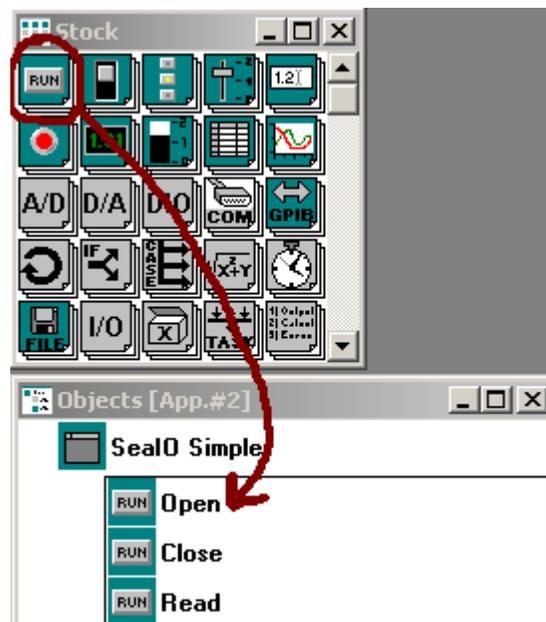


## TestPoint with SeaI/O:

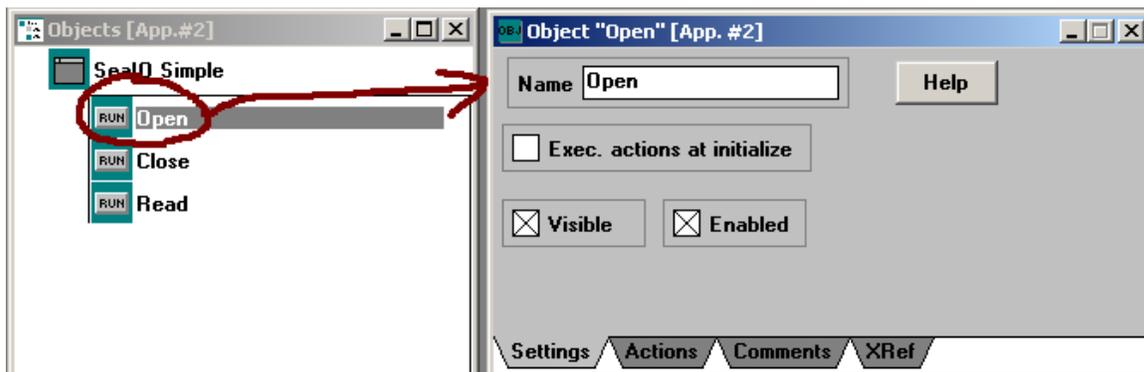
It is very easy to use any Sealevel Digital I/O card with TestPoint. Install the card as per the directions in SeaIO.hlp or your manual, and use the “SeaIO Devices” in the control panel to find out what the port number the card is installed as.

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.")

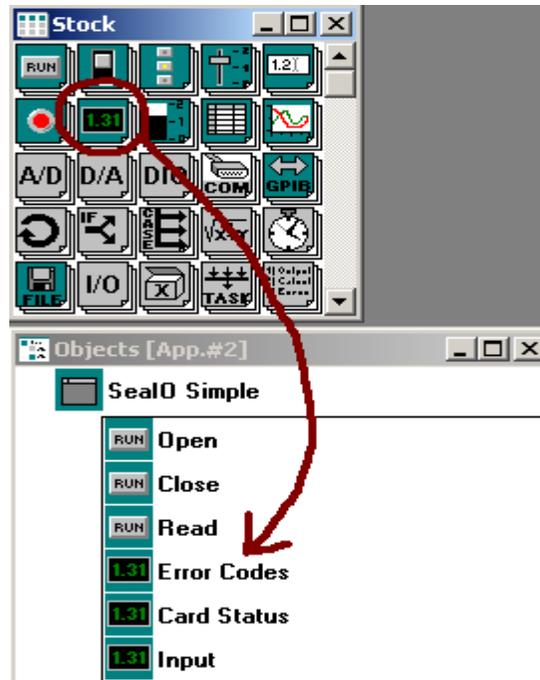
First drag three “pushbuttons” to the objects lists.



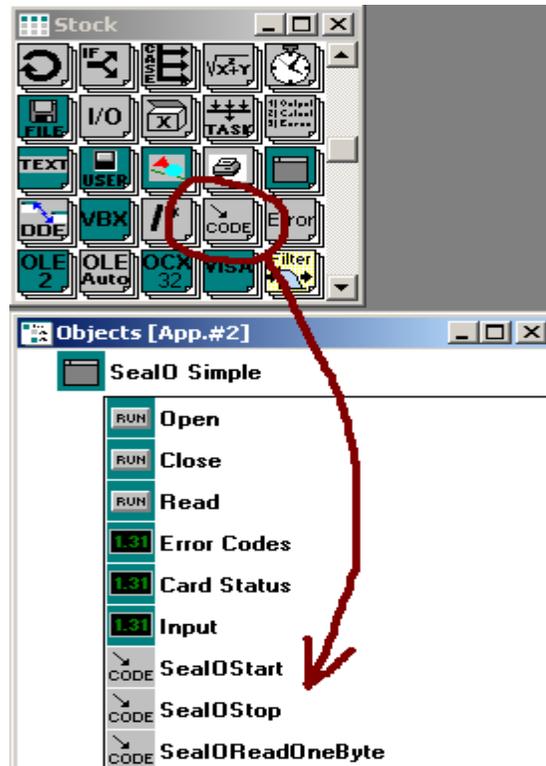
Double clicking on an item in the object list will bring up the property dialog box for the item. Name the three pushbuttons as per example.



