

# VC-C50i

## Sample Application

### Visual C++

Note: This program was developed using Visual C++ Ver.6.0 (SP5). If the setup for the sample program is performed in another environment, problems may occur in the operation of other programs.

## Contents

1. Setup of Sample Program .....	2
1.1 When the Visual C++ 6.0 (SP5) environment is already installed .....	2
1.2 When the Visual C++ 6.0 (SP5) environment is not installed .....	3
2. Adding Functions (Zoom) .....	4
2.1 Procedure for adding buttons .....	4
3. Procedure for Creating New Projects .....	7
4. Sample Program Events .....	9
4.1 AckRxEvent    ACK command receive event .....	9
4.2 NotifyRxEvent    Notification command receive event .....	9

## 1. Setup of Sample Program

### 1.1 When the Visual C++ 6.0 (SP5) environment is already installed

- (1) Copy the CD-ROM sample software and ActiveX control files to the hard disk.
- (2) Copy the Vcc5AXCtrlE.OCX file and Vcc5E.DLL file to the System folder (System32) in Windows.

In Windows 2000:

¥Winnt¥System32

In Windows XP:

¥Windows¥System32

- (3) Add the Acc5AXCtrlE.OCX file entry to the registry.

To add to the registry, open the command prompt in the Accessory menu, and then enter the following command in the command line.

In Windows 2000:

Regsvr32 ¥Winnt¥System32¥Vcc5AXCtrlE.OCX

In Windows XP:

Regsvr32 ¥Windows¥System32¥Vcc5AXCtrlE.OCX

The message shown below is displayed when the registration is successful.



\*Registry entries can be deleted by using the u parameter of Regsvr32.

In Windows 2000:

Regsvr32 /u ¥Winnt¥System32¥Vcc5AXCtrlE.OCX

In Windows XP:

Regsvr32 /u ¥Windows¥System32¥Vcc5AXCtrlE.OCX

- (4) Copy the sample software (all files in the VCSample\_E folder) to the appropriate location.  
The sample software is then available for usage.

## **1.2 When the Visual C++ 6.0 (SP5) environment is not installed**

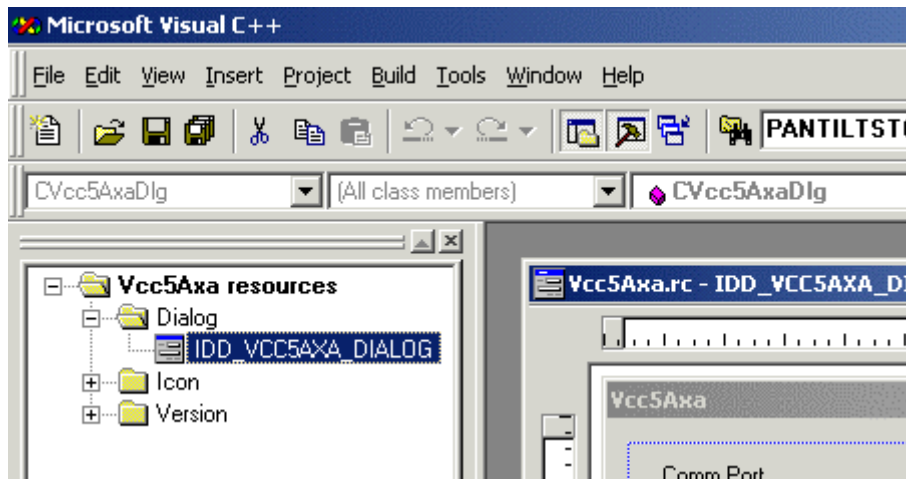
- (1) Use the setup disc to install the sample software and register the required OCX and DLL files.
- (2) Copy the Vcc5AXCtrlE.OCX and Vcc5E.DLL files to the setup directory.
- (3) The sample program can now be run.

