Multi-Instrument Automation Server Interfaces

Version 1.6

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1. Using Multi-Instrument as an Automation Server

ActiveX is the general name for a set of Microsoft technologies that allows you to reuse code and link individual programs together to suit your computing needs. Based on COM (Component Object Model) technologies, ActiveX is an extension of a previous technology called OLE (Object Linking and Embedding). Each program does not need to regenerate components, but rather, reuse components to give you the power to combine applications together. ActiveX Automation is a subset of the Microsoft’s ActiveX technologies. ActiveX Automation applications interact in a Client/Server model, where the Automation Server exposes objects which can be controlled by the Automation Client (also known as the Automation Controller).

Multi-Instrument offers support for ActiveX Automation as a server, i.e. ActiveX Automation Server (also known as OLE Automation Server, or simply Automation Server). An Automation Client program can control and share the data with the Multi-Instrument Automation Server through the interfaces that the Multi-Instrument Automation Server exposes. In this way, Multi-Instrument can be seamlessly integrated into other applications as a reusable binary component.

In the following chapters, the Multi-Instrument Automation Server Interfaces will be described and the sample Automation Client programs in Visual Basic 6.0, Visual C++ 6.0 and Visual C# 2012 will be provided.

2. Multi-Instrument Automation Server Interface Specifications

2.1 ShowWindow

The ShowWindow function sets the specified window's show state.

```c
void ShowWindow(
    long nWindowID, // Window ID
    long nCmdShow   // show state of window
);
```

**Parameters**

- `nWindowID` Window ID. It specifies which window to operate.
  - 0: Mainframe
  - 1: Oscilloscope
  - 2: Spectrum Analyzer
  - 3: Multimeter
  - 4: Generator
  - 5: Spectrum 3D Plot
  - 60–67: Data Logger
  - 80–87: DDC
  - 89: DDP Array Viewer
  - 90–105: DDP Viewer
nCmdShow

Specifies how the window is to be shown. It must be one of the following values:

0: SW_HIDE, hides this window and passes activation to another window;
1: SW_SHOWNORMAL, activates and displays the window. If the window is
minimized or maximized, Windows restores it to its original size and position;
2: SW_SHOWMINIMIZED, activates the window and displays it as an icon;
3: SW_SHOWMAXIMIZED, activates the window and displays it as a
maximized window;
4: SW_SHOWNOACTIVATE, displays the window in its most recent size and
position. The window that is currently active remains active;
5: SW_SHOW, activates the window and displays it in its current size and
position;
6: SW_MINIMIZE, minimizes the window and activates the top-level window
in the system’s list;
7: SW_SHOWMINNOACTIVE, displays the window as an icon. The window
that is currently active remains active;
8: SW_SHOWNA, displays the window in its current state. The window that is
currently active remains active;
9: SW_RESTORE, activates and displays the window. If the window is
minimized or maximized, Windows restores it to its original size and position.
100: Set the “Show Edit” flag, applicable only if nWindowID = 4 (signal
generator)
101: Reset the “Show Edit” flag, applicable only if nWindowID = 4 (signal
generator)

Remarks

Except the mainframe window, which is opened automatically once the Multi-Instrument
Automation Server is launched and closed once the Multi-Instrument Automation Server is
shut down, the rest of windows in Multi-Instrument must be in open state while
ShowWindow is called. These windows can be opened using OpenWindow function and
closed using CloseWindow function.

2.2 OpenWindow

The OpenWindow function opens the specified window.

```c
void OpenWindow(
    long nWindowID, // Window ID
);
```

Parameters

nWindowID

Window ID. It specifies which window to operate.

