

C# Visual Studio

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* : Visual Studio 2010

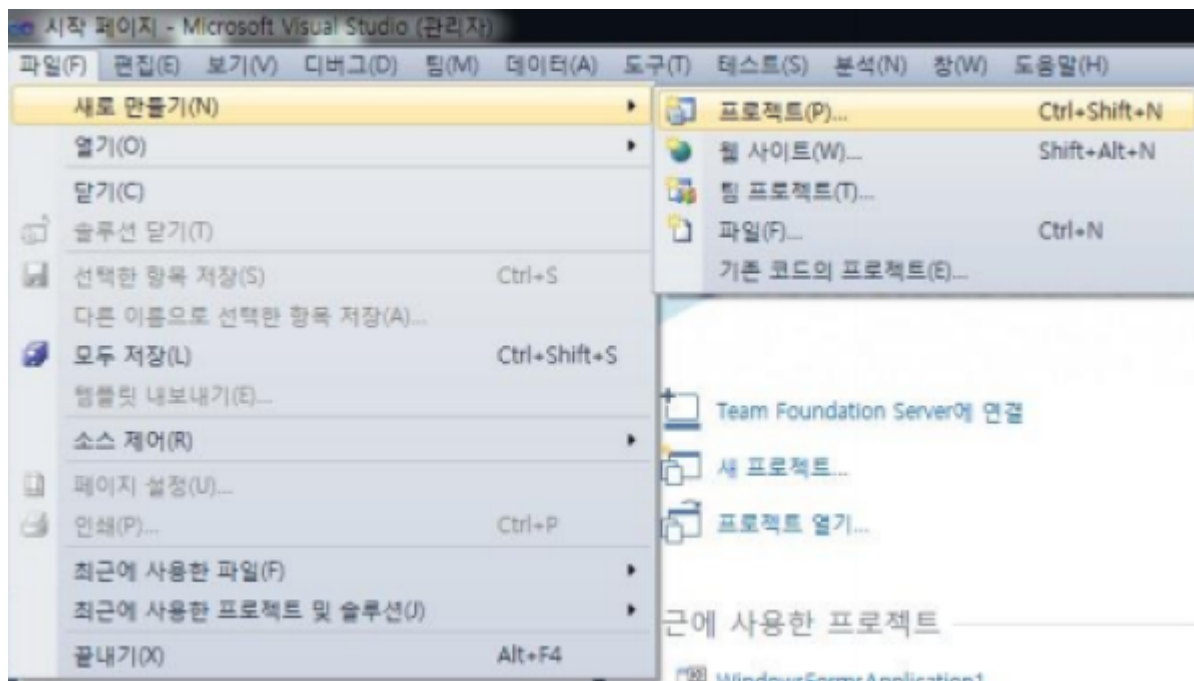
