

Managed SimpleIO DLL Documentation

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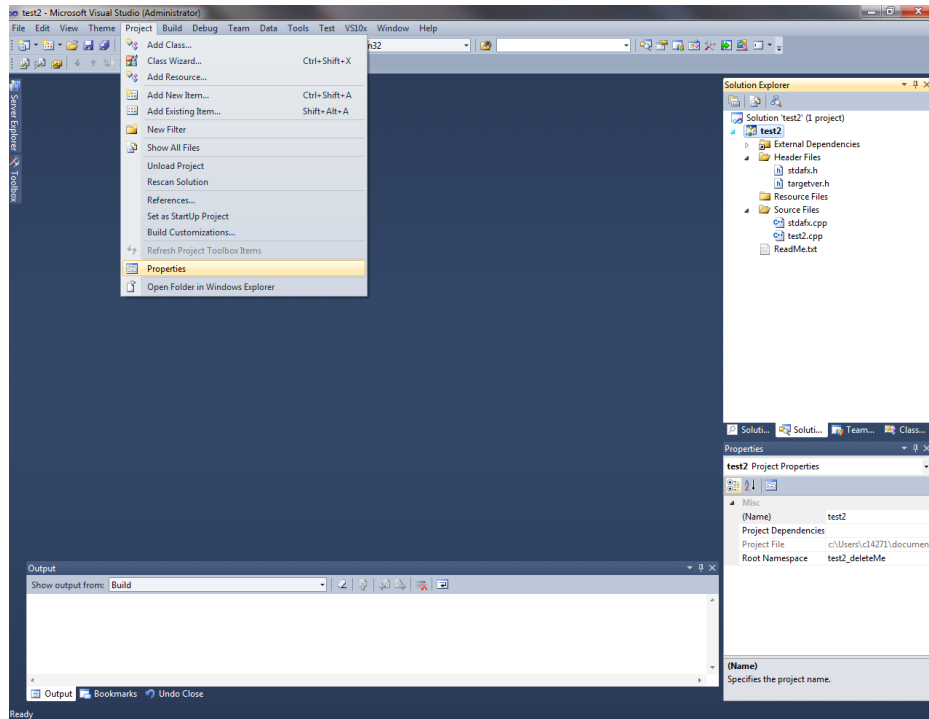
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Unmanaged vs. Managed DLL

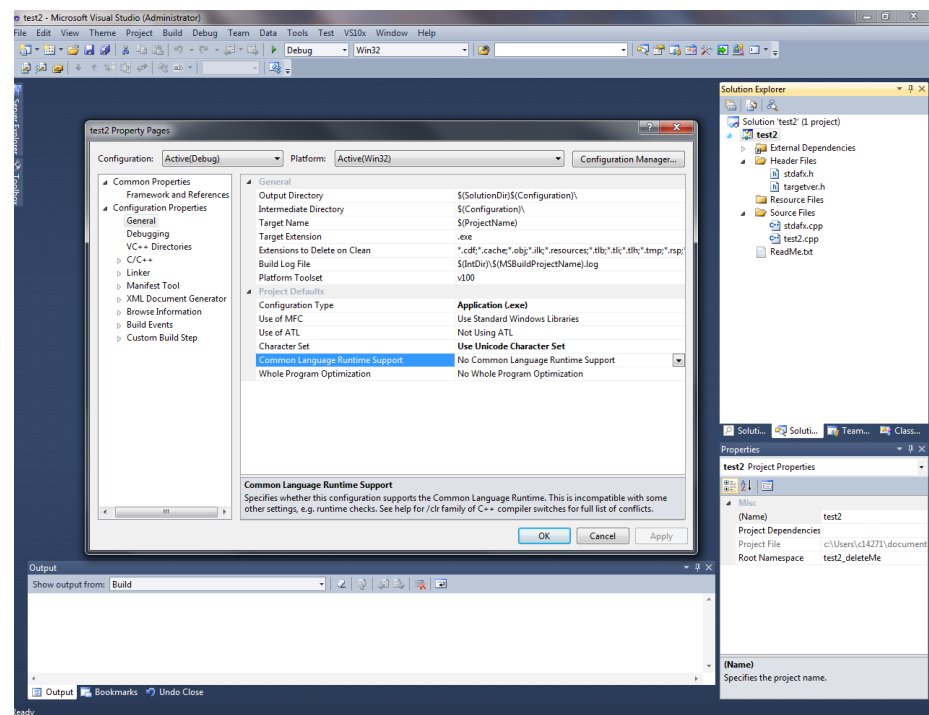
This document will cover the use of the SimpleIO.dll library file. Since the SimpleIO DLL comes in two different forms, managed or unmanaged, it is important to know which version is the right one to use for your project. **Please note that if the SimpleIO file has a “-UM” appended to the name, it is unmanaged and if it is not present, the DLL is managed.** The classification of whether or not an application is managed or unmanaged has to do with its dependency on the .NET framework. A managed application will use/rely on the .NET framework for one or more operations while the unmanaged version does not have any dependency on the .NET framework. Therefore the unmanaged version can be used on a Window’s based computer without the .NET framework installed. Accessing the functions of the managed DLL is easier than accessing the unmanaged DLL functions and so it is recommended to choose the managed DLL unless you require otherwise. Normally, it is recommended that an unmanaged application uses the unmanaged DLL and vice versa. If you are unsure if your application is managed, you can use the tutorial below to determine this.