1: Oscilloscope
2: Spectrum Analyzer
3: Multimeter
4: Generator
2.3 CloseWindow

The CloseWindow function closes the specified window.

```c
void CloseWindow(
    long nWindowID, // Window ID
);
```

**Parameters**

- `nWindowID` Window ID. It specifies which window to operate.
  1: Oscilloscope
  2: Spectrum Analyzer
  3: Multimeter
  4: Generator
  5: Spectrum 3D Plot
  60–67: Data Logger
  80–87: DDC
  89: DDP Array Viewer
  90–105: DDP Viewer

2.4 MoveWindow

The MoveWindow function changes the position and dimensions of the specified window.

```c
void MoveWindow(
    long nWindowID, // Window ID
    long nX, // Horizontal Position
    long nY, // Vertical Position
    long nWidth, // Width
    long nHeight, // Height
    long nRepaint // Repaint Flag
);
```

**Parameters**

- `nWindowID` Window ID. It specifies which window to operate.
  0: Mainframe
  1: Oscilloscope
  2: Spectrum Analyzer
  3: Multimeter
  4: Generator
5: Spectrum 3D Plot
60–67: Data Logger
80–87: DDC
89: DDP Array Viewer
90–105: DDP Viewer

\( nX \)
Specifies the new position of the left side of the window.

\( NY \)
Specifies the new position of the top of the window.

\( nWidth \)
Specifies the new width of the window.

\( nHeight \)
Specifies the new height of the window.

\( nRepaint \)
Specifies whether the window is to be repainted.

### 2.5 TileWindow

The `TileWindow` function tiles the windows horizontally or vertically within the mainframe of Multi-Instrument. The windows that can be tiled are: Oscilloscope, Spectrum Analyzer, Multimeter, and Spectrum 3D Plot.

```c
void TileWindow(
    long nPattern, //Tile Pattern
);
```

**Parameters**

\( nPattern \)
It specifies how the windows to be tiled.
- 0: Horizontally
- 1: Vertically

### 2.6 ShowMenu

The `ShowMenu` function shows the specified menu.

```c
void ShowMenu(
    long nMenuID //Menu ID
)
```

Menu ID. It specifies which menu to operate.
- 0: Mainframe Menu.
2.7 HideMenu

The HideMenu function hides the specified menu.

```c
void HideMenu(
    long nMenuID //Menu ID
)
```

Menu ID. It specifies which menu to operate.
0: Mainframe Menu.

2.8 ShowToolbar

The ShowToolbar function shows the specified toolbar.

```c
void ShowToolbar(
    long nToolbarID //Toolbar ID
);
```

**Parameters**

```
nToolbarID
   Toolbar ID. It specifies which toolbar to operate
   0: All Toolbars
   1: Sampling Toolbar
   2: Instrument Toolbar
   3: Oscilloscope View Toolbar
   4: Spectrum Analyzer View Toolbar
   5: Multimeter View Toolbar
   6: Spectrum 3D View Toolbar
   7: Hot Panel Setting Toolbar
```

2.9 HideToolbar

The HideToolbar function hides the specified toolbar.

```c
void HideToolbar(
    long nToolbarID //Toolbar ID
);
```

**Parameters**

```
NToolbarID
   Toolbar ID. It specifies which toolbar to operate
   0: All Toolbars
   1: Sampling Toolbar
   2: Instrument Toolbar
   3: Oscilloscope View Toolbar
   4: Spectrum Analyzer View Toolbar
   5: Multimeter View Toolbar
   6: Spectrum 3D View Toolbar
```
2.10 ShowTitlebar

The ShowTitlebar function shows the specified titlebar.

```c
void ShowTitlebar(
    long nTitlebarID //Titlebar ID
);
```

**Parameters**

- `nTitlebarID` Titlebar ID. It specifies which titlebar to operate
  - 0: Mainframe Titlebar
  - 1: Oscilloscope View Titlebar
  - 2: Spectrum View Titlebar
  - 3: Multimeter View Titlebar
  - 4: Signal Generator Titlebar
  - 5: Spectrum 3D Plot
  - 60~67: Data Logger
  - 90~105: DDP Viewer

2.11 HideTitlebar

The HideTitlebar function hides the specified toolbar.

```c
void HideTitlebar(
    long nTitlebarID //Titlebar ID
);
```

