Aardvark Embedded Solutions

PayLink
Dot Net User Guide

Version 2.0

Issue	Date	Author	Comments
1.0	24/02/2011	Martin Stafford	Initial Release

Table of Contents

1   Introduction

1.1 User

It is assumed that the reader is a Windows developer familiar with Visual Studio, C# and .NET. The application has been written in C# using Visual Studio 2008 to run under Microsoft's .NET Framework version 3.5 or later.

1.2 Requirements

This application is compatible with versions 1.12 or lower of the Paylink firmware.

The Dot Net software, as written, requires:
• Microsoft .NET Framework 3.5 or later
• Microsoft Visual Studio 2008 or later

To form a functioning system you also require the standard Paylink items:
• The AES Windows USB Driver Application (file AESWDriver.exe found in the Distribution folder)
• The Application Interface dll at version 1.5.10 or later. (file Aesimhei.dll found in the Distribution folder)

2   Contents

2.1 Basics

The SDK\Dot Net folder on the distribution contains two elements:
• AesimheiInterop.dll, the interoperability class library, which you will need to use for your project and
• Demo.exe, a demonstration program written in C# to illustrate the usage of the interface

To run the Demo program, the basic AesImhei.dll interface needs to be available (in system32, on the path, or in the local directory) and the USB Driver Application needs to be running. Checking the Output Window of the USB Driver Application lets you make sure that it has detected the Paylink device.

If you wish to skip the Demo program the only part of these that you *require* is the class library AesimheiInterop.dll.

This class library contains the class MHE which is an abstraction of the Paylink device providing all the features and properties of that device and its peripherals like coin acceptors, dispensers, meters and switches. It uses the standard Dynamic Link Library Aesimhei.dll to communicate with the USB Driver Application, which in turn communicates with the Paylink device via the USB Driver. Full details of the classes (structures) and methods (functions) provided are given in the main Milan / Paylink User Manual.

If you need to re-compile this for compatibility with your development environment, the complete source is in the SDK\Dot Net\AesimheiInterop.

2.2   Demonstration Program.

the Demonstration Program source is in the SDK\Examples\Dot Net Demo\Demo sub folder. To study it, using Visual Studio, open the solution file Demo.sln. The solution consists of a Class Library and Windows Forms Application.
.
The Windows Forms application (Demo) creates an instance of the class MHE when the main Form is loaded. This instance is then used for all communication with the Paylink device.

The solution should build without errors and will run without errors provided the interoperability class library and basic AesImhei.dll interface are available, and the USB Driver Application is running. If the USB Application is not running or is running but cannot detect a Paylink device, the error 'MHE Open Error 31' occurs at Startup.

2.2.1 Running the Application

The application can be run within Visual Studio. To run the application from Visual Studio click the Debug menu then 'Start Debugging' or 'Start Without Debugging'.