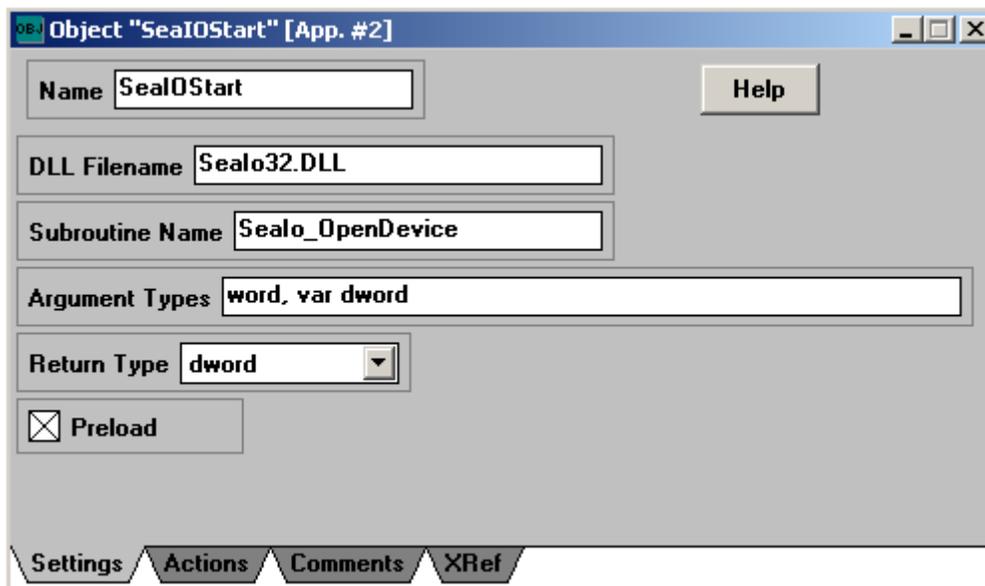
Now we will add some display boxes to view the data and other information. Drag three “Display” icons into the objects list and name the as per the example.