How to Use Visual Studio to Find Which DLL Your Application Needs

If you are using Microsoft Visual Studio as your development tool, chances are that your program is managed. And likewise, if your development tool is not Visual Studio, it is likely your project is unmanaged. Either way, it is wise to be certain. To find out if your Visual Studio project is managed or unmanaged, left-click on the project in the “Solution Explorer” window and then click the “Project” menu item and select the “Properties” option.



Once this is done, expand the “Configuration Properties” menu and then click on the general category. The “Common Language Runtime Support” option should be set to “No Common Language Runtime Support” if your project is unmanaged. If it is set to any other option then your project is managed. You should see something similar to what is shown below.



Sample Code (C#) for a Managed Application

```
using System;
using System.Collections.Generic;
using System.Text;
//STEP 1:
//  Add the DLL as a reference to your project through "Project" -> "Add Reference"
//  menu item within Visual Studio
using SimpleIO;    //<---- Need to include this namespace

namespace ConsoleApplication1
{
    class Program
    {
        static void Main()
        {
            //Variables
            const uint mcp2200_VID = 0x04D8;    //VID for MCP2200
            const uint mcp2200_PID = 0x00DF;    //PID for MCP2200
            bool isConnected = false;           //Connection status of MCP2200

            //STEP 2: Make function call using class name
            //Initialize the MCP2200
            SimpleIOClass.InitMCP2200(mcp2200_VID, mcp2200_PID);
            //Check connection status
            isConnected = SimpleIOClass.IsConnected();
            if (isConnected == true)
            {
                Console.WriteLine("The device is connected.\n");
            }
            else
            {
                Console.WriteLine("The device is NOT connected.\n");
            }
        }
    }
}
```

Simple IO API

Summary:

```

void SimpleIOClass::InitMCP2200(unsigned int VendorID,
                                unsigned int ProductID)

bool SimpleIOClass::IsConnected()

bool SimpleIOClass::ConfigureMCP2200(unsigned char IOMap,
                                      unsigned long BaudRateParam,
                                      unsigned int RxLEDMode,
                                      unsigned int TxLEDMode,
                                      bool FLOW,
                                      bool ULOAD,
                                      bool SSPND)

bool SimpleIOClass::SetPin(unsigned int pin)
bool SimpleIOClass::ClearPin(unsigned int pin)
int SimpleIOClass::ReadPinValue(unsigned int pin)
bool SimpleIOClass::ReadPin(unsigned int pin,
                             unsigned int *returnvalue)

bool SimpleIOClass::WritePort(unsigned int portValue)
bool SimpleIOClass::ReadPort(unsigned int *returnvalue)
int SimpleIOClass::ReadPortValue()
int SimpleIOClass::SelectDevice(unsigned int uiDeviceNo)
int SimpleIOClass::GetSelectedDevice()
unsigned int SimpleIOClass::GetNoOfDevices()
void SimpleIOClass::GetDeviceInfo(unsigned int uiDeviceNo,
                                  LPSTR strOutput)

void SimpleIOClass::GetSelectedDeviceInfo(LPSTR strOutput)
int SimpleIOClass::ReadEEPROM(unsigned int uiEEPAddress)
int SimpleIOClass::WriteEEPROM(unsigned int uiEEPAddress,
                                unsigned char ucValue)