**Parameters**

- `nTitlebarID` Titlebar ID. It specifies which titlebar to operate
  - 0: Mainframe Titlebar
  - 1: Oscilloscope View Titlebar
  - 2: Spectrum View Titlebar
  - 3: Multimeter View Titlebar
  - 4: Signal Generator Titlebar

2.12 SetSignalGeneratorParameters

The SetSignalGeneratorParameters function sets the parameters of the signal generator.

```c
void SetSignalGeneratorParameters(
    long nLoopBackMode,  //Loopback Mode
    long nSamplingFrequency, //Sampling Frequency
    long nSamplingChannels, //Sampling Channels
```
long nSamplingBitResolution, //Sampling Bit Resolution
long nWaveformA, //Waveform for Channel A
double dFrequencyA, //Frequency for Channel A
double dAmplitudeA, //Amplitude for Channel A
long nWaveformB, //Waveform for Channel B
double dFrequencyB, //Frequency for Channel B
double dAmplitudeB, //Amplitude for Channel B
double dPhaseDifference, //Phase Difference between Channels
                    //A & B
long nMaskMode, //Mask Mode
double dMaskOn, //Mask On Period
double dMaskOff, //Mask Off Period
long nFadeMode, //Fade Mode
double dFadeIn, //Fade In Period
double dFadeOut, //Fade Out Period
double dTotalDuration, //Total Duration
long nLoop, //Loop Flag
long nSweepMode, //Sweep Mode
double dStartA, //Start Frequency/Amplitude for Channel A
double dEndA, //End Frequency/Amplitude for Channel A
double dStartB, //Start Frequency/Amplitude for Channel B
double dEndB, //End Frequency/Amplitude for Channel B
long nLinearLogA, //Linear/Log Sweep Flag for Channel A
long nLinearLogB, //Linear/Log Sweep Flag for Channel B
double dDutyCycleA, //Duty Cycle for Channel A
double dDutyCycleB, //Duty Cycle for Channel B
long nMLSLength //MLS Length
);

**Parameters**

**nLoopBackMode**

Loopback Mode:
- 0: No Loopback
- 1: iA=oA, iB=oB
- 2: iA=oA, iB=oA
- 3: iB=oA
- 4: Sync. No Loopback
- 5: Sync. iB=oA
- 6: Sync. iB⇐oA

**nSamplingFrequency**

Sampling Frequency:
- 0: 2kHz
- 1: 4kHz
- 2: 8kHz
- 3: 11.025kHz
- 4: 16kHz
- 5: 22.05kHz
- 6: 32kHz
- 7: 44.1kHz
- 8: 48kHz
9: 64kHz
10: 88.2kHz
11: 96kHz
12: 176.4kHz
13: 192kHz
14: 200kHz

Note: The above options are valid if sound card MME is chosen as the DAC device in Multi-Instrument. Otherwise, the indexed sampling frequencies may be different from the above. Please check the Multi-Instrument software to see the options available for a specific DAC device.

\( n_{\text{SamplingChannels}} \)

Sampling Channels:
0: A
1: A&B

Note: The above options are valid if sound card MME is chosen as the DAC device in Multi-Instrument. Otherwise, the indexed sampling channels may be different from the above. Please check the Multi-Instrument software to see the options available for a specific DAC device.

\( n_{\text{SamplingBitResolution}} \)

Sampling Bit Resolution:
0: 8 Bit
1: 16 Bit
2: 24 Bit

Note: The above options are valid if sound card MME is chosen as the DAC device in Multi-Instrument. Otherwise, the indexed sampling bit resolution may be different from the above. Please check the Multi-Instrument software to see the options available for a specific DAC device.

\( n_{\text{WaveformA}} \)

Waveform for Channel A:
0: None
1: Sine
2: Rectangle
3: Triangle
4: SawTooth
5: WhiteNoise
6: PinkNoise
7: MultiTones
8: Arbitrary (via Waveform Library File)
9: MLS

Note: if \( n_{\text{WaveformA}} \) is set to 7 or 8, \( n_{\text{WaveformB}} \) should also be set to 7 or 8 respectively, too.
Frequency value in Hz for Channel A. It must be less than or equal to $\frac{1}{2}$ of the sampling frequency.