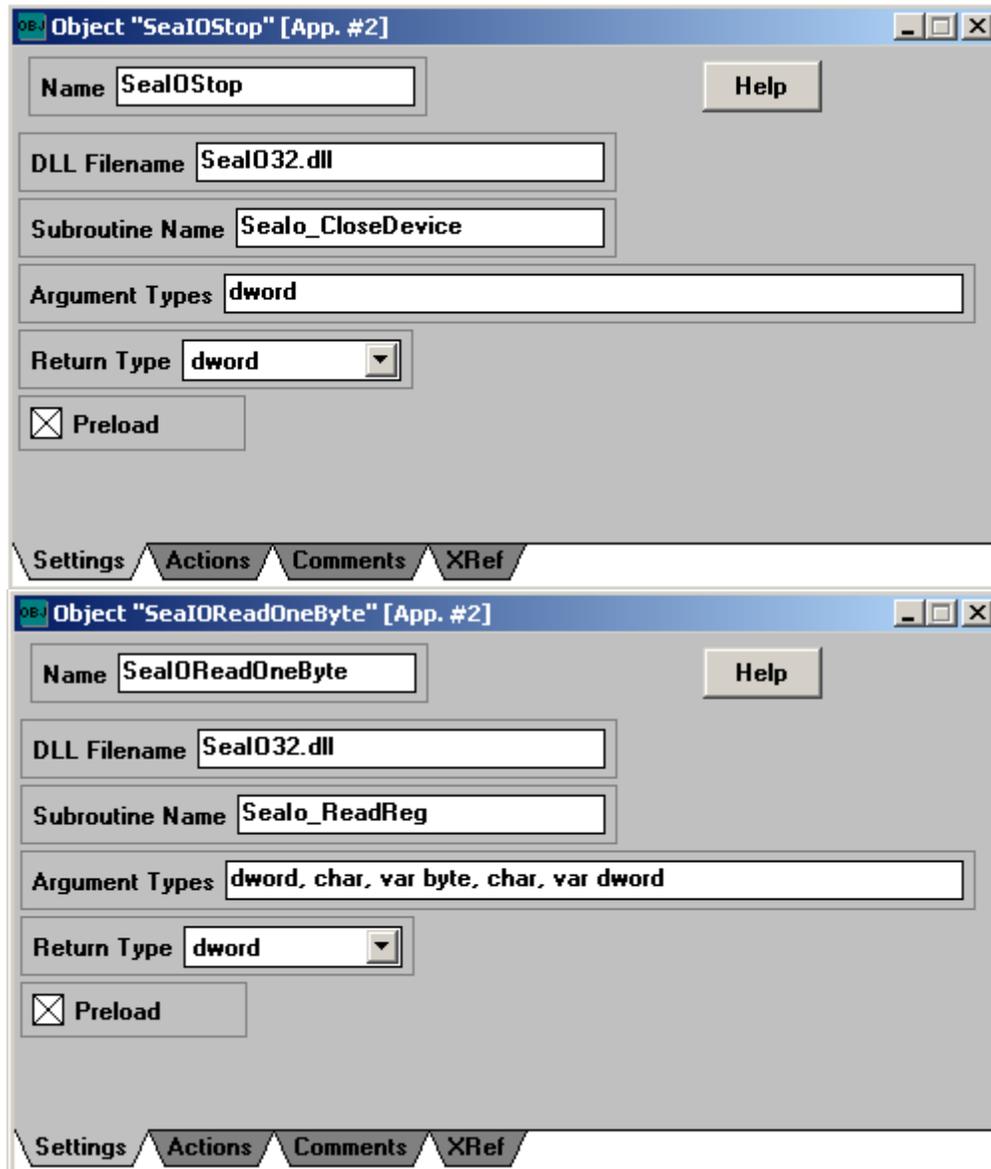


Now lets add the code object. This is the key to access SeaIO. Drag three “code” objects to the objects list.

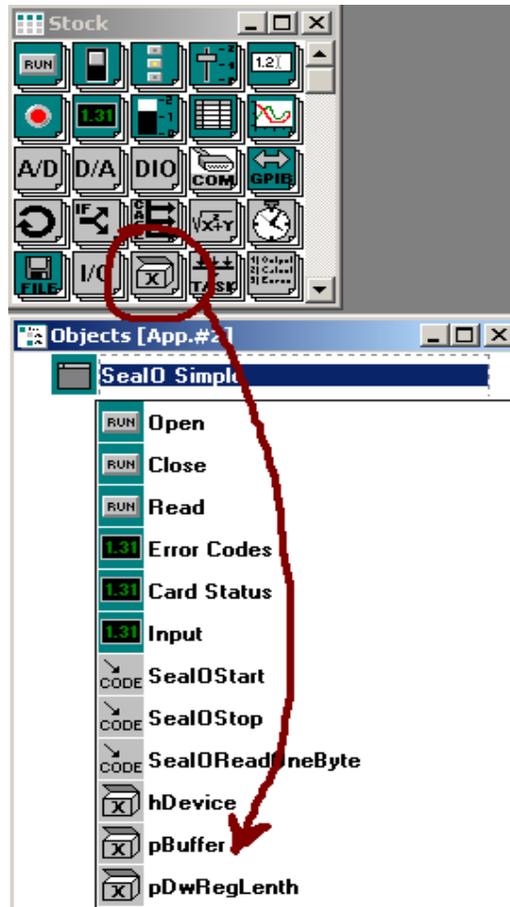


Now that we have the code objects in the list, double click on the object to bring up the property dialog box. Setup up all the code objects as per the examples.

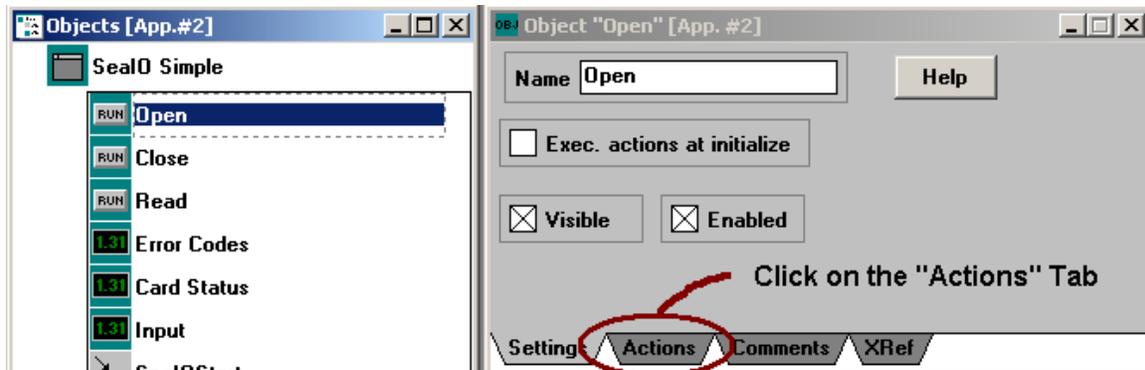




Once the code properties are set, at runtime the code returns value to the program and the program needs a place to put the data the code returns. This is the “containers” that need to be added to the objects list. Drag three “container” icons to the objects list and name as per the example.



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



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	SealOStart	with 0	.hDevice
2) Set	Error Codes	to SealOStart	
3) Set	Card Status	to "Card Opened"	

Settings Actions Comments XRef

Object "Close" [App. #2]

1) Call	SealOStop	with hDevice	
2) Set	Error Codes	to SealOStart	
3) Set	Card Status	to "Card Closed"	

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 SealOReadOneByte		

Settings Actions Comments XRef

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.



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