* Motion

* 가

* DLL

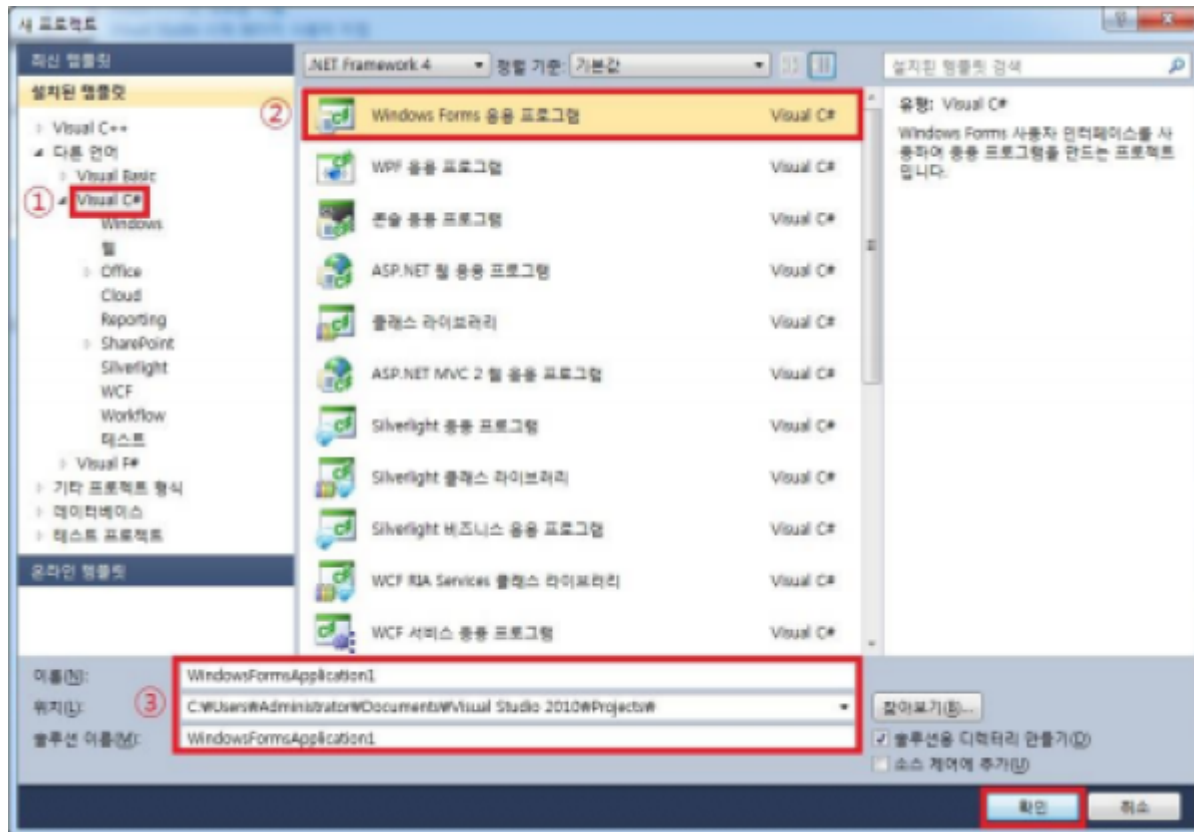
1 Visual Studio 2010

* Visual Studio 2010 - (: **ctrl** + **shift** + **N**)