## 2. Adding Functions (Zoom)

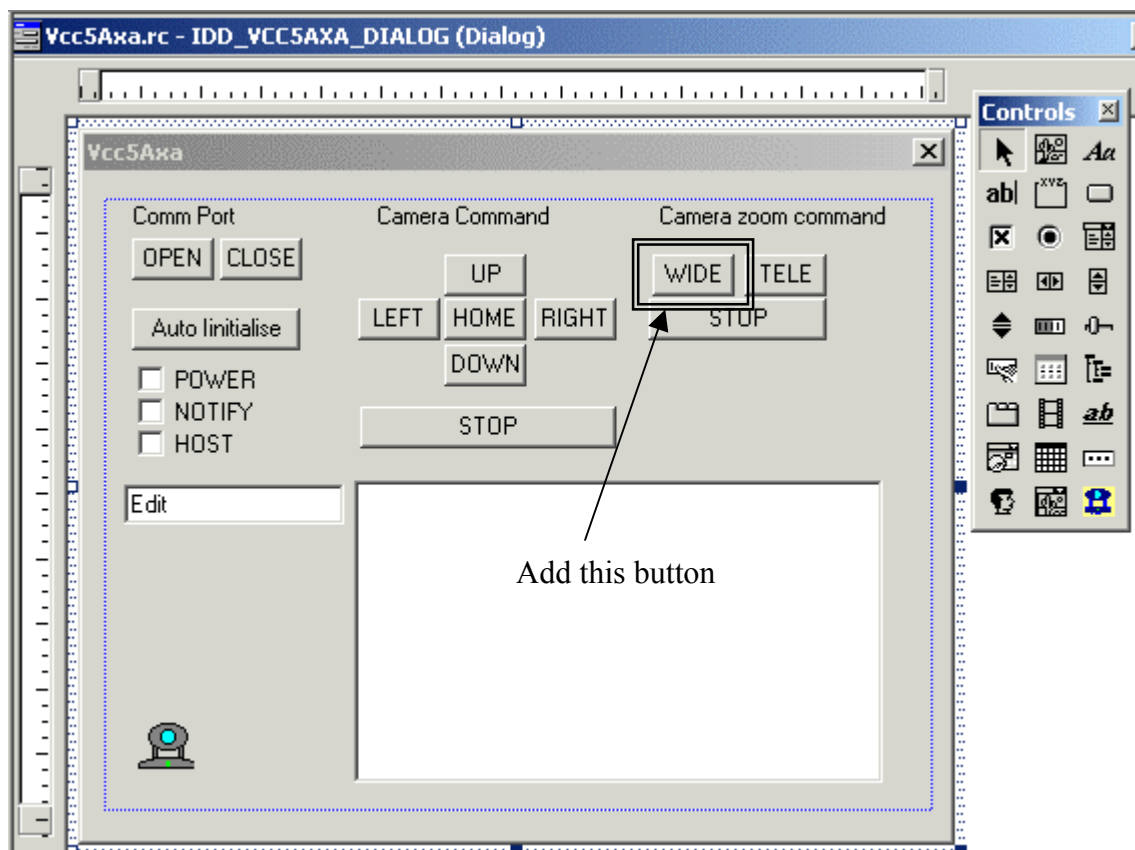
### 2.1 Procedure for adding buttons

This section shows the adding of the WIDE button as an example. The user decides how to change the name and other properties of the button to be added. These user-selected items are indicated by "(User)" in the descriptions below.

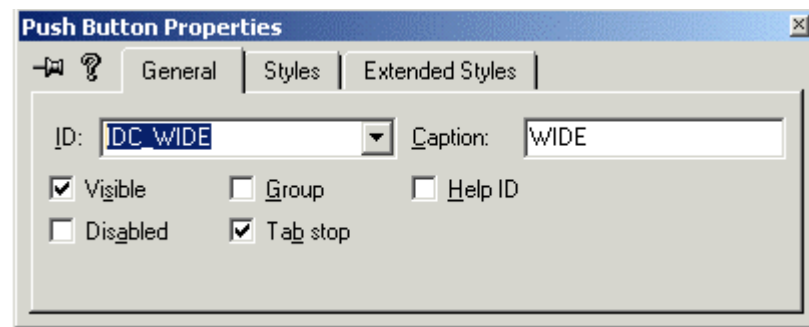
- (1) Click the Resource View tab in the Workspace window, and then double-click the IDD\_VCC5AXA\_DIALOG dialogue box.



