

Q-Light

Ethernet(tcp/ip) Library

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Ethernet (tcp/ip) Library

1. Function Reference

Reference1) Qu_type(0-4) Lamp type

1. In case of 5 Sound Tones Product

Qu_type = 0

2 : In case of 25 Sound Tones Product

Qu_type 0-WS,1-WP,2-WM,3-WA,4-WB

Tcp_Qu_RW

Prototype	bool Tcp_Qu_RW(int iPort, byte *pblp, byte *pbData)
Header file	
Parameter	<p>iPort : tcp/ip Port pblp : ip address pointer ex) pblp[0]=192; pblp[1]=168; pblp[2]=10; pblp[3]=200;</p> <p>pbData : Send data pointer pbData[0] -> 0-read, 1-write pbData[1] -> type In case of 5 sound tones (0) In case of 25 sound tones (0-4) pbData [2] ~ pbData [6] : Lamp Control data(0-2) 0-OFF, 1-blink(on/off). 2-ON, Else -Don't change before state pbData [2] - Red Lamp pbData [3] - Yellow Lamp pbData [4] - Green Lamp pbData [5] - Blue Lamp pbData [6] - White Lamp pbData [7] - : Sound Contro data(0-5) 0- OFF, 1-5(Sound Select), Else- Don't change before state 1-</p>
Return value	<p>1 : Success in Writing 0 : Fault in Writing</p>
Description	<p>pbData[1] ~ [7] : Light Current Value Return Point When Read, return current condition to pbData point location(same as sending).</p>

. How to use Library

※This library is drawn with Microsoft Visual C++ 6.0 on Windows XP.

4-1. Visual C++

- Locate Qtvc_dll.lib,Qtvc_dll.dll file in the directory where main source is located.
- Add Qtvc_dll.lib to the item of Additional Dependency in Configuration Attribute
->Link ->Input on Project Attribute(alt+f7) (In case of VC++6.0).
- * Menu -> Project -> Setting(alt_F7) -> Link -> category[input] ->
Object/library modules[Qtv_dll.lib] add
- Must locate Quvc_dll.dll file together with EXE file after drawing and building
application file for run
- Attaching sample source of application program drawn at Microsoft Visual VC++6.0.
Refer to it together with this document.

Cf) In case drawing by CLampTestDlg

```
extern "C" __declspec(dllimport) bool Tcp_Qu_RW(int iPort, byte *pblp, byte
*pbData);
```

```
void CLampTestDlg::OnButton_RD ()
{
// TODO: Add your control notification handler code here
int i;
```

```
bool b_chk;
byte c_pldata[15];
byte c_plpadd[4];
int iPort;
```

```
c_pldata[0] = 0; // 1-write 0-read
```

```
c_plpadd[0] = 192;
c_plpadd[1] = 168;
c_plpadd[2] = 10;
c_plpadd[3] = 200;
```

```
iPort = 20000;
```

```
b_chk = Tcp_Qu_RW(iPort,c_plpadd,c_pldata);
```

```
m_str = " ";
if(b_chk) {
```

```
if(c_pldata[2] == 0 ) m_str += " R-OFF/";
```

```

else if(c_pldata[2] == 1 ) m_str += " R-ON/";
else m_str += " R-BLINK/";
if(c_pldata[3] == 0 ) m_str += " Y-OFF/";
else if(c_pldata[3] == 1 ) m_str += " Y-ON/";
else m_str += " Y-BLINK/";
if(c_pldata[7] == 0 ) m_str += " Sound-OFF/";
else m_str += " Sound-ON/";
}
else m_str = " [Send Error] ";
UpdateData(0);
}
void CLampTestDlg::OnButton_WR ()
{
// TODO: Add your control notification handler code here
5
#define D_not 100 // Don't care // Do not change
before state
#define C_lampoff 0
#define C_lampon 1
#define C_lampblink 2
bool b_chk;
byte c_pldata[15];
byte c_plpadd[4];
int iPort;
c_pldata[0] = 1; // 1-write 0-read
//Sound 5ea model
c_pldata[1] = 0;
//sound 25ea model group select 0-4:
//c_pldata[1] = 3;
c_pldata[2] = C_lampon; // lamp1 RED
c_pldata[3] = C_lampblink; // lamp2 Yellow
c_pldata[4] = C_lampoff; // lamp3 Green
c_pldata[5] = D_not; // lamp4 Blue
c_pldata[6] = C_lampoff; // lamp4 White
c_pldata[7] = 3; // sound
c_plpadd[0] = 192;
c_plpadd[1] = 168;
c_plpadd[2] = 10;
c_plpadd[3] = 200;
6
iPort = 20000;
b_chk = Tcp_Qu_RW(iPort,c_plpadd,c_pldata);
if(b_chk) m_str = " [Success send] ";
else m_str = " [Send Error] ";
UpdateData(0);
}

