

LCDriver DLL

The ARClc driver is controlled by the LCDriver.dll DOTNET (C#) DLL, using the .Net 3.5 frameworks. In order to use the DLL a instance of the `LCDriver` class. The following is of the public Methods that can be used

Methods:

```
1) public LCDriver()
```

```
2) public LCDriver(bool multipleDevice)
```

These are the two possible constructors of the LC driver class

The second constructor must be used if multiple LC drivers are connected to the computer.
multipleDevice must always be set to true

```
public int GetNumberOfDevicesConnected()
```

Returns the number of LC drivers connected to the computer;

```
public bool SetDACVoltage(double V, byte DACno, int DeviceNumber)
```

Sets the output voltage in volts. The method requires the output channel number *DACno*, **0,1,2,3 or 4** and the desired voltage *V* and for the Device number *DeviceNumber*. Returns true if the command is sent successfully.
The Maximum value for *V* can be found with the *GetMaxVoltage()* method described below.
Minimal value is 0.

```
public string GetSerialNumber(int DeviceNumber)
```

gets the serial number of the active device.

Devicenumber is the index of the LCDriver (which is arbitrary set by the computer at the begin of the program and depends to whih usb ports the devices are connected)

```
public bool SetTriggers(bool Out1External, bool Out2External, , bool Out3External, bool Out4External int DeviceNumber)
```

Only possible to use if the trigger option is available on your LCD river!

set the trigger active for the outputs and for the device number *DeviceNumber*. Returns true if the command is sent successfully.

```
public double GetMaxVoltage()
```

Gets the maximal possible output value for the LC driver