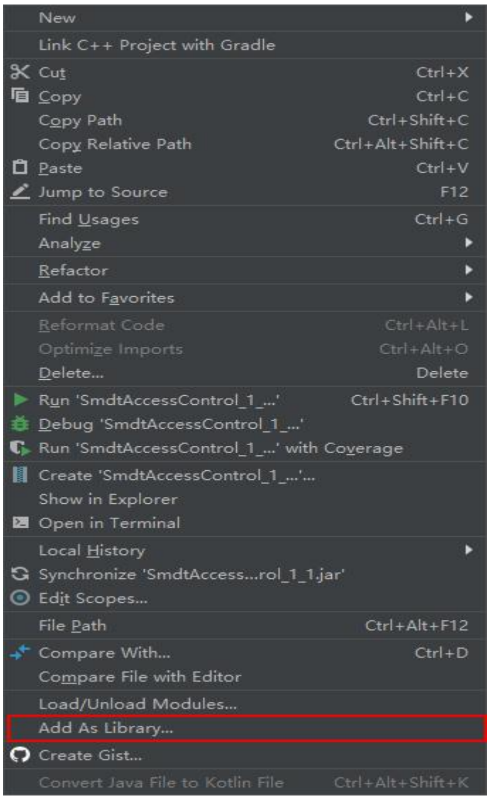
1. How to use SMDT In Android Studio

1. copy SmdtAccessControl_1_1.jar to【item demo\app\libs\】；
2. Press right button click “jar” in libs file,chose file “add as Library”...





Note：all api Invoke

SmdtManager smdt = SmdtManager.create(this);

```
Start to use SMDT API
  The SmdtManager object is first declared, and then you can start using the API.
Here's an example:
/declare SmdtManager object
private SmdtManager smdt;
smdt = SmdtManager.create(this);

//use API
smdt.setRelayIoValue(0);
```

2. SDK Interface function

2. 1. **public int smdtSendCard(String idCard, int transformat)**

DESCRIPTION: Wiegand interface operation, parameter ID card number.

API version implementing this interface: V1.1

Parameter name / return value	type	instruction	For example
idCard	String	Card number	2147584137
transformat	int	Format：Wiegand 26=1，Wiegand 34=2；	1
return value	int	success: 0, Fail:-1	

Example：

```
SmdtManager smdt = SmdtManager.create(this);
smdt.smdtSendCard("2147584137", 1);
```

2. 2. **public int smdtSendCard(String HID_value, String PID_value, int transformat)**

DESCRIPTION: Wiegand interface operation, the parameters for the Open Code Hidden Code.

API version implementing this interface: V1.0

Parameter name / return value	type	instruction	For example
HID_value	String	Hide core	001
PID_value	String	Public code	34953
transformat	int	Format: Wiegand 26 = 1, Wiegand 34 = 2;；	1
Return value	int	Success: 0, Fail:-1	

For example：

```
SmdtManager smdt = SmdtManager.create(this);
smdt.smdtSendCard("001", "34953", 1);
```

2. 3. public String smdtReadWiegandData()

DESCRIPTION: Get Wiegand input, which is a blocking method, using the following parameters。

Implement the API version of this interface：V1.0

Parameter name / return value	Type	Instruction	For example
Return value	String	Back to Wiegand card number	4017669612

Note: blocking method, Swipe a card will trigger a time, it is recommended that the Service inside the open thread has been listening

EXAMPLE:

```
private class ReadThread extends Thread {
    @Override
    public void run() {
        while (!isInterrupted()) {
            String result = smdt.smdtReadWiegandData();
            if (result == null || result.equals("")||                    result.equals("0")) {
                Log.i(TAG, "result ==== null...........");
                continue;
            }
            Log.i(TAG, "result =======" + result);
        }
    }
}
```

Using：

```
mReadThread = new ReadThread();
mReadThread.start();
```

Ending：

```
@Override
protected void onStop() {
    super.onPause();
```

```
   if (mReadThread != null) {
       mReadThread.interrupt();
//1.5 And later versions can use the downlink code to exit the blocking function in timesmdtReadWiegandData()
       smdt.smdtReleaseWiegandRead();
   }
}
```

2. 4. public int smdtReleaseWiegandRead()

Description: active unblocking method smdtReadWiegandData(),Only later 1.5 versions are available。

Implement the API version of this interface：V1.5

Parameter name / return value	type	instruction	For example
return value	int	Success：0 Fail：-1	4017669612

2. 5. public String[] smdtGetCameraVidPid(int cameraId)