```

While ConfigureMCP2200 configures the device with one call, it may also be configured one parameter at a time:

```

bool SimpleIOClass::fnRxLED(unsigned int mode)
bool SimpleIOClass::fnTxLED(unsigned int mode)
bool SimpleIOClass::fnHardwareFlowControl(unsigned int onOff)
bool SimpleIOClass::fnULoad(unsigned int onOff)
bool SimpleIOClass::fnSuspend(unsigned int onOff)
bool SimpleIOClass::fnSetBaudRate(unsigned long BaudRateParam)
bool SimpleIOClass::ConfigureIO(unsigned char IOMap)
bool SimpleIOClass::ConfigureIoDefaultOutput(unsigned char ucIoMap,
                                              unsigned char ucDefValue)

```

Constants:

```

const unsigned int OFF = 0;
const unsigned int ON = 1;
const unsigned int TOGGLE = 3;
const unsigned int BLINKSLOW = 4;
const unsigned int BLINKFAST = 5;

```

1. InitMCP2200

Function:

```
void SimpleIOClass::InitMCP2200 (unsigned int VendorID, unsigned int
                                ProductID)
```

Summary:

Configures the Simple IO class for a specific Vendor and product ID.

Description:

Sets the Vendor and Product ID used for the project.

Precondition:

None

Parameters:

Vendor ID - Assigned by USB IF (www.usb.org)
Product ID - Assigned by the Vendor ID Holder

Returns:

none

Example:

```
InitMCP2200 (0x4D8, 0x00DF);
```

Remarks:

Call this function before any other calls to set the Vendor and Product IDs.

2. IsConnected

Function:

```
bool SimpleIOClass::IsConnected()
```

Summary:

Checks with the OS to see if the current VID/PID device is connected

Description:

Checks if a MCP2200 is connected to the computer and if so it returns true, otherwise the result will be false

Precondition:

VID & PID must have been previously set via a call to InitMCP2200 (VID, PID)

Parameters:

none

Returns:

true if the device is connected to the host.
false if the device is not connected to the host.

Example:

```
<code>
    if (IsConnected ())
    {
        lblStatusBar->Text = "Device connected";
    }
    else
        lblStatusBar->Text = "Device Disconnected";
</code>
```

Remarks:

No actual communication with the end device is conducted. The function inquiries with the OS to see if the specified VID/PID has enumerated.

3. ConfigureMCP2200

Function:

```
bool SimpleIOClass::ConfigureMCP2200 (unsigned char IOMap,
                                     unsigned long BaudRateParam,
                                     unsigned int RxLEDMode,
                                     unsigned int TxLEDMode,
                                     bool FLOW,
                                     bool ULOAD,
                                     bool SSPND)
```

Summary:

Configures the device.

Description:

Sets the default GPIO designation, baudrate, TX/RX Led modes, flow control

Precondition:

The Vendor and Product ID must have been specified by InitMCP2200().

Parameters:

IOMap - A byte which represents the input/output state of the pins (each bit may be either a 1 for input, and 0 for output.

