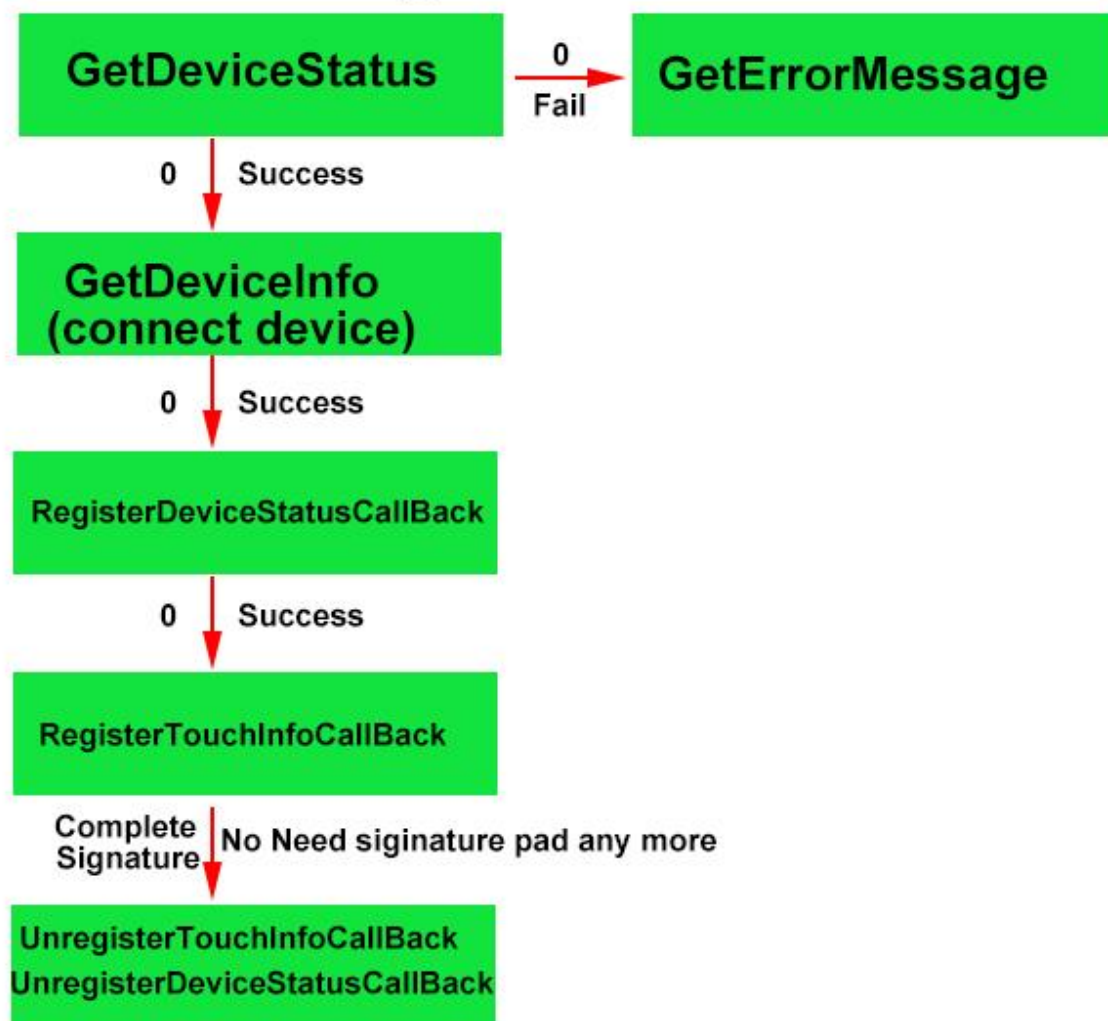


API Instruction Manual

Required DLL

BoardSign.dll

Calling Function Flow



1.1.1. DLL requirements for computer

boardSign.dll directly interact with signature pad, so boardSign.dll has below requirements for computer that is plugged signature pad:

1. Windows7/8/10 OS or above

2. Put it with program in same directory folder, no need to register
3. Different signature pad models has different DLL
4. DLL supports web application

1.1.2. Function Introduction

- 1) GetDeviceInfo(Connect Device):

such as Manufacturer, Chipset No., boardSign.dll version, Axis Range, Pressure Level,, Device Type, VID, PID, SN

- 2) GetDeviceStatus: Available, unavailable(no compatible signature pad device or dll)

3) use callback function to get device status, when device status is unavailable, one process can use multiple callback function and callback in reversed order, device support multiple process to register callback function at the same time.