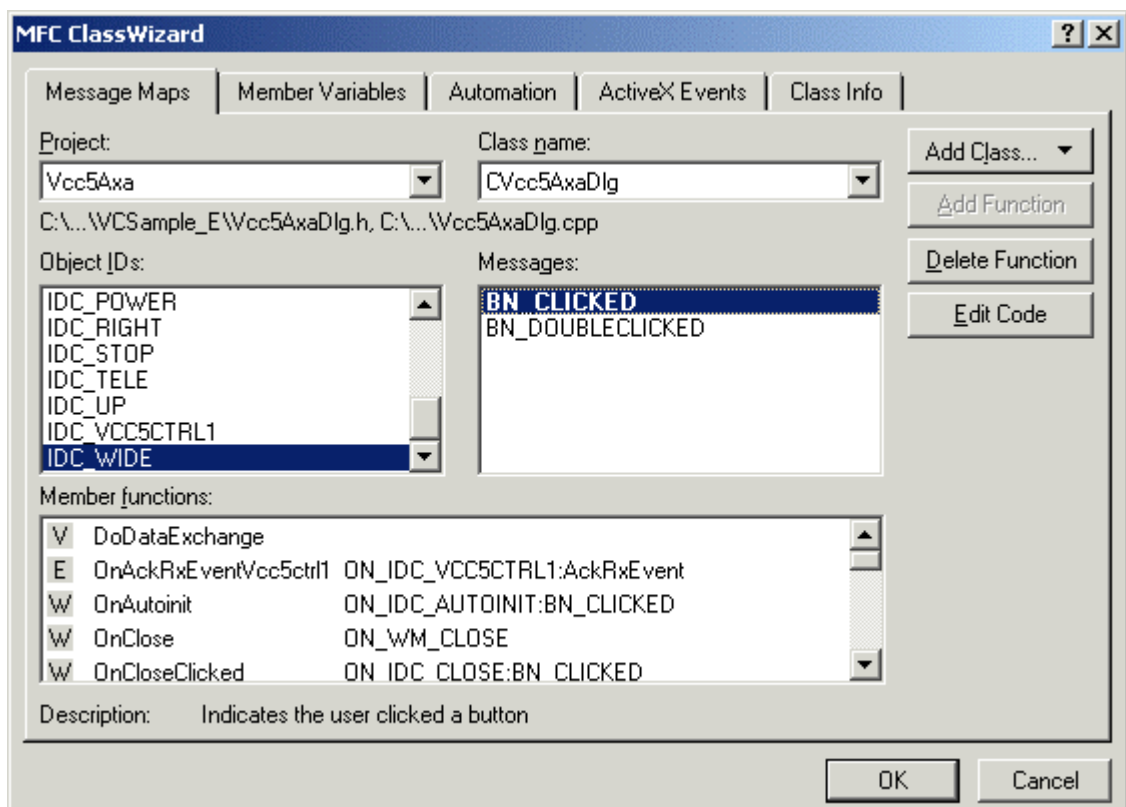
- (2) Paste the new button (WIDE).



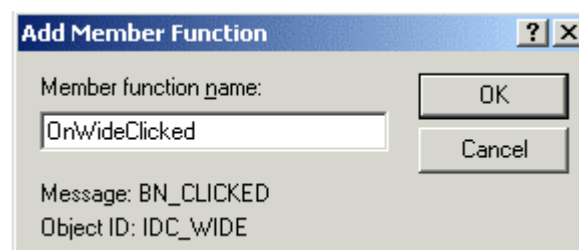
- (3) Select the pasted button, and then right-click it with the mouse. Then, change the ID and caption to "IDC\_WIDE" and "WIDE" (User), respectively.



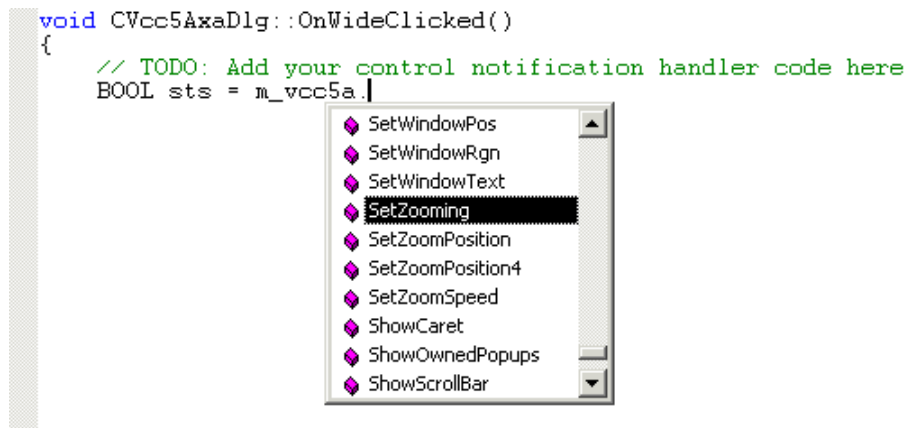
- (4) Select ClassWizard(W) from the View menu.



- (5) Select the newly-created "IDC\_WIDE" from the Object column under the Message Map tab to display the corresponding events in the message column. To add codes when clicking buttons, double-click the BN\_CLICKED item with the mouse. The corresponding function names are displayed. Change the member function name to "OnWideClicked", and then click the OK button.