$d\text{AmplitudeA}$
Amplitude value in DAC engineering unit for Channel A. It must be within the full-scale DAC range.

$n\text{WaveformB}$
Waveform for Channel B:
- 0: None
- 1: Sine
- 2: Rectangle
- 3: Triangle
- 4: SawTooth
- 5: WhiteNoise
- 6: PinkNoise
- 7: MultiTones
- 8: Arbitrary (via Waveform Library File)
- 9: MLS

Note: if nWaveformB is set to 7 or 8, nWaveformA should also be set to 7 or 8 respectively, too.

$d\text{FrequencyB}$
Frequency value in Hz for Channel B. It must be less than or equal to $\frac{1}{2}$ of the sampling frequency.

$d\text{AmplitudeB}$
Amplitude value in DAC engineering unit for Channel B. It must be within the full-scale DAC range.

$d\text{PhaseDifference}$
Phase Difference value in degree between the two channels. It must be in the range of $-180$~$180$ degree.

$n\text{MaskMode}$
Mask Mode:
- 0: No Mask
- 1: Mask with Phase Lock
- 2: Mask with No Phase Lock

$d\text{MaskOn}$
Mask On period in second.

$d\text{MaskOff}$
Mask Off period in second.

$n\text{FadeMode}$
Fade Mode:
- 0: No Fade
1: Fade

\(dFadeIn\)
Fade In period in second.

\(dFadeOut\)
Fade Out period in second.

\(dTotalDuration\)
Total Duration in second. Under non-sweep mode, it specifies the duration of the output signal, if \(nLoop=0\). Under sweep mode, it specifies the sweep duration instead.

\(nLoop\)
It specifies whether the output signal should be repeated in loop. Under non-sweep mode, the Total Duration will be ignored if \(nLoop=1\).
- 0: No Loop
- 1: Loop

\(nSweepMode\)
Sweep mode:
- 0: No Sweep
- 1: Frequency Sweep
- 2: Amplitude Sweep

\(dStartA\)
Start frequency in Hz under frequency sweep mode for Channel A, or start amplitude in DAC engineering unit under amplitude sweep mode for Channel A.

\(dEndA\)
End frequency in Hz under frequency sweep mode for Channel A, or end amplitude in DAC engineering unit under amplitude sweep mode for Channel A.

\(dStartB\)
Start frequency in Hz under frequency sweep mode for Channel B, or start amplitude in DAC engineering unit under amplitude sweep mode for Channel B.

\(dEndB\)
End frequency in Hz under frequency sweep mode for Channel B, or end amplitude in DAC engineering unit under amplitude sweep mode for Channel B.

\(nLinearLogA\)
Linear/Log sweep Mode for channel A:
- 0: Linear
- 1: Log

\(nLinearLogB\)
Linear/Log sweep Mode for channel B:
- 0: Linear
- 1: Log
**dDutyCycleA**

Duty Cycle (0~100) for Channel A, applicable only if the waveform is rectangle.

**dDutyCycleB**

Duty Cycle (0~100) for Channel B, applicable only if the waveform is rectangle.

**nMLSLength**

MLS length, applicable only if the waveform is MLS.

- 0: 127
- 1: 225
- 2: 511
- 3: 1023
- 4: 2047
- 5: 4095
- 6: 8191
- 7: 16383
- 8: 32767
- 9: 65535
- 10: 131071
- 11: 262143
- 12: 524287
- 13: 1048575
- 14: 2097151
- 15: 4194303
- 16: 8388607
- 17: 16777215

**Remarks**

This function can only be called after the signal generator is opened. Calling this function will have no effect when the signal generator of Multi-Instrument is in running state.