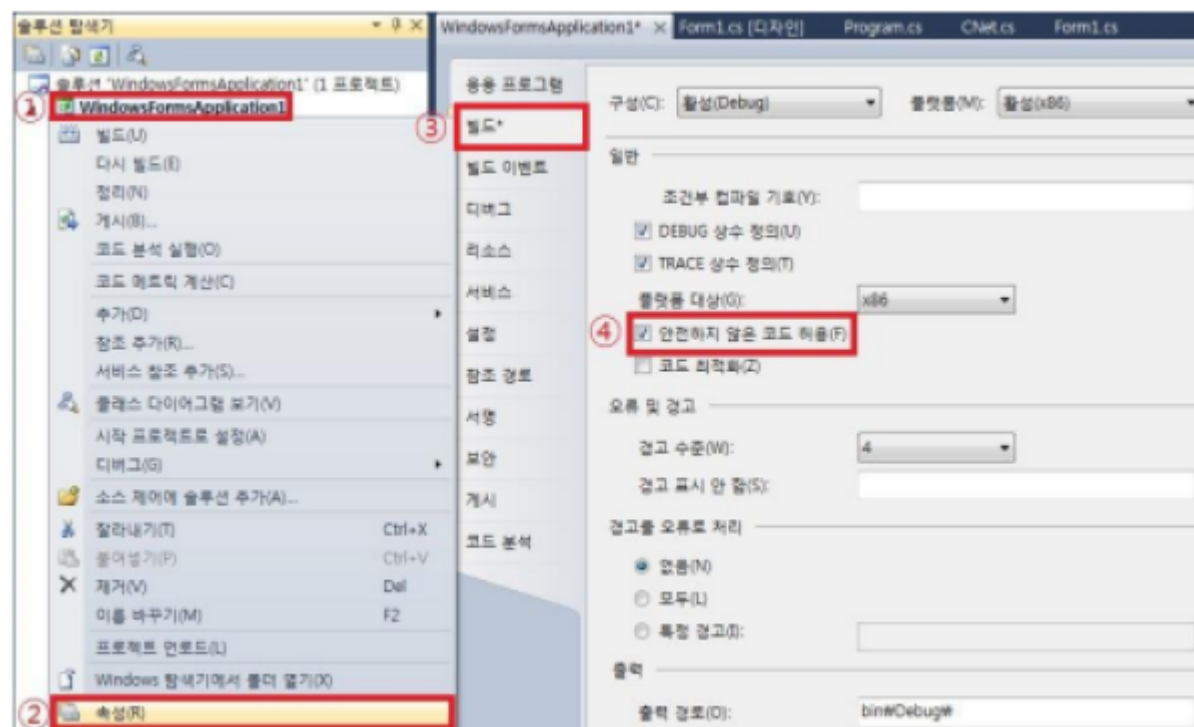


2 Window Forms

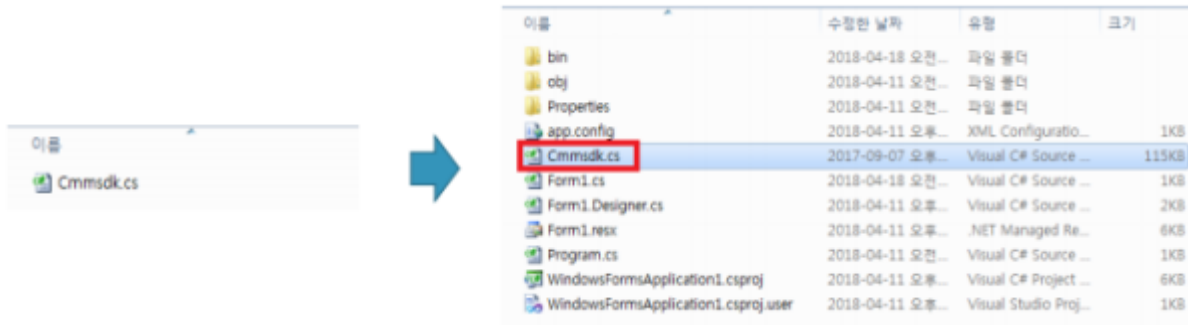
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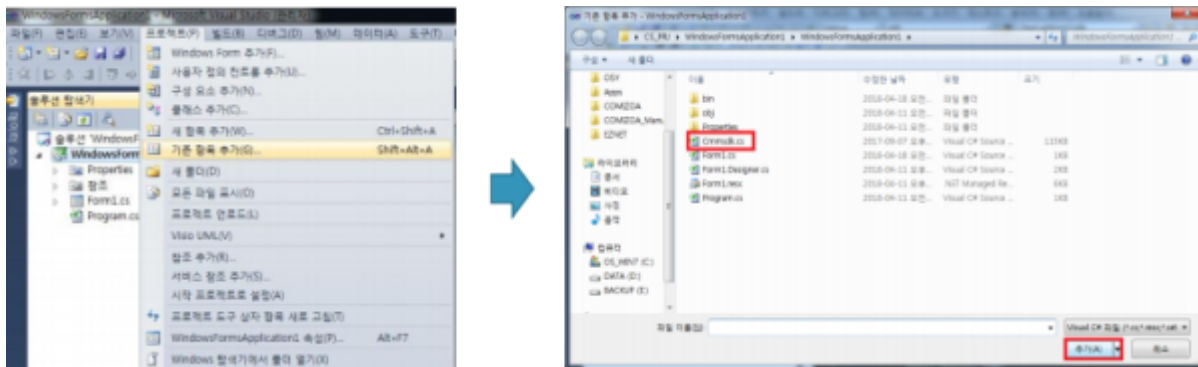
1)CNET
- Cnet.cs