Description: Read Camera Vid, PID interface

API version implementing this interface: v1.0

Parameter name / return value	type	Instruction	For example
cameraId	int	Camera ID value	0
Return value	String[]	string[0] means vid,string[1] means pid	

Note point:

For example：

```
SmdtManager smdt = SmdtManager.create(this);
String[] results = smdt.smdtGetCameraVidPid(0);
```

```
Result：results[0]=34b3 ,results[1]=53a9
```

2.6. public int setLedLighted(String ledColor, boolean lighted)

Description: fill light operation (new API) - white light, red light, green light. Available after 1.5 version

API version to implement this interface: v1.5

Parameter name / return value	type	instruction	For example
ledColor	String	SmdtManager.LED_WHITE white lamp SmdtManager.LED_RED red lamp SmdtManager.LED_GREEN Green lamp	
lighted	boolean	true: light on false:light off	1
Return value	int	Success: 0, Fail:-1	

Example：

```
SmdtManager smdt = SmdtManager.create(this);
smdt .setLedLighted(SmdtManager.LED_WHITE, true);
```

2.7. public int setControl(int type, int values)

Description: fill light operation - white light. (after December 26, 2019, setledlighted is recommended)

API version implementing this interface: v1.0

Parameter name / return value	type	instruction	Example

type	int	Fixed 3	
values	int	0: off, 1: on	1
Return value	int	Success: 0, Fail:-1	

Example：

```
SmdtManager smdt = SmdtManager.create(this);
smdt.setControl(3,  0);
```

2. 8. public int smdtSetUsbPower(int type, int num, int values)

Description: fill light operation - red light. (after December 26, 2019, setledlighted is recommended)

API version implementing this interface: v1.0.

Parameter name / return value	type	instruction	Example
type	int	Fixed 1	
num	int	Fixed 3	
values	int	0: off, 1: on	1
Return value	int	Success: 0, Fail:-1	

Example：

```
SmdtManager smdt = SmdtManager.create(this);
smdt.smdtSetUsbPower(1, 3, 1);
```

2. 9. public int smdtSetGpioDirection(int gpioNumber, int direction, int value)

Description: fill light operation - green light. (after December 26, 2019, setledlighted is recommended)

API version implementing this interface: v1.0

Parameter name / return	Type	Instruction	Example

value			
gpioNumber	int	Fixed 4	
direction	int	Fixed 1	
values	int	0: off, 1: on	1
Return value	int	Success: 0, Fail:-1	

Example：

```
SmdtManager smdt = SmdtManager.create(this);
smdt.smdtSetGpioDirection(4, 1, 1 );
```

2.10. public int setRelayIoMode(int mode, int delay);

Description: relay mode and delay setting.

API version to implement this interface: v1.1

Parameter name / return value	Type	Instruction	Example
mode	int	mode： 0: it means that it will not close automatically, that is, it will not close automatically after opening the relay 1: Indicates auto close mode (high effective - default low level, then high level x seconds, last low level), that is, delay x seconds after opening the relay will automatically close 2: Indicates auto close mode (low effective - default low level, then high level x seconds, then low level), that is, delay x seconds after opening the relay will automatically close	
delay	int	Delay in auto close mode,unit as “s”, Max 63s	5
Return	int	Success: 0, Fail:-1	

Example：

```
SmdtManager smdt = SmdtManager.create(this);
smdt.setRelayIoMode(1,5); //Auto mode, five seconds auto off
smdt.setRelayIoValue(1); //Both 0 and 1 can turn on the relay in automatic mode
```

2. 11. public int setRelayIoValue(int value);

Description: turns the relay on or off.

API version to implement this interface: v1.1

Parameter name / return value	Type	Instruction	Example
value	int	Non electric close mode, 0 for close relay, 1 for open relay. In auto close mode, calling this method will open the relay.	
delay	int	Delay in auto close mode,unit as “s”, Max 63s	5
Return value	int	Success: 0, Fail:-1	

Example:

```
SmdtManager smdt = SmdtManager.create(this);
smdt.setRelayIoMode(0,5); //Non automatic mode, invalid delay parameter
smdt.setRelayIoValue(1); //Open relay
smdt.setRelayIoValue(0); //close relay
```

2. 12. public int getRelayIoMode();

Description: in non automatic mode, obtain the status of the relay

API version implementing this interface: v1.0

Parameter name / return value	type	Instruction	example
return value	int	0 stands for close，1 stands for open	

Example：

```
SmdtManager smdt = SmdtManager.create(this);
int status = smdt.getRelayIoMode(); //Get the status of the relay
```