BaudRateParam - the default communication baudrate

RxLEDMode - can take one of the constant values (OFF, ON, TOGGLE, BLINKSLOW, BLINKFAST) in order to define the behavior of the RX Led

```
OFF = 0;
ON = 1;
TOGGLE = 3;
BLINKSLOW = 4;
BLINKFAST = 5;
```

TxLEDMode - can take one of the defined values (OFF, ON, TOGGLE, BLINKSLOW, BLINKFAST) in order to define the behavior of the TX Led

FLOW - This parameter establishes the default flow control method (false - no HW flow control, true - RTS/CTS flow control)

ULOAD - This parameter establishes if the pin is configured as USBCFG status.

SSPND - This parameter establishes if the pin is configured as SSPND status.

Returns:

Function returns true if the transmission is successful and returns false if the transmission fails.

Example:

```
if (ConfigureMCP2200(0x43, 9600, BLINKSLOW, BLINKFAST, false, false,
                    false) == SUCCESS)
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command ";
```

Remarks:

None

4. fnRxLED

Function:

```
bool SimpleIOClass::fnRxLED (unsigned int mode)
```

Summary:

Configures the Rx LED mode. Rx LED configuration will be stored in NVRAM.

Description:

Sets the Rx Led mode to one of the possible values and it also sets the remaining of the relevant parameters (GPIO designation, baudrate, flow control, Tx Led) with the default values as they're assigned either at the call to the `ConfigureMCP2200()` or with the default values read back from the device itself

Precondition:

The Vendor and Product ID must have been specified by `InitMCP2200()`.

Parameters:

mode (constant): OFF, TOGGLE, BLINKSLOW, BLINKFAST

Returns:

Returns true if the transmission is successful.

Returns False if the transmission fails.

Example:

```
if (fnRxLED (BLINKFAST) == SUCCESS)
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
    SimpleIOClass::LastError();
```

Remarks:

Error code is returned in `SimpleIOClass::LastError()`

5. fnTxLED

Function:

```
bool SimpleIOClass::fnTxLED (unsigned int onOff,
                             unsigned int mode)
```

Summary:

Configures the Tx LED mode. Tx LED configuration will be stored NVRAM.

Description:

Sets the Tx Led mode to one of the possible values and it also sets the remaining of the relevant parameters (GPIO designation, baudrate, flow control, Tx Led) with the default values as they're assigned either at the call to the `ConfigureMCP2200()` or with the default values read back from the device itself

Precondition:

The Vendor and Product ID must have been specified by InitMCP2200().

Parameters:

mode (constant): OFF, TOGGLE, BLINKSLOW, BLINKFAST

Returns:

Function returns true if the transmission is successful.
Returns False if the transmission fails.

Example:

```
if (fnTxLED (BLINKSLOW) == SUCCESS)
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
SimpleIOClass::LastError();
```

Remarks:

Error code is returned in SimpleIOClass::LastError()

6. fnHardwareFlowControl

Function:

bool SimpleIOClass::fnHardwareFlowControl (unsigned int onOff)

Summary:

Configures the flow control of the MCP2200. The flow control configuration will be stored in NVRAM

Description:

Sets the flow control to HW flow control (RTS/CTS) or No flow control

Precondition:

The Vendor and Product ID must have been specified by InitMCP2200()

Parameters:

onOff - 1 - if Hw flow control needed
 0 - if No flow control needed

Returns:

Function returns true if the transmission is successful returns False if the transmission fails.

Example:

```
if (fnHardwareFlowControl(1) == SUCCESS)
    lblStatusBar->Text = "Success";
```

```
else
    lblStatusBar->Text = "Invalid command " +
SimpleIOClass::LastError();
```

Remarks:

Error code is returned in SimpleIOClass::LastError()

7. fnULoad

Function:

```
bool SimpleIOClass::fnULoad(unsigned int onOff)
```

Summary:

Configures the GP1 pin of the MCP2200 to show the status of the USB configuration

Description:

When the GP1 is designated to show the USB configuration status, the pin will start low (during power-up or after reset) and it will go high after the MCP2200 is successfully configured by the host

Precondition:

The Vendor and Product ID must have been specified by InitMCP2200()

Parameters:

onOff - 1 - GP1 will reflect the USB configuration status
 0 - GP1 will not reflect the USB configuration status (can be used as GPIO)

Returns:

Function returns true if the transmission is successful returns False if the transmission fails.