2)Motion
- Cmmsdk.cs

3)DAQ
- Comidas.cs

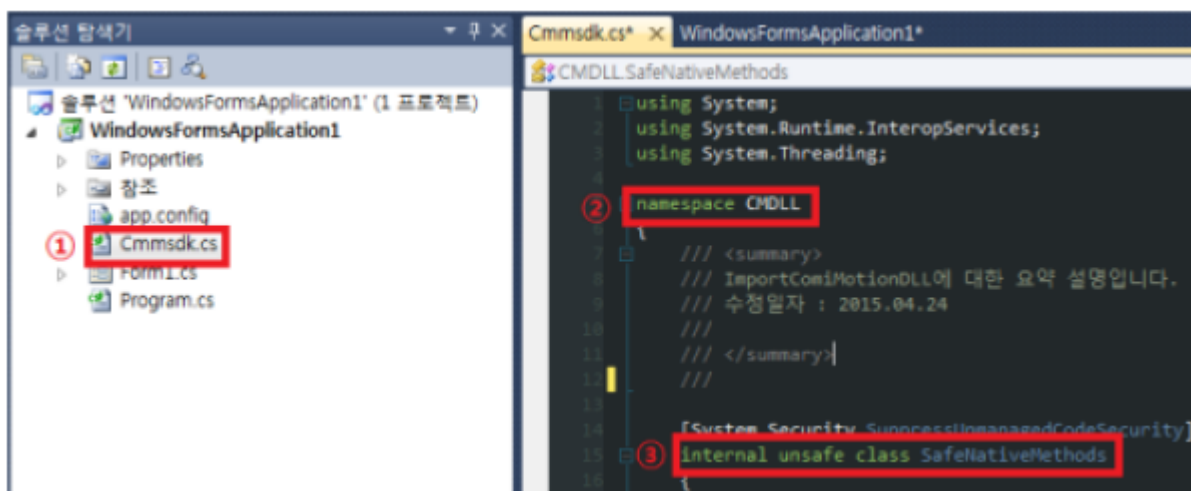
4)cEIP
- ceSDK.cs
- ceSDKDef.cs

5 → 가 → 가

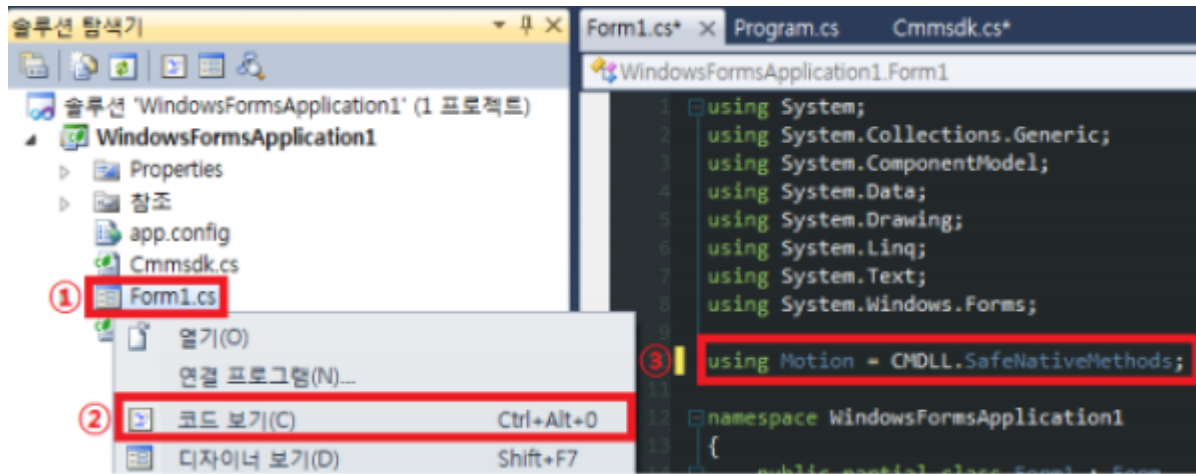


