



ONNL USB CONNECT

API USER GUIDE





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1.0 USB CONNECT API

The USB Connect API has been developed to allow 3rd party developers easy access to the data transmitted by The Owl energy sensors.

This package comprises two components; the *api.dll* itself – a win32 native dynamic link library with a .NET interface, and a sample C# project that consumes this .dll and exposes a very simple UI.

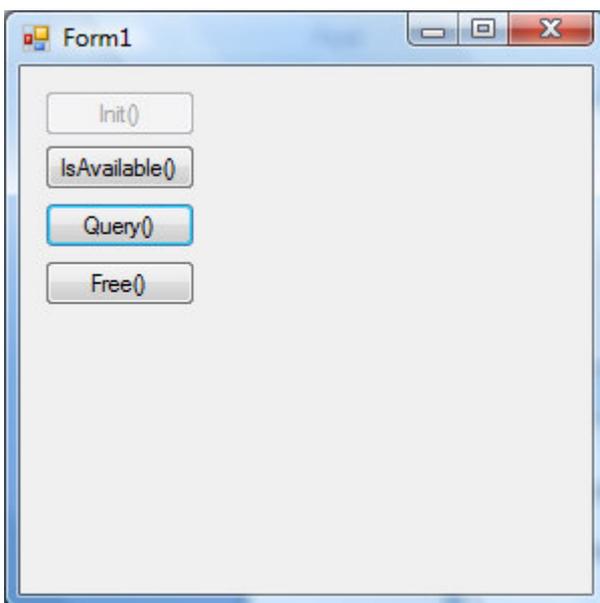
This format makes adding support for The Owl products to your .NET project quick and easy.

2.0 GETTING STARTED

Open the example project in Visual Studio and add *api.dll* as a reference to the project.

Copy the *tenxhid.dll* that came with your USB Connect product into the \Debug and \Release directories of your Visual Studio project.

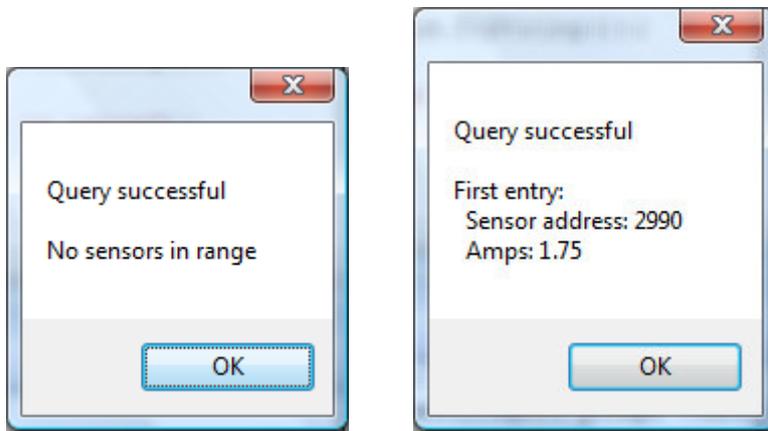
Build and run the project, you should get a window like this:



Click Init() – this imports functions from *tenxhid.dll* so if it fails check the *.dll* is in place.

Click IsAvailable() – this will report whether the radio receiver has been detected on one of the local computers USB ports.

Click Query() – this will return the latest figures for up to ten sensors in an array. One of two dialogs will be displayed:



The sensors transmit on regular intervals or if consumption has just changed. As *api.dll* is only 'listening' from the point you click Init(), it may be several seconds until results are available.

Click Free() to unload *tenxhid.dll* and release resources allocated by Init().