

Logitech LCD SDK for Microsoft[®] Windows[®] (Iglcd) V1.03

Release Notes

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Release Notes

What else (apart from this SDK) is necessary to use the LCD?

The SDK relies on other components to be present (the software that ships with a Logitech product that contains an LCD, such as the G-series G15 Keyboard), which must be installed first. In particular, it requires LCDMon.exe to be present and running, as well as IgLcdAPI.dll to be present and registered.

If IgLcdAPI.dll is not registered, the IgLcdInit() function will fail. It will also fail if your code is running on an operating system that is not supported (Win9x). Refer to the documentation for IgLcdInit() for details.

If IgLcdAPI.dll is registered properly, but LCDMon.exe is not running, IgLcdInit() will succeed, but any attempt to call IgLcdConnect() will fail. Refer to the documentation of IgLcdConnect() for details on error codes.

Both these components should be present after installing the software package that came with the Logitech product that contains an LCD.

What if I don't have a product with an LCD? Can I run it with an emulator?

The SDK now supports an LCD emulator which can be invoked by holding down the left "CTRL" and "SHIFT" keys together and clicking the LCD Manager's icon in the task bar. Select "Create External LCD Emulator" and you will get an emulator LCD. Multiple emulator LCDs can be created this way.

Known problems/limitations

- None.

Which operating systems does this work on?

The Logitech G-series keyboard and its associated software is designed to run on Windows XP and above. This current release also works on Windows 2000, but none of the Windows 9x platforms (95, 98, Me) are supported. In this case, IgLcdInit() will return ERROR_OLD_WIN_VERSION.

What about the fifth "soft button" on the prototype?

The fifth soft button just below the brightness button is not accessible through applications. This button allows the user to switch between various applications running on the LCD.