6 가 → Namespace → Class

ex) **SafeNativeMethods**



7 Form.cs



*

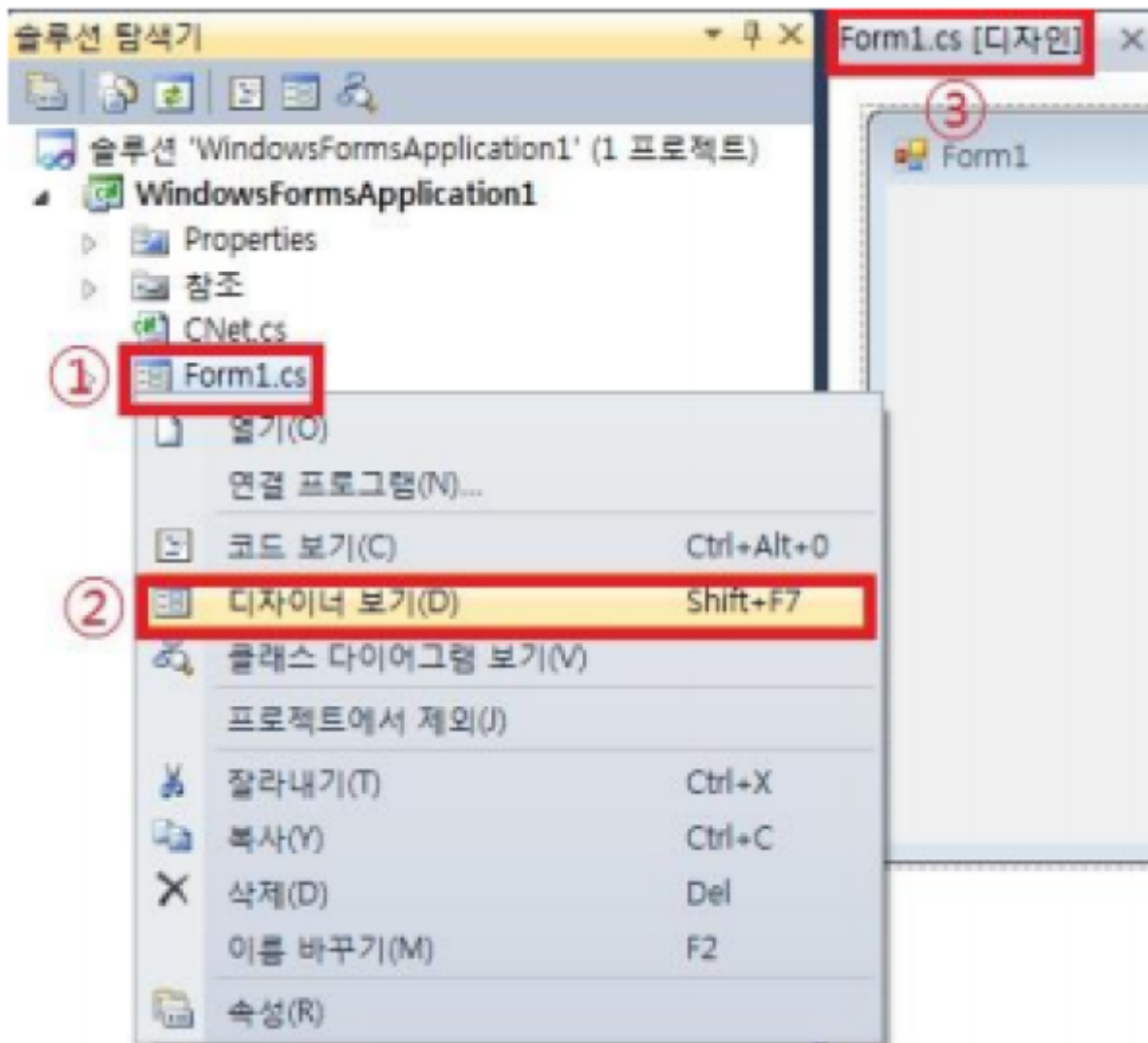
* namespace class using 가

- class Motion 가

Ex1) using CMDLL;