### 2.13 UpdateMultiToneItem

The `UpdateMultiToneItem` function updates the specified Multitone item.

```c
void UpdateMultiToneItem(
    long nChannelNo,  // Channel No.
    long nItemNo,     // Item No.
    long nWaveform,   // Waveform
    long nFrequency,  // Frequency
    double dRelativeAmplitude, // Relative Amplitude
    double dPhase     // Phase
);
```

**Parameters**

- **nChannelNo**
  - Channel No.:
    - 0: Channel A
1: Channel B

**nItemNo**

Item No. It must be in the range of 0~31.

**nWaveform**

Waveform:
1: Sine
2: Rectangle
3: Triangle
4: SawTooth
5: WhiteNoise
6: PinkNoise

**nFrequency**

Frequency value in Hz. It must be less than or equal to ½ of the sampling frequency and greater than 0 Hz.

**dRelativeAmplitude**

Relative Amplitude value. It is recommended to use a value in the range of 0~1. It is dimensionless.

**dPhase**

Initial Phase value in degree. It must be in the range of –180~180 degree.

**Remarks**

This function should be called just after calling SetSignalGeneratorParameters function to set the waveform for both channels to be MultiTones.

### 2.14 SetNumberOfMultiToneItems

The SetNumberOfMultiToneItems function sets the number of MultiTone items for both Channels A & B.

```c
void SetNumberOfMultiToneItems (long nCountA,    //Number of MultiTone items in Channel A long nCountB    //Number of MultiTone items in Channel B );
```

**Parameters**

**nCountA**

Number of MultiTone items in Channel A. It must be in the range of 0~31;

**nCountB**

Number of MultiTone items in Channel B. It must be in the range of 0~31;

**Remarks**

This function should be called just after calling SetSignalGeneratorParameters function to set the waveform for both channels to be MultiTones.
2.15 LoadWFLibrary

The LoadWFLibrary function loads the waveform library file.

```c
void LoadWFLibrary(
    LPCTSTR sWFLibraryFileName //Waveform library file name
);
```

**Parameters**

- `sWFLibraryFileName` Waveform library file name.

**Remarks**

This function should be called just after calling SetSignalGeneratorParameters function to set the waveform for both channels to be WFLibrary.

2.16 StartDAO

The StartDAO function starts the signal generator.

```c
void StartDAO();
```

2.17 StopDAO

The StopDAO function stops the signal generator.

```c
void StopDAO();
```

2.18 GetDAOStatus

The GetDAOStatus function returns the DAO status. DAO is the short form for “Data Output”.

```c
long GetDAOStatus();
```

**Return Values**

- 0: Stopped
- 1: Running

2.19 SetDAQParameters

The SetDAQParameters function sets the DAQ parameters. DAQ is the short form for “Data Acquisition”.

```c
```
void SetDAQParameters(
long nSamplingFrequency, //Sampling Frequency
long nSamplingChannels, //Sampling Channels
long nSamplingBitResolution, //Sampling Bit Resolution
long nRecordLength, //Record Length
long nTriggerMode, //Trigger Mode
long nTriggerSource, //Trigger Source
long nTriggerEdge, //Trigger Edge
long nTriggerLevel, //Trigger Level
long nTriggerDelay, //Trigger Delay
long nRangeA, //Range for Channel A
long nRangeB, //Range for Channel B
long nCouplingTypeA, //Coupling Type for Channel A
long nCouplingTypeB, //Coupling Type for Channel B
long nProbeSwitchPositionA, //Probe Switch Position for Ch. A
long nProbeSwitchPositionB //Probe Switch Position for Ch. B
)

Parameters

nSamplingFrequency

Sampling Frequency:
  0: 2kHz
  1: 4kHz
  2: 8kHz
  3: 11.025kHz
  4: 16kHz
  5: 22.05kHz
  6: 32kHz
  7: 44.1kHz
  8: 48kHz
  9: 64kHz
  10: 88.2kHz
  11: 96kHz
  12: 176.4kHz
  13: 192kHz
  14: 200kHz

Note: The above options are valid if sound card MME is chosen as the ADC device in Multi-Instrument. Otherwise, the indexed sampling frequencies may be different from the above. Please check the Multi-Instrument software to see the options available for a specific ADC device.

nSamplingChannels

Sampling Channels:
  0: A
  1: A&B

Note: The above options are valid if sound card MME is chosen as the ADC device in Multi-Instrument. Otherwise, the indexed sampling channels may be
different from the above. Please check the Multi-Instrument software to see the options available for a specific ADC device.