```

4-2. Visual Basic

※ Attaching sample source of application program drawn at Microsoft Visual VB++6.0.
Refer to it together with this document.

Copy Qtvb_dll.lib,Qtvb_dll.dll on the location where EXE file generates.

```
Public Declare Function Tcp_Qu_RW Lib "Qtvb_dll.dll" Alias "_Tcp_Qu_RW@12"  
(ByVal iPort As Integer, ByRef pblp As Byte, ByRef pbData As Byte) As Boolean  
Private Sub Lamp_write_Click()  
Const C_index = 0  
Const C_type = 0  
Const D_not = 100 ' Don't care // Do not change before state  
Const C_lampoff = 0  
Const C_lampon = 1  
Const C_lampblink = 2  
Dim b_in As Boolean  
7  
Dim b_vb As Boolean  
Dim iPort As Integer  
Dim bData(15) As Byte  
Dim blpAdd(4) As Byte  
'----- control data  
bData(0) = 1 '1-write 0-read  
'type sound 5ea Model  
bData(1) = 0  
'type sound 25ea model Group Select  
'bData(1) = 3  
bData(2) = C_lampon ' Red  
bData(3) = C_lampblink ' Yellow  
bData(4) = D_not ' Green  
bData(5) = C_lampon ' Blue  
bData(6) = C_lampblink ' White  
' Sound 0-(off) 1-4(Sound select)  
' Else ' Don't care Do not change before state  
bData(7) = 2  
'----- dest ip and port  
blpAdd(0) = 192  
blpAdd(1) = 168  
blpAdd(2) = 10  
blpAdd(3) = 200  
iPort = 20000  
b_in = Tcp_Qu_RW(iPort, blpAdd(0), bData(0))  
8  
'b_in = Usb_Qu_write(0, 0, bData(0))  
If b_in = 0 Then  
b_vb = False  
Else
```

```

b_vb = True
End If
If b_vb = True Then
Text1.Text = " Send Success"
Else
Text1.Text = " Send Error"
End If
'Text1.Text = b_in
End Sub
Private Sub Read_state_Click()
Dim i As Long
Dim mstr As String
Dim b_in As Boolean
Dim b_vb As Boolean
Dim iPort As Integer
Dim bData(15) As Byte
Dim blpAdd(4) As Byte
'----- control data
bData(0) = 0 '1-write 0-read
bData(1) = 0 ' type
9
'----- dest ip and port
blpAdd(0) = 192
blpAdd(1) = 168
blpAdd(2) = 10
blpAdd(3) = 200
iPort = 20000
b_in = Tcp_Qu_RW(iPort, blpAdd(0), bData(0))
If b_in = 0 Then
b_vb = False
Else
b_vb = True
End If
mstr = " "
If b_vb = True Then
If bData(2) = 0 Then
mstr = mstr + "R-OFF/"
Elseif bData(2) = 1 Then
mstr = mstr + "R-ON/"
Else
mstr = mstr + "R-BLINK/"
End If
If bData(3) = 0 Then
mstr = mstr + "Y-OFF/"
Elseif bData(3) = 1 Then
mstr = mstr + "Y-ON/"
Else

```

```
mstr = mstr + "Y-BLINK/"
End If
10
If bData(7) = 0 Then
mstr = mstr + "Sound-OFF/"
Else
mstr = mstr + "Sound-ON/"
End If
Else
mstr = "Connect error"
End If
Text1.Text = mstr
End Sub
11
```

5. Contact Us

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