Example:

```
if (fnULoad(1) == SUCCESS)
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " + SimpleIOClass::LastError();
```

Remarks:

Error code is returned in SimpleIOClass::LastError()

8. fnSuspend

Function:

```
bool SimpleIOClass::fnSuspend(unsigned int onOff)
```

Summary:

Configures the GP0 pin of the MCP2200 to show the status of Suspend/Resume USB states

Description:

When the GP0 is designated to show the USB Suspend/Resume states, the pin will go low when the Suspend state is issued or will go high when the Resume state is on

Precondition:

The Vendor and Product ID must have been specified by InitMCP2200()

Parameters:

onOff - 1 - GP0 will reflect the USB Suspend/Resume states
 0 - GP0 will not reflect the USB Suspend/Resume states (can be used as GPIO)

Returns:

Function returns true if the transmission is successful returns False if the transmission fails.

Example:

```
if (fnSuspend(1) == SUCCESS)
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
SimpleIOClass::LastError();
```

Remarks:

Error code is returned in SimpleIOClass::LastError()

9. fnSetBaudRate

Function:

```
bool SimpleIOClass::fnSetBaudRate (unsigned long BaudRateParam)
```

Summary:

Configures the device's default baudrate. The baudrate value will be stored in NVRAM.

Description:

Sets the desired baudrate and it will store it into device's NVRAM.

Precondition:

The Vendor and Product ID must have been specified by `InitMCP2200()`.

Parameters:

BaudRateParam - the desired baudrate value

Returns:

Function returns true if the transmission is successful and returns false if the transmission fails.

Example:

```
if (fnSetBaudRate(9600) == SUCCESS)
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
    SimpleIOClass::LastError();
```

Remarks:

Error code is returned in `SimpleIOClass::LastError()`

10.ConfigureIO

Function:

`bool SimpleIOClass::ConfigureIO (unsigned char IOMap)`

Summary:

Configures the GPIO pins for Digital Input, Digital Output

Description:

GPIO Pins can be configured as Digital Input, Digital Output

Precondition:

The Vendor and Product ID must have been specified by `InitMCP2200`.

Parameters:

IOMap - a byte which represents a bitmap of the GPIO configuration
a bit set to '1' will be a digital input
a bit set to '0' will be a digital output
MSB - - - - - LSB
GP7 GP6 GP5 GP4 GP3 GP2 GP1 GP0

Returns:

Function returns true if the transmission is successful and returns false if the transmission fails.

Example:

```

if (ConfigureIO(0xA5) == SUCCESS)
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
SimpleIOClass::LastError();

```

Remarks:

Error code is returned in SimpleIOClass::LastError()

11.ConfigureIoDefaultOutput

Function:

```

bool SimpleIOClass::ConfigureIoDefaultOutput(
                                unsigned char ucIoMap,
                                unsigned char ucDefValue)

```

Summary:

Configures the IO pins for Digital Input, Digital Output and also the default output latch value

Description:

IO Pins can be configured as Digital Input, Digital Output
The default output latch value is received as a parameter

Precondition:

The Vendor and Product ID must have been specified by InitMCP2200.

Parameters:

ucIoMap - a byte containing a bit-map used to set the GPIOs as either input or output
1 - GPIO configured as input
0 - GPIO configured as output

MSB	-	-	-	-	-	-	LSB
GP7	GP6	GP5	GP4	GP3	GP2	GP1	GP0

ucDefValue - the default value that will be loaded to the output latch
(effect only on the pins configured as outputs)

Returns:

Function returns true if the transmission is successful and returns false if the transmission fails.

Example:

```

if (ConfigureIoDefaultOutput(IoMap, DefValue) == SUCCESS)
    lblStatusBar->Text = "Success";

```

```
else
    lblStatusBar->Text = "Invalid command " +
SimpleIOClass::LastError();
```

Remarks:

Error code is returned in SimpleIOClass::LastError()

12.SetPin

Function:

```
bool SimpleIOClass::SetPin(unsigned int pin)
```

Summary:

Sets the specified pin.