\textbf{nSamplingBitResolution}

Sampling Bit Resolution:
0: 8 Bit
1: 16 Bit
2: 24 Bit

Note: The above options are valid if sound card MME is chosen as the ADC device in Multi-Instrument. Otherwise, the indexed sampling bit resolution may be different from the above. Please check the Multi-Instrument software to see the options available for a specific ADC device.

\textbf{nRecordLength}

Record Length per frame of the oscilloscope.

\textbf{nTriggerMode}

Trigger Mode:
0: Auto
1: Normal
2: Single
3: Slow

Note: The above options are valid if sound card MME is chosen as the ADC device in Multi-Instrument. Otherwise, the indexed sampling bit resolution may be different from the above. Please check the Multi-Instrument software to see the options available for a specific ADC device.

\textbf{nTriggerSource}

Trigger Source:
0: A
1: B

Note: The above options are valid if sound card MME is chosen as the ADC device in Multi-Instrument. Otherwise, the indexed sampling bit resolution may be different from the above. Please check the Multi-Instrument software to see the options available for a specific ADC device.

\textbf{nTriggerEdge}

Trigger Source:
0: Up
1: Down
2: Up or Down
3: Jump
4: Differential

Note: The above options are valid if sound card MME is chosen as the ADC device in Multi-Instrument. Otherwise, the indexed sampling bit resolution may be
different from the above. Please check the Multi-Instrument software to see
the options available for a specific ADC device.

\( n\text{TriggerLevel} \)
Trigger Level, adjustable from –100%~100% depending on the ADC device used.

\( n\text{TriggerDelay} \)
Trigger Delay, adjustable from –100%~100% depending on the ADC device used.

\( n\text{RangeA} \)
ADC Range for Channel A, available options depending on the ADC device used.

\( n\text{RangeB} \)
ADC Range for Channel B, available options depending on the ADC device used:

\( n\text{CouplingTypeA} \)
Coupling Type for Channel A, available options depending on the ADC device used:
0: AC
1: DC

\( n\text{CouplingTypeB} \)
Coupling Type for Channel B, available options depending on the ADC device used:
0: AC
1: DC

\( n\text{ProbeSwitchPositionA} \)
Probe Switch Position for Channel A, depending on the probe used.
0: 1
1: 2
2: 3

\( n\text{ProbeSwitchPositionB} \)
Probe Switch Position for Channel B, depending on the probe used.
0: 1
1: 2
2: 3

