

K8074 Communications Library API Overview

```
HANDLE WINAPI OpenDevice(LPCSTR szPort);
```

Connects to a K8074 device on the specified port. This function will return FALSE if a connection cannot be established.

```
VOID WINAPI CloseDevice(HANDLE hDevice);
```

Closes an open connection using the specified device handle. You should always call this function to close a connection opened with a call to OpenDevice.

```
DWORD WINAPI GetDllVersion(VOID);
```

Returns a DWORD value where the high-order word is the major build number and the low-order word is the minor build version.

```
BOOL WINAPI SendCommand(HANDLE hDevice, BYTE address, BYTE cmd, BYTE param);
```

Sends a command to the K8074.

The cmd parameter can be any of the following commands:

```
#define K8074_SET_ADDRESS          0x41 // 'A'  
#define K8074_SEND_BYTE           0x42 // 'B'  
#define K8074_CLEAR_RELAY         0x43 // 'C'  
#define K8074_DISPLAY_ADDRESS     0x44 // 'D'  
#define K8074_EMERGENCY_STOP      0x45 // 'E'  
#define K8074_FORCE_RESET         0x46 // 'F'  
#define K8074_SET_RELAY           0x53 // 'S'  
#define K8074_TOGGLE_RELAY        0x54 // 'T'
```

param is usually the relay number, ranging from 1 to 8.

```
BOOL WINAPI SendByte(HANDLE hDevice, BYTE address, BYTE bMask);
```

Activates any number of relays by using a bitmask. Sending 3h will activate two relays (1st and second), etc.

```
BOOL WINAPI EmergencyStop(HANDLE hDevice);
```

Issues an emergency stop command to the K8074. All Relays will be set to inactive.

```
BOOL WINAPI DisplayAddress(HANDLE hDevice);
```

Displays the address of the K8074 unit in binary by activating the corresponding relays.

```
BOOL WINAPI SetRelay(HANDLE hDevice, BYTE address, DWORD dwRelayId);
```

Activates the specified relay. Relay ids range from 1-8.

```
BOOL WINAPI ClearRelay(HANDLE hDevice, BYTE address, DWORD dwRelayId);
```

Deactivates the specified relay.

```
BOOL WINAPI ToggleRelay(HANDLE hDevice, BYTE address, DWORD dwRelayId);
```

Toggles the specified relay. If the relay is OFF, it will be turned ON, and vice versa.

```
BOOL WINAPI SetAddress(HANDLE hDevice, BYTE oldAddress, BYTE newAddress);
```

Changes the address of a K8074 device. To know the current address you can call DisplayAddress or simply reset the

address with ForceAddress.

```
BOOL WINAPI ForceAddressReset(HANDLE hDevice);
```

Resets the device's address to 1.