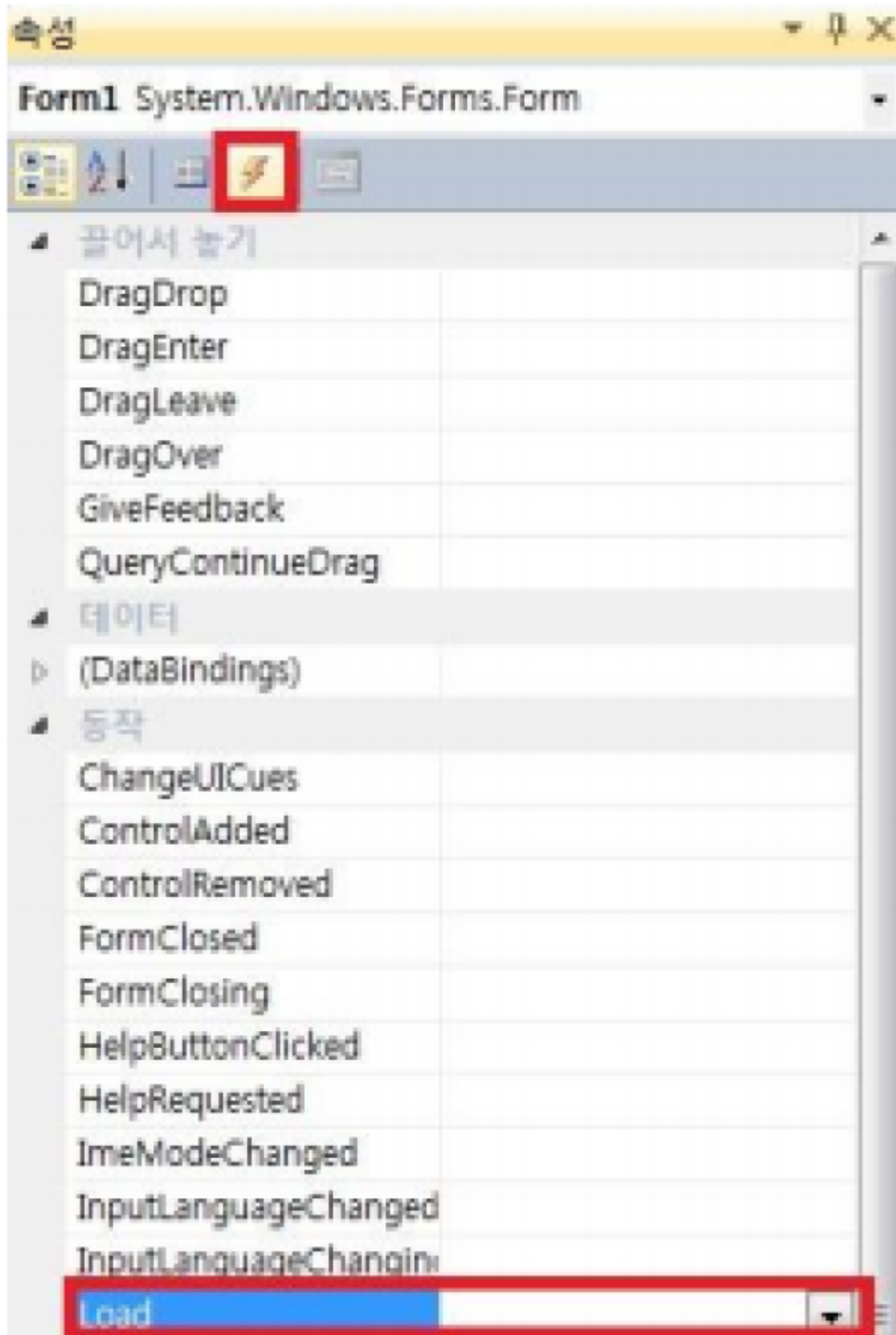
Ex2) using [] = CMDLL.SafeNativeMethods;