**Remarks**
Calling this function will have no effect when the DAQ of Multi-Instrument is in running
state.

### 2.20 SetViewParameters

The SetViewParameters sets the parameters of different views of Multi-Instrument.

```c
void SetViewParameters(
    long nViewID, //View ID
    long nViewType, //View Type
)```

long nParameter1, //Parameter 1
long nParameter2, //Parameter 2
long nParameter3, //Parameter 3
long nParameter4, //Parameter 4
long nParameter5, //Parameter 5
long nParameter6, //Parameter 6
long nParameter7, //Parameter 7
long nParameter8, //Parameter 8
long nParameter9, //Parameter 9
long nParameter10, //Parameter 10
double dParameter11, //Parameter 11
double dParameter12 //Parameter 12
)

Parameters

nViewID

View ID:
0: Oscilloscope
1: Spectrum Analyzer
2: Multimeter
3: Spectrum 3D Plot

nViewType

View Type:

For Oscilloscope:
0: A&B
1: A+B
2: A-B
3: A×B
4: A|B

For Spectrum Analyzer:
0: Amplitude Spectrum
1: Phase Spectrum
2: Auto Correlation
3: Cross Correlation
4: Coherence Function
5: Transfer Function
6: Impulse Response

For Multimeter
0: RMS
1: dBV
2: dBu
3: dBSPL
4: dB(A)
5: dB(B)
6: dB(C)
7: Frequency Counter
8: RPM
9: Counter
10: Duty Cycle
11: F/V
12: Cycle RMS
13: Cycle Mean
14: Vibrometer

For Spectrum 3D Plot
0: Waterfall
1: Spectrogram

nParameter1
View Parameter 1:
For Oscilloscope: Reserved.
For Spectrum Analyzer: Index of FFT Size options.
For Multimeter: Counter Trigger Level (-100%~100%) for Channel A.
For Spectrum 3D Plot: Index of T Range options.

nParameter2
View Parameter 2:
For Oscilloscope: Reserved.
For Spectrum Analyzer: Index of Window Function options.
For Multimeter: Counter Trigger Level (-100%~100%) for Channel B.
For Spectrum 3D Plot: Tilt Angle (0~90 degree) of T axis

nParameter3
View Parameter 3:
For Oscilloscope: Reserved.
For Spectrum Analyzer: Index of Window Overlap options.
For Multimeter: Counter Trigger Hysteresis (0%~100%) for Channel A.
For Spectrum 3D Plot: Height Percentage (5%~90%) of Y axis

nParameter4
View Parameter 4:
For Oscilloscope: Reserved.
For Spectrum Analyzer: Reserved.
For Multimeter: Counter Trigger Hysteresis (0%~100%) for Channel B.
For Spectrum 3D Plot: Reserved.

nParameter5~nParameter10
Reserved.

dParameter11
View Parameter 11:
For Oscilloscope: Reserved.
For Spectrum Analyzer: Reserved.
For Multimeter: Counter Frequency Divider for Channel A.
For Spectrum 3D Plot: Reserved.
dparameter12

View Parameter 12:
- For Oscilloscope: Reserved.
- For Spectrum Analyzer: Reserved.
- For Multimeter: Counter Frequency Divider for Channel B.
- For Spectrum 3D Plot: Reserved.

2.21 StartDAQ

The StartDAQ function starts the DAQ.

void StartDAQ()

2.22 StopDAQ

The StopDAQ function stops the DAQ.

void StopDAQ()

2.23 Record

The Record function starts the DAQ in record mode.

void Record()

2.24 GetDAQStatus

The GetDAQStatus function returns the DAQ status. DAQ is the short form for “Data Acquisition”.

long GetDAQStatus()

Return Values
0: Stopped
1: Running

2.25 GetDDP

The GetDDP function returns the requested DDP value. DDP is the short form for “Derived Data Point”.

double GetDDP(
    LPCTSTR sDDPName // DDP Name
)
Parameters

sDDPName

DDP name, DDP is the short form for “Derived Data Point”.

Return Values

1.0E40: failed.
Others: the current value of the DDP.

2.26 LoadPanelSettingFile

The LoadPanelSettingFile function loads a specified panel setting file, which can be used to set DAQ, DAO and View parameters. Those functions such as SetSignalGeneratorParameters, UpdateMultiToneItem, SetNumberOfMultiToneItems, LoadWFLibrary, SetDAQParameters and SetViewParameters introduced previously set only a limited number of parameters whereas LoadPanelSettingFile function can be used to set almost all parameters.

void LoadPanelSettingFile(
    LPCTSTR sPanelSettingFileName //Panel Setting File name
)

Parameters

sPanelSettingFileName

Panel Setting File name.

Note: To load a panel setting file, the DAQ and DAO must be in stop state.

2.27 LoadFile

The LoadFile function loads the specified wave file or TXT file.

void LoadFile(
    LPCTSTR sFileName //File name
)

Parameters

sFileName

File name to be loaded.

2.28 SaveFile

The SaveFile function saves the wave data to the specified file.

void SaveFile(
    LPCTSTR sFileName //File name
)
Parameters
sFileName
File name to be saved.

2.29 OscilloscopeExport

The OscilloscopeExport function exports the wