



Rodeon SDK

Overview

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1 Overview

The Rodeon SDK addresses ambitious photographers, which want to expand the possibilities offered by the software bundled to their device, as well as software producers, which want to improve their own products by integrated support for the RODEON modular-series. Therefore in the past we provided the ModuloSDK (last published at version 1.5.1). However, it turned out, that it mostly took a large amount of time needed for integration into user-written software by our costumers because of it's high complexity. Thus we made up a new interface: The **Rodeon API**.

It's straightforward scope of operations completely covers the underlying hardware layer and provides integrated interpreters for several configuration and scripting files at the same time (Fig. 1.1). Because of the complete dynamic link (without any static library) it obtains a level of flexibility and portability (up to Windows Mobile), which enables the developer to import the complete scope of operations into his own application within minutes and to benefit from newer releases of the API instantly (without recompiling). For a better overview the most important features are summarized below:

- no static libraries
- for- and backward compatibility
- not limited to a specific programming language (importheader for C and VB included)
- portability between Windows NT and Windows Mobile
- integrated command line interpreter
- automated loading of configuration files
- interpreter for RODEONscript
- synchronous (singlethreaded) and asynchronous operation (multithreaded) selectable
- several parallel running instances possible (if running several devices simultaneously)
- encapsulation of hardware layer and time-critical processes
- automatic notify messages to the applications main-window
- completely suppressible output
- automatic switching between ANSI and Unicode character set

1.1 Supported Operating Systems

All operating systems listed below are currently supported as target platforms. In brackets the names as used by the Rodeon SDK are specified.

- Windows 2000 (WinNT50)
- Windows XP (WinNT50)
- Windows Server 2003 (WinNT50)
- Windows Server 2003 R2 (WinNT50)
- Windows VISTA (WinNT50)
- Windows Server 2008 (WinNT50)

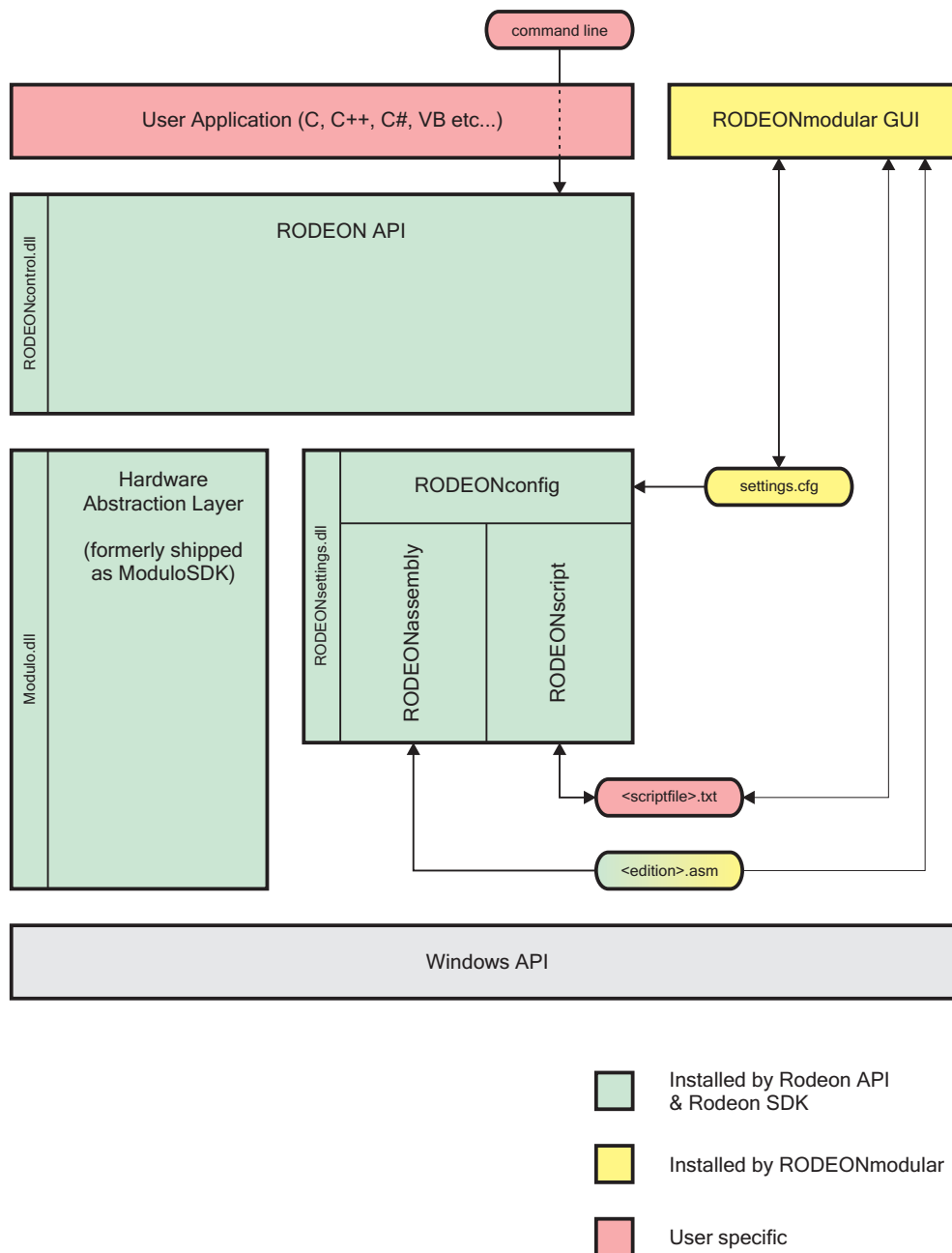


Figure 1.1: Structural Overview

- Windows PocketPC 2003 (WinCE40)
- Windows PocketPC 2003 SE (WinCE40)
- Windows Mobile 5 (WinCE50)
- Windows Mobile 6.x (WinCE60)

1.2 Directories

Certificate	CLAUSS Root Security Certificate in x509-format for manual installation into the trusted certificate repository
DLL	Runtime libraries subdivided on target platforms into different subdirectories
DLL\ <platform>\debug< td=""><td>Debug versions of the runtime libraries</td></platform>\debug<>	Debug versions of the runtime libraries
DLL\ <platform>\release< td=""><td>Release versions of the runtime libraries, which can also be redistributed</td></platform>\release<>	Release versions of the runtime libraries, which can also be redistributed
Docs	Further user-documentation
Include	Import headerfiles ("RODEONcontrol.h" for C/C++ and "RODEONcontrol.vb" for VisualBasic)
LIB	Static linkable import libraries for the DLLs, subdivided also into target platforms. (Usage not recommended)
Redist	Installers for the Rodeon API on any end-user system. These files can be redistributed.
Samples	Sample Applications

