

## ***DMD Discovery™ 1100 Visual C++ 6.0***

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### **ABSTRACT**

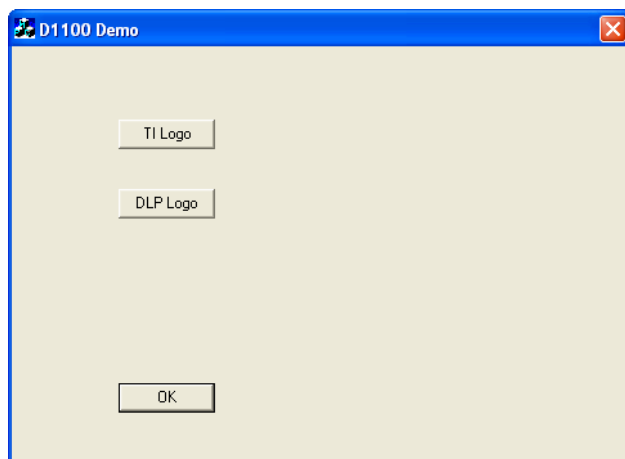
Programming sample for control of the DMD Discovery 1100 (D1100) is provided written in Microsoft Visual C++ 6.0. The sample demonstrates the use of the Discovery ActiveX control in performing common control functions.

### **1.0 Visual C++**

Visual C++ program development for the D1100 requires installation of Microsoft Visual C++ 6.0 and the Discovery 1100 software. Create a Visual C++ project , select the Project / Add To Projects menu option, then select Registered ActiveX Controls / Discovery 1100 ActiveX. The D1100 control class will be created and added to you project.

#### **1.1 Visual C++ Sample**

This sample is written in Microsoft Visual C++ 6.0 and provides a simple demonstration of image file to DMD load and display using the Discovery ActiveX control. The sample opens communication to the DMD board and displays images as selected by two control buttons :



When a control button is clicked the image is displayed by the button event handling function. Subroutine ShowImage is called to display the selected image.

```
void CD1100DemoDlg::OnButtontilogo()
{
    ShowImage("TILOGO.bmp");
}
```

The ShowImage function loads and displays the specified image on the DMD.

```
BOOL CD1100DemoDlg::ShowImage(LPCTSTR lpFilename)
{
    if (!m_D1100.IsDeviceAttached ())
    {
        AfxMessageBox (_T("Error communicating with the Discovery 1100"));
        return FALSE;
    }
    else
    {
        // load image into memory buffer m_pFrameBuffer in DMD compatible
format      m_D1100.LoadImageFileToBuffer(lpFilename,m_pFrameBuffer,0);
              // transfer image from memory buffer to ActiveX control buffer
              m_D1100.LoadFrameBuffer(m_pFrameBuffer);
              // load and reset to display the image
              m_D1100.LoadResetFrame (); // display the image
    }

    return TRUE;
}
```