4) use callback function to get pen writing status, such as Axis range, present pressure level, one process can use multiple callback function and callback in reversed order, device support multiple process to get pen writing status at the same time.

a) when callback function return 0, stop continue callback function, when callback function return 1, continue to call callback function in registered reversed order.

b) In order to stop callback function for writing pen status working slowly, boardSign.dll flash store 133P data at least .

- 5) GetErrorMessage: return code for different error description.
- 6) Provide error codes and error message description

1. DLL require below

- 1) dll support 32bit/64bit windows OS
- 2) dll function or callback function use STDCALL format.
- 3) dll all strings or string groups is ending with '\0'
- 4) dll memory is assigned by function caller

2. Main functions

void GetErrorMessage(interrorCode, char* errorMsg);

- 1) Description: Get Error Message Description.
- 2) Return Value: None

3) Input1: errorCode:.

4) Input2: errorMsg:output error descriptions, Description, Memory is assigned by Function Caller, Max:512byte

intGetDeviceInfo(DEVICE_INFO* info);

5) Description: Get Device Info

6) Return Value: 0:success; other:Fail. Use GetErrorMessage for error Description details.

7) Input1: Deviceinfo structure, memory is assigned by Function Caller

DEVICE_INFO	
char[56] VendorName	Manufacturer
char[32] ProductName	Chipset No
char[12] DllVersion	dll Version
RECT MonitorBounds;	Axis Range
int PressureLevel;	Pressure Level (512、1024、2048)
int DeviceType	0:10inch Signature LCD Pad 1:5inch Signature LCD Pad 2:Signature Pad
ushort vendorID	VID
ushort productID	PID
char serial[20]	SN

RECT	
int left	Left
int right	Right
int top	Up
int bottom	Down

int GetDeviceStatus();

Description: Get Device Status.

Return Value: 0:Device Available; other:Device Unavailable.

Input: None.

int RegisterDeviceStatusCallBack(DEVICE_STATUS_FUNC* func);

Description: Register callback function for Device Status

Return Value: 0:success; other:Fail. Use GetErrorMessage for error Description details.

Input1: CallBack Function Pointer.

typedef void (STDCALL *DEVICE_STATUS_FUNC)(int status);	
int status	Device present Status:0, Available; other, Unavailable

int UnregisterDeviceStatusCallBack(DEVICE_STATUS_FUNC* func);

Description: UnregisterDeviceStatuscallback and

RegisterDeviceStatusCallBack are a pair to use

Return Value: 0:success; other:Fail. Use GetErrorMessage for error Description details

Input1: CallBack Function Pointer.

int RegisterTouchInfoCallBack(TOUCH_INFO_FUNC* func);

Description: Register function for writing pen info.

Return Value: 0:success; other:Fail. Use GetErrorMessage for error Description details.

Input1: CallBack Function Pointer.

typedef int (STDCALL * TOUCH_INFO_FUNC)(TOUCH_INFO info);	
TOUCH_INFO info	Writing pen info structure
Return Value	0: stop calling function 1:continue calling function in reversed order.

TOUCH_INFO	
int x	X
int y	Y
int pressure	Pressure level

intbtnId	Ok/Resign/Cancel button for 5inch Signature LCD/Pad btnId = -1 for 10inch signature LCD/Pad
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int UnregisterTouchInfoCallBack(TOUCH_INFO_FUNC* func);

Description: Unregister callback function for writing pen info and

RegisterTouchInfoCallBack are a pair to use

Return Value: 0:success; other:Fail. Use GetErrorMessage for error Description details.

Input1: CallBack Function Pointer.