Description:

Sets the specified pin to logic '1'.

Precondition:

Must have previously been configured as an output via a ConfigureIO or ConfigureIoDefaultOutput call.

Parameters:

pin - The pin number to set (0-7)

Returns:

Function returns true if the transmission is successful and returns false if the transmission fails.

Example:

```
if (SetPin (2))
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
SimpleIOClass::LastError();
```

Remarks:

Error code is returned in SimpleIOClass::LastError()

13.ClearPin

Function:


```
bool SimpleIOClass::ClearPin(unsigned int pin)
```

Summary:

Clears the specified pin.

Description:

Clears the specified pin to logic '0'.

Precondition:

Must have previously been configured as an output via a ConfigureIO or ConfigureIoDefaultOutput call.

Parameters:

pin - The pin number to set (0-7)

Returns:

Function returns true if the transmission is successful returns False if the transmission fails.

Example:

```
if (ClearPin (2))
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
    SimpleIOClass::LastError();
```

Remarks:

Error code is returned in SimpleIOClass::LastError()

14.ReadPin

Function:

```
bool SimpleIOClass::ReadPin( unsigned int pin,
                             unsigned int *returnvalue)
```

Summary:

Reads the specified pin.

Description:

Reads the specified pin and returns the value in returnvalue. If the pin has been configured as Digital Input, the return value will be either 0 or 1.

Precondition:

Must have previously been configured as an input via a ConfigureIO or ConfigureIoDefaultOutput call.

Parameters:

pin - The pin number to set (0-7)
returnvalue - the value read on the pin (0 or 1)

Returns:

Function returns true if the transmission is successful
returns False if the transmission fails.

Example:

<code>

```
unsigned int rv;
if (SimpleIOClass::ReadPin (0, &rv))
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
    SimpleIOClass::LastError();
```

</code>

Remarks:

Error code is returned in SimpleIOClass::LastError()

15.ReadPinValue

Function:

int SimpleIOClass::ReadPinValue(unsigned int pin)

Summary:

Reads the specified pin.

Description:

Reads the specified pin and returns the value as the return value. If the pin has been configured as Digital Input, the return value will be either 0 or 1.
if an error occurs, the function will return a value of 0x8000

Precondition:

Must have previously been configured as an input via a ConfigureIO or ConfigureIoDefaultOutput call.

Parameters:

pin - The pin number to set (0-7)

Returns:

Function returns the read value of the pin and returns a value of 0x8000 if an error occurs.

Example:

```
    unsigned int rv;
    if (SimpleIOClass::ReadPinValue(0) != 0x8000)
        lblStatusBar->Text = "Success";
    else
        lblStatusBar->Text = "Invalid command " +
        SimpleIOClass::LastError();
```

Remarks:

Error code is returned in SimpleIOClass::LastError().

16. WritePort

Function:

```
bool SimpleIOClass::WritePort(unsigned int portValue)
```

Summary:

Writes a value to the GPIO port.

Description:

Writes the GPIO port. This provides a means to write all pins at once instead of one-at-a-time.

Precondition:

Must have previously been configured as an input via a ConfigureIO or ConfigureIoDefaultOutput call.

Parameters:

portValue - Byte value to set on the port.

Returns:

Function returns true if the transmission is successful returns False if the transmission fails.

Example:

```
    if (SimpleIOClass::WritePort (0x5A))
        lblStatusBar->Text = "Success";
    else
        lblStatusBar->Text = "Invalid command " +
        SimpleIOClass::LastError();
```

Remarks:

Pins configured for output returns the current state of the port.
Pins configured as input read as one.

17.ReadPort

Function:

```
bool SimpleIOClass::ReadPort(unsigned int *returnvalue)
```

Summary:

Reads the GPIO port as digital input.

Description:

Reads the GPIO port and returns the value in returnvalue. This provides a means to read all pins at once instead of one-at-a-time.

Precondition:

Must have previously been configured as an input via a ConfigureIO or ConfigureIoDefaultOutput call.