8 **Form.cs** →



9 Form.cs[]

Load



10 Form.cs Form1_Load

Load Device

```

1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel;
4  using System.Data;
5  using System.Drawing;
6  using System.Linq;
7  using System.Text;
8  using System.Windows.Forms;
9
10 using Motion = CMDLL.SafeNativeMethods;
11
12 namespace WindowsFormsApplication1
13 {
14     public partial class Form1 : Form
15     {
16         public Form1()
17         {
18             InitializeComponent();
19         }
20
21         private void Form1_Load(object sender, EventArgs e)
22         {
23             int Device_reset = 1; //1 = reset, 0 = no reset
24             int NumAxes = 0;
25             int Err_chk = Motion.cmmGnDeviceLoad(Device_reset, ref NumAxes);
26             if (Err_chk != Motion.cmERR_NONE)
27             {
28                 System.Diagnostics.Trace.Write("장치로드에 실패 하였습니다.");
29             }
30         }
31     }
32 }

```

-CNET : cmmgnLoadDevice

-Motion : cmmGnDeviceLoad

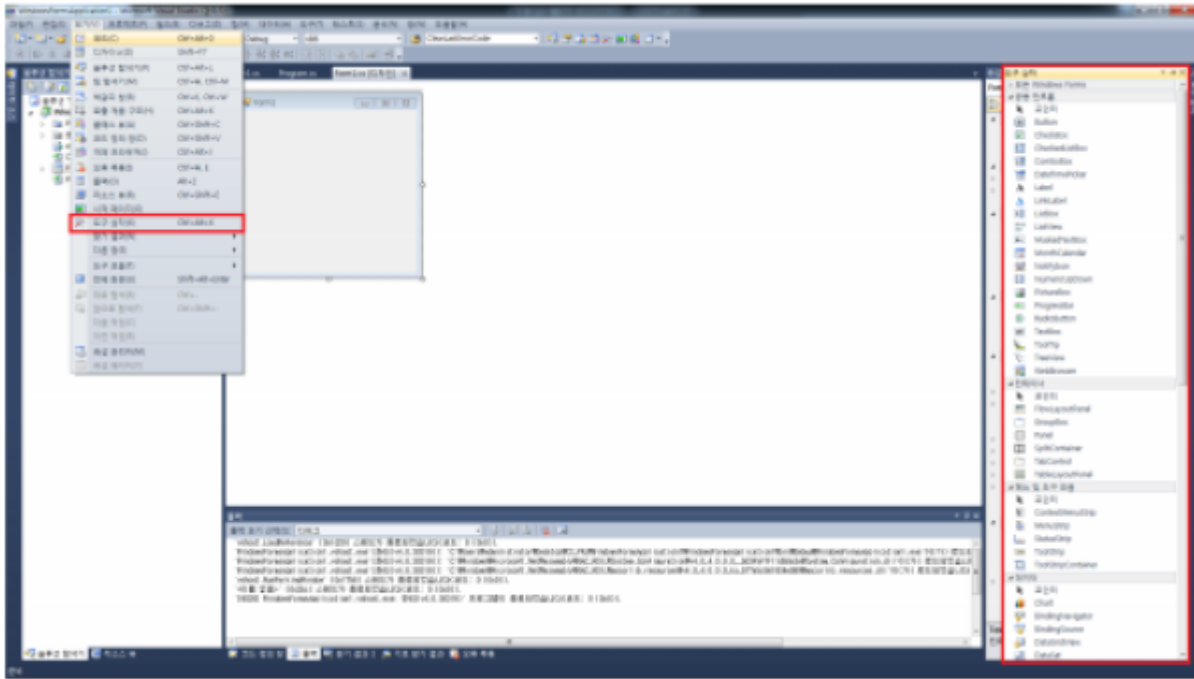
-DAQ : COMI_LoadDevice

-cEIP

1)ceGnLoad()

2)ceGnSearchDevice()

11 →



-CNET : cmmgnUnLoadDevice

-Motion : cmmGnDeviceUnLoad

-DAQ : COMI_UnLoadDevice

-cEIP : ceGnUnload

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Last update: **2024/07/08 18:22**