

TestPoint with SeaI/O:

It is very easy to use any Sealevel Digital I/O card with TestPoint. Install the card as per the directions in SeaIO.hlp or your manual, and use the "SeaIO Devices" in the control panel to find out what the port number the card is installed as.

The method of attaching external APIs, (or any arbitrary .DLL,) to TestPoint is given in chapter 23 of the manual. For each call into the DLL, a separate "CODE" icon is brought into your list of objects. The "DLL filename" is SEAIO32.DLL, and the "Subroutine Name" is any of the calls listed in the API. (Do not include the parentheses in the "Subroutine Name.")

First drag three "pushbuttons" to the objects lists.



Double clicking on an item in the object list will bring up the property dialog box for the item. Name the three pushbuttons as per example.

🔛 Objects [App.#2]	📴 Object "Open" [App. #2]	_ 🗆 🗙
Seal() Simple	Name Open Help	
RUM Open RUM Close RUM Read	Exec. actions at initialize	
	Settings Actions Comments XRef	

Sealevel Systems, Inc. • 155 Technology Place • PO Box 830 Liberty, SC 29657 USA Tel: 864.843.4343 Fax: 864.843.3067 www.sealevel.com



Now we will add some display boxes to view the data and other information. Drag three "Display" icons into the objects list and name the as per the example.



Now lets add the code object. This is the key to access SeaIO. Drag three "code" objects to the objects list.



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📸 Objects	[App.#2]	
	IO Simple	
RUN	Open	
RUN	Close	
RUN	Read	
1.31	Error Codes	
1.31	Card Status	
1.31	Input	
CODE	SealOStart	
CODE	SealOStop	
CODE	SealOReadOneByte	

Now that we have the code objects in the list, double click on the object to bring up the property dialog box. Setup up all the code objects as per the examples.

🛯 Object "SeaIOStart" [App. #2]	_ 🗆 🗙
Name SealOStart Help	
DLL Filename Sealo32.DLL	
Subroutine Name Sealo_OpenDevice	
Argument Types word, var dword	
Return Type dword	
Preload	
Settings Actions Comments XRef	



🚥 Object "SeaIOStop" [App. #2]		_ 🗆 🗙
Name SealOStop	Help	
DLL Filename Seal032.dll		
Subroutine Name Sealo_CloseDevice		
Argument Types dword		
Return Type dword		
Preload		
Settings Actions Comments XRef		
W Ubject "SealUReadUneByte" [App. #2]		
Name SealOReadOneByte	Help	
Name SealOReadOneByte DLL Filename SealO32.dll	Help	
Name SealOReadOneByte DLL Filename SealO32.dll Subroutine Name Sealo_ReadReg	Help	
Object "SealOReadOneByte" [App. #2] Name SealOReadOneByte DLL Filename SealO32.dll Subroutine Name Sealo_ReadReg Argument Types dword, char, var byte, char, var dword	Help	
Name SealOReadOneByte Name SealOReadOneByte DLL Filename Subroutine Name Sealo_ReadReg Argument Types dword, char, var byte, char, var Return Type dword Image: Sealor	Help	
Name SealOReadOneByte Name SealOReadOneByte DLL Filename Subroutine Name Subroutine Name Sealo_ReadReg Argument Types dword rate Return Type Verload Verload	Help	
Name SealOReadOneByte DLL Filename SealO32.dll Subroutine Name Sealo_ReadReg Argument Types dword, char, var byte, char, var dword Return Type dword Yreload	Help	

Once the code properties are set, at runtime the code returns value to the program and the program needs a place to put the data the code returns. This is the "containers" that need to be added to the objects list. Drag three "container" icons to the objects list and name as per the example.





Now go back up to the top of the objects list and double click on the "Open" object. Click on the "Actions" tab.

🔛 Objects [App.#2]	060 Object "Open" [App. #2]
🔚 SealO Simple	Name Open Help
Dpen	
	Exec. actions at initialize
Read	
Error Codes	
Card Status	Click on the "Actions" Tab
🔝 Input	Settingt Actions Comments XBef
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Here is where you tell the program what to do. Setup up the three "pushbuttons" as per the examples.



🕬 Object "Open" [App. #2]	
1) Call Seal()Start with 0 bDevice	<u>م جند</u>
2) Set Error Codes to Seal()Start	
2) Set Card Status to "Card Opened"	
Settings Actions Comments XRef	
080 Object "Close" [Ann. #2]	
1) Call CoslOSton with bDavie-	
1 I Lali Sealustop with nuevice	
2) Set Error Lodes to SealUStart 2) Set Card Status to "Card Slaced"	
Settings Actions Comments XRef	
🕫 Object "Read" [App. #2]	
1) Call SealOReadOneByte with hDevice, 0	,pBuffer,1 ,pDwRegLenth
2) Set Input to pBuffer	
3) Set Error Codes to SealOReadOneBy	te

Now with some minor cosmetic setup, your program should look similar to this. Now if you click "Run" then the "Open" button the display should say card opened and there should be a error code of 0.

The error code display will return the SeaIO API return codes.



SeaIO Simple [App 💶 🗙	
Open	Close
Card Opened	
Read	
Error Codes	
0	

For help please see the SeaIOsimple.tst example program. The SeaIOsimple.tst file is distributed with SeaIO or available on our website.