Parameters:

pin - The pin number to set (0-7)
returnvalue - the value read on the pin (0 or 1)

Returns:

Function returns true if the read is successful
returns False if there the transmission fails.

Example:

```
unsigned int rv;  
if (SimpleIOClass::ReadPort (&rv))  
    lblStatusBar->Text = "Success";  
else  
    lblStatusBar->Text = "Invalid command " +  
SimpleIOClass::LastError();
```

Remarks:

Pins configured for output returns the current state of the port.
Pins configured as input read as one.

18.ReadPortValue

Function:

```
int SimpleIOClass::ReadPortValue()
```

Summary:

Reads the GPIO port as digital input.

Description:

Reads the GPIO port and returns the value of the port. This provides a mean to read all pins at once instead of one-at-a time. In case of an error the returned value will be 0x8000

Precondition:

Must have previously been configured as an input via a `ConfigureIO` or `ConfigureIoDefaultOutput` call.

Parameters:

None

Returns:

Function returns true if the read is successful
returns False if the transmission fails.

Example:

```
int rv;
rv = SimpleIOClass::ReadPortValue()
if (rv != 0x8000)
    lblStatusBar->Text = "Success";
else
    lblStatusBar->Text = "Invalid command " +
SimpleIOClass::LastError();
```

Remarks:

Pins configured for output returns the current state of the port.
Pins configured as input read as one.

19.SelectDevice

Function:

```
int SimpleIOClass::SelectDevice(unsigned int uiDeviceNo)
```

Summary:

Selects one of the active devices in the system

Description:

The function is used to select one of the detected devices in the system as the "active device"

Precondition:

At least one call to the `InitMCP2200()` is needed in order to have the DLL searching for the compatible devices. Also, in order to have the current number of devices in the system, call the `IsConnected()` function in order

to update the number of connected devices available

Parameters:

uiDeviceNo - the ID of the device we want to select (can have a value between 0 and (number of devices - 1))

Returns:

Function returns 0 in case of selection success, otherwise it will return
E_WRONG_DEVICE_ID (-1) - for a device ID that is out of range
E_INACTIVE_DEVICE (-2) - for an inactive device

Example:

```
<code>
int iResult;
iResult =SimpleIOClass::SelectDevice(1)//Assuming 2 devices are connected
if (iResult == 0)
{
    lblStatusBar->Text = "Success";
}
else
    lblStatusBar->Text = "Error selecting device";
</code>
```

Remarks:

Call the IsConnected() prior to the call of this function in order to have the most recent number of devices that are present in the system.

20.GetSelectedDevice

Function:

```
int SimpleIOClass::GetSelectedDevice(void)
```

Summary:

Returns the ID of the selected device

Description:

The function returns the ID of the current selected device.

Precondition:

At least one call to the InitMCP2200() is needed in order to have the DLL searching for the compatible devices.

Parameters:

None

Returns:

Function returns the ID of the current selected device. Its value can range from 0 to (number of devices - 1)

Example:

```
<code>
    lblStatusBar->Text = SimpleIOClass::GetSelectedDevice();
</code>
```

Remarks:

None

21.GetNoOfDevices

Function:

```
unsigned int SimpleIOClass::GetNoOfDevices(void)
```

Summary:

The function returns the number of available devices present in the system

Description:

The function returns the number of HID devices that have the given VID/PID which are connected in the system.

Precondition:

At least one call to the InitMCP2200() is needed in order to have the DLL searching for the compatible devices. Also, in order to have the current number of devices in the system, call the IsConnected() function in order to update the number of connected devices available.