- (6) Select the Edit Code button in the ClassWizard screen to display the new function skeleton. The codes when buttons are pressed are added here. In this example, the ActiveX SetZooming command is selected.



- (7) The ActiveX control is assigned as m\_vcc5a. Enter the code as shown above and then press "." to display the method lookup table. Use the up and down arrow keys to move to the SetZooming item, and then press the Enter key to select. Of course, you can also enter any of the items manually. The item m\_unit refers to the variable belonging to the device number.

```
void CVcc5AxaDlg::OnWideClicked()
{
    // TODO: Add your control notification handler code here
    BOOL sts = m_vcc5a.SetZooming
    if( sts )
        GetLastCmd();
}

void CVcc5AxaDlg::OnTeleClicked()
{
    // TODO: Add your control notification handler code here
    BOOL sts = m_vcc5a.SetZooming
    if( sts )
        GetLastCmd();
}

void CVcc5AxaDlg::OnZoomstopClicked()
{
    // TODO: Add your control notification handler code here
    BOOL sts = m_vcc5a.SetZooming
    if( sts )
        GetLastCmd();
}
```

\*For information about WIDE zoom commands, refer to the ActiveX control function manual.

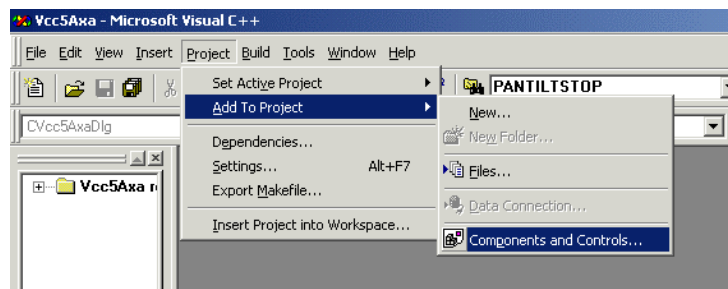
- (8) This completes the procedure for adding the new WIDE button. After compilation, this button can be executed by selecting Execute in the Build menu. This enables you to confirm operation.

\*Add the TELE and STOP buttons using the same procedure as for the WIDE button.

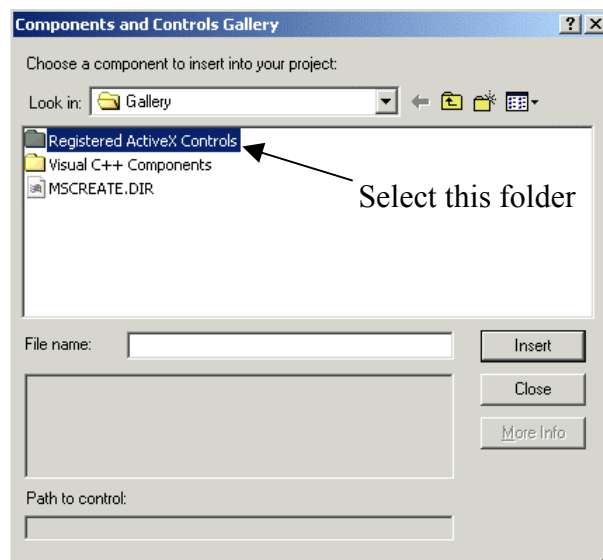
### 3. Procedure for Creating New Projects

This section describes the procedure for creating new applications. Proceed to step 2 if ActiveX is already registered.

- 1) ActiveX manual registration (when ActiveX failed to register at SDK installation)
  - a. Copy the Vcc5AXCtrlE.ocx and Vcc5E.dll files to the System folder (System32) in Windows.
  - b. Run the Regsvr32 utility to register. Under the MS-DOS prompt, this is  
In Windows 2000:  
Regsvr32 c:\Winnt\System32\Vcc5AXCtrlE.ocx  
In Windows XP:  
Regsvr32 c:\Windows\System32\Vcc5AXCtrlE.ocx
- 2) Creating a new project in VC++ (for application-based dialogue boxes)
  - a. Select New from the File menu. The New window is displayed.
  - b. Designate the MFC AppWizard(exe), Project Name, and Location, and then select OK.
  - c. Select Dialogue based, and then select Next.
  - d. Check that ActiveX Controls is already selected, and then select Next to the end.
  - e. Select Finish to create a skeleton of the project.
  - f. From the Project menu, select Add to Project, and then select Components and Controls Gallery.

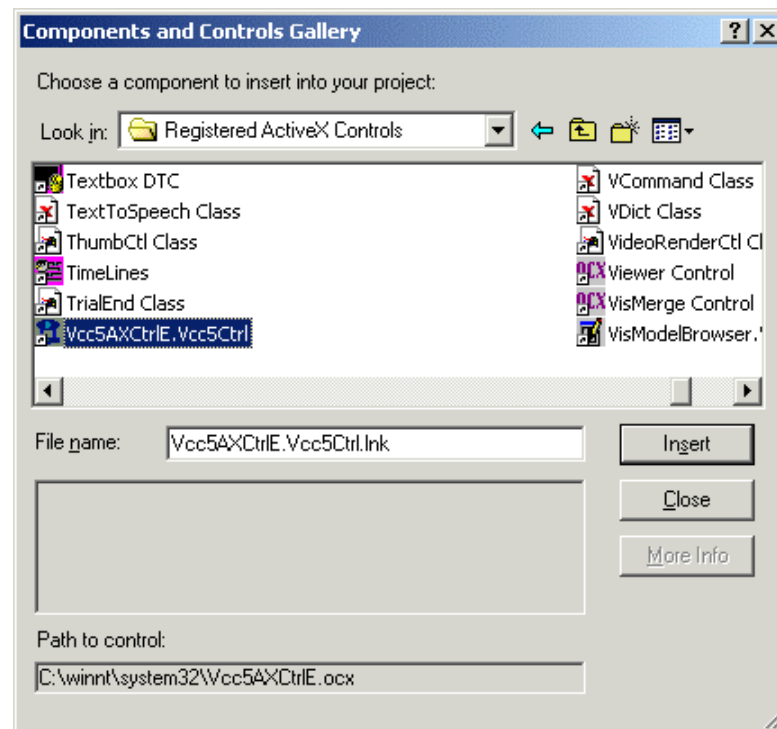


- g. Select the folder "Registered ActiveX Controls", and then select "Vcc5AXCtrlE to enable pasting from the Controls toolbox in the window.

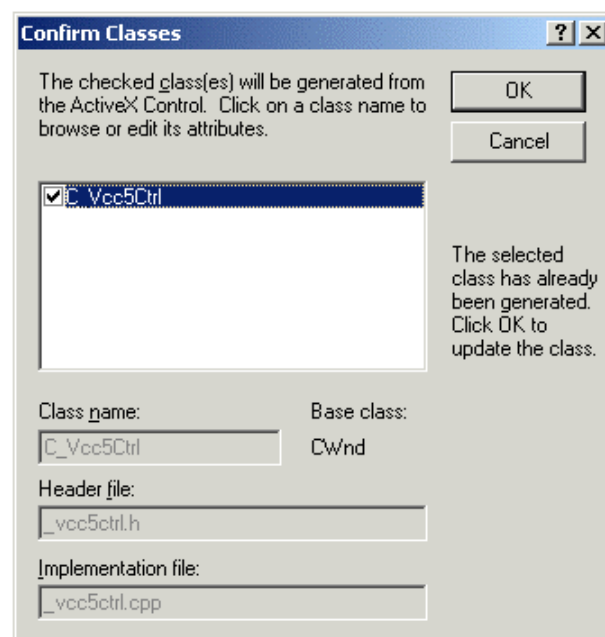




Select Vcc5AXCtrlE.Vcc5Ctrl.Ink, and then click the Insert button.



Determine the class name and file name in the class confirmation dialogue box, and then click OK to complete installation of the Vcc5 ActiveX control file.



h. Save the project without any further changes.

\* If "Vcc5AXCtrlE" is not displayed in step g, registration of ActiveX may have failed. Therefore, perform step 1) and then step 2) again.

## 4. Sample Program Events

This is a brief description of how to find the processing method of the sample program.

- \*The buttons and control IDs can be checked in the Properties after selecting the respective controls.
- \*The process of the message corresponding to the ID can be checked in ClassWizard. For example, messages sent from the camera are divided into two types. This can be checked by selecting IDC\_VCC5CTRL1 in the ID column of ClassWizard.
- \*The respective member function names are displayed in the lookup table by selecting the ClassView tab in the Workspace window and clicking CVcc5AXaDlg.

### 4.1 AckRxEvent     ACK command receive event

An event is generated when the ACK command is received.

**Process Function:**     OnAckRxEventVcc5ctrl1(long lbytes)

**Parameter:**

lBytes: Size of received data

**Process Information:**

Data is loaded and displayed in the list box while converting each character to hexadecimal text for m\_sndrcvstr.

### 4.2 NotifyRxEvent     Notification command receive event

An event is generated when the Notification command is received.

**Process Function:**     OnNotifyRxEventVcc5ctrl1(long lBytes)

See **AckRxEvent** for the parameters and process information.