

VisualCard Control (Version 1.5.0)

Information

File Name	VisualCard.OCX
Prog ID	SMJ.VisualCard.Control

Properties

<i>Name</i>	<i>Type</i>	<i>Access</i>
Claimed	Boolean	Read
Result	Long	Read
Version	Long	Read
State	Long	Read
Description	String	Read
CommunicationResult	Long	Read
CommunicationID	Long	Read
Command	Long	Read
Status	Long	Read
TxString	String	Read
RxString	String	Read

Methods

<i>Name</i>
Open
Close
Claim
Release
Communication
ClearCommunication

Events

<i>Name</i>
CommunicationEvent

Claimed Property

Syntax BOOL Claimed;
Remarks If TRUE, the device is claimed for the application.
 If FALSE, the device is released for other applications.

The application must be claimed before the Control will allow access to the methods and properties, and events.

This property is initialized to FALSE by the **Open** method.

Result Property

Syntax LONG Result;
Remarks This property is set by each method. It is also set when a writable property is set.

<i>Value</i>	<i>Meaning</i>
SMJ_SUCCESS	Successful operation.
SMJ_E_CLOSED	Attempt was made to access a closed the Control.
SMJ_E_NOTCLAIMED	Attempt was made to access a not claimed the Control.
SMJ_E_ILLEGAL	Attempt was made to perform an illegal or unsupported operation with the device, or an invalid parameter value was used.
SMJ_E_NOCONTROL	The Control cannot communicate.
SMJ_E_NOHARDWARE	The device is not connecting to the system.
SMJ_E_CLEAR	The Control cleared communication with the device.
SMJ_E_TIMEOUT	The Control was timeout communication with the device.
SMJ_E_BUSY	The Control is communication with the device.
SMJ_E_NOBUSY	The Control is not communication with the device.
SMJ_E_DSR_BUSY	The device is not connecting to the system.

Version Property

Syntax LONG Version;
Remarks Control version number.
 This property holds the Control version number.

Three version levels are specified, as follows:

Version Level Description

Major The "millions" place.
Minor The "thousands" place.
Build The "units" place.

A sample version number is:

1003027 This value may be displayed as version "1.3.27", and interpreted as major version 1, minor version 3, build 27 of the Control.

This property is always readable.

State Property

Syntax LONG State;
Remarks This property is the current state of the Control.

<i>Value</i>	<i>Meaning</i>
SMJ_S_CLOSED	The Control is closed.
SMJ_S_IDLE	The Control is in a good state and is not busy.
SMJ_S_BUSY	The Control is in a good state and is busy performing communication.
SMJ_S_ERROR	An error has been reported, and the application must recover the Control to a good state before normal communication can resume.
SMJ_S_CLEAR	The Control cleared communication with the device.
SMJ_S_TIMEOUT	The Control was timeout communication with the device.

This property is always readable.

Description Property

Syntax BSTR Description;
Remarks String identifying the Control.

The property identifies the Control and any pertinent information about it.

A sample returned string is:
"SMJ VisualCard Control"

This property is always readable.

CommunicationResult Property

Syntax LONG CommunicationResult;
Remarks This property is Communication Result with the device.

<i>Value</i>	<i>Meaning</i>
SMJ_SUCCESS	Successful communication.
SMJ_E_CLOSED	Attempt was made to access a closed the Control.
SMJ_E_CLEAR	The Control clear communication with the device.
SMJ_E_TIMEOUT	The Control was timeout communication with the device.
SMJ_E_BUSY	The Control is communication with the device.
SMJ_E_DSR_BUSY	The device is not connecting to the system.

CommunicationID Property

Syntax LONG CommunicationID;
Remarks The Control will fire a CommunicationEvent passing this property as a parameter.

Command Property

Syntax LONG Command;
Remarks This property is a parameter at the Communication Method request.

Status Property

Syntax LONG Status;

Remarks This property is a status at the Communication Method finish.

TxString Property

Syntax BSTR TxString;

Remarks This property is a parameter at the Communication Method request.

RxString Property

Syntax BSTR RxString;

Remarks This property is a received string at the Communication Method finish.

SMJ_VISUALCARD_PARITYEVEN

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SMJ_VISUALCARD_SOCKET

Socket Communication

Remarks This method is open a device for the communication.
When successful, the many property is initialized.

Return One of the following values is returned by the method and placed in the **Result** property:

<i>Value</i>	<i>Meaning</i>
SMJ_SUCCESS	Successful operation.
SMJ_E_ILLEGAL	The Control is already open.
SMJ_E_NOCONTROL	Could not establish a connection to the device.
Other Values	See Result.

Close Method

Syntax LONG Close ();

Remarks This method is close a device for the communication.
If the **Claimed** property is TRUE, then exclusive access to the device is first released.
When successful, the many property is initialized.

Return One of the following values is returned by the method and placed in the **Result** property:

<i>Value</i>	<i>Meaning</i>
SMJ_SUCCESS	Successful operation.
Other Values	See Result.

Claim Method

Syntax LONG Claim (LONG *nTimeout*);

The *nTimeout* parameter gives the maximum number of milliseconds to wait for exclusive access to be satisfied.

If zero, this method attempts to claim the device, then returns the appropriate status immediately.

Remarks This method is request exclusive access to the device. Many devices require an application to claim them before they can be used.

When successful, the **Claimed** property is changed to TRUE.

Return One of the following values is returned by the method and placed in the **Result** property:

<i>Value</i>	<i>Meaning</i>
SMJ_SUCCESS	Successful operation. The Claimed property is TRUE. Also returned if the Control has already claimed the device.
SMJ_E_ILLEGAL	The Control cannot be claimed The <i>nTimeout</i> parameter is invalid.
SMJ_E_TIMEOUT	Another application has exclusive access to the device, and did not relinquish control before <i>nTimeout</i> milliseconds expired.
Other Values	See Result.

Release Method

Syntax LONG Release ();

Remarks This method is release access to the device.

Return One of the following values is returned by the method and placed in the **Result** property:

<i>Value</i>	<i>Meaning</i>
SMJ_SUCCESS	Successful operation. The Claimed property is now FALSE.
SMJ_E_ILLEGAL	The Control does not have exclusive access to the device.
Other Values	See Result.

Communication Method

Syntax LONG Communication (LONG *nCommand*, BSTR *lpzTxString*,
LONG *nTimeout*, BOOL *bDsrBusy*);

The *nCommand* parameter gives the command code for the communication.

The *lpzTxString* parameter gives the transmit string for the communication.

The *nTimeout* parameter gives the maximum number of milliseconds to wait for communication to be finished.

If zero, this method does not time out.

The *bDsrBusy* parameter the value to check the DSR signal.

If FALSE, this method does not check the DSR signal.

Remarks This method is communication to the device.

Return One of the following values is returned by the method and placed in the **Result** property:

<i>Value</i>	<i>Meaning</i>
SMJ_SUCCESS	Successful operation.
SMJ_E_BUSY	The Control does communication to the device.
Other Values	See Result.

ClearCommunication Method

Syntax LONG ClearCommunication ();

Remarks This method is communication clear to the device.

Return One of the following values is returned by the method and placed in the **Result** property:

<i>Value</i>	<i>Meaning</i>
SMJ_SUCCESS	Successful operation.
SMJ_E_NOBUSY	The Control does not communication to the device.
Other Values	See Result.

CommunicationEvent Event

Syntax void CommunicationEvent (LONG nResult, LONG nCommunicationID);

The ***nResult*** parameter is Result Code of the Communication finish.

The ***nCommunicationID*** parameter is ID number of the Communication finish.

Remarks This Event is Communication finish.