Parameters:

None

Returns:

Function returns the number of HID devices with the given (as parameters Of InitMCP2200() function) VID/PID

Example:

```
<code>
    SimpleIOClass::IsConnected(); //call this function to refresh the number
                                // of the devices present in the system
    int devCount = SimpleIOClass::GetNoOfDevices();
</code>
```

Remarks:

Call the IsConnected() prior to the call of this function in order to have the most recent number of devices that are present in the system

22. GetDeviceInfo

Function:

String^ SimpleIOClass::GetDeviceInfo(unsigned int uiDeviceNo)

Summary:

Returns the pathname for one of the connected devices

Description:

The function will return the pathname for the given device id

Precondition:

At least one call to the InitMCP2200() is needed in order to have the DLL searching for the compatible devices

Parameters:

uiDeviceNo - The device ID for which we need the path information
Can have a value between 0 and (number of devices - 1)

Returns:

Function returns a string containing the pathname of the given device id. In the case the given ID is out of range, the function will return the "Device Index Error" string. In the case the device for which we need to have the pathname is not connected anymore, the return string will be "Device Not Connected".

Example:

```
<code>  
    lblStatusBar->Text = SimpleIOClass::GetDeviceInfo(0);  
</code>
```

Remarks:

None

23. GetSelectedDeviceInfo

Function:

String^ SimpleIOClass::GetSelectedDeviceInfo(void)

Summary:

Returns the selected device pathname

Description:

The function returns a string containing the unique pathname of the selected device.

Precondition:

At least one call to the InitMCP2200() is needed in order to have the DLL

searching for the compatible devices.

Parameters:

None

Returns:

Function returns a string containing the unique pathname of the selected device.

Example:

```
<code>
    lblStatusBar->Text = SimpleIOClass::GetSelectedDeviceInfo(void)
</code>
```

Remarks:

The default selected device is the first one that the DLL finds. If the user wants to retrieve other device's pathname (assuming more than one device is present in the system), a call to `SelectDevice(deviceNo)` is needed.

24. ReadEEPROM

Function:

```
int SimpleIOClass::ReadEEPROM(unsigned int uiEEPAddress)
```

Summary:

Reads a byte from the chip's EEPROM.

Description:

Reads a byte from the EEPROM at the given address.

Precondition:

At least one call to the `InitMCP2200()` is needed in order to have the DLL searching for the compatible devices.

Parameters:

`uiEEPAddress` - The EEPROM address location we need to write to (must be from 0 to 255incl.).

Returns:

Function returns any positive value as being the EEPROM's location value
`E_WRONG_ADDRESS` (-3) - in case the given EEPROM address is out of range
`E_CANNOT_SEND_DATA` (-4) in case the function cannot send the command to the device.

Example:

```
<code>
    int iRetValue = SimpleIOClass::ReadEEPROM(0x01, 0xAB);

    if (iRetValue >= 0)
    {
        lblStatusBar->Text = "Success";
    }
</code>
```

```

    }
    else
        lblStatusBar->Text = "Error reading to EEPROM "
+ SimpleIOClass::LastError();
</code>

```

Remarks:
None

25. WriteEEPROM

Function:

```

int SimpleIOClass::WriteEEPROM(unsigned int uiEEPAddress,
                                unsigned char ucValue)

```

Summary:

Writes a byte into the chip's EEPROM.

Description:

Writes a byte at the given address into the internal 256 bytes EEPROM.

Precondition:

At least one call to the InitMCP2200() is needed in order to have the DLL searching for the compatible devices.

Parameters:

uiEEPAddress - The EEPROM address location we need to write to (must be from 0 to 255incl.)
ucValue - the byte value we need to write to the given location

Returns:

The function returns 0 if the write command was successfully sent to the Device.
E_WRONG_ADDRESS (-3) - in case the given EEPROM address is out of range
E_CANNOT_SEND_DATA (-4) - in case the function cannot send the command to the device

Example:

```

<code>
int iRetVal = SimpleIOClass::WriteEEPROM(0x01, 0xAB);

    if (iRetVal == 0)
    {
        lblStatusBar->Text = "Success";
    }
    else
        lblStatusBar->Text = "Error writing to EEPROM "
+ SimpleIOClass::LastError();
</code>

```

Remarks:

The function will send the write EEPROM command but it has no

confirmation whether the EEPROM location was actually written.
In order to verify the correctness of EEPROM write, the user can issue a
ReadEEPROM() and check if the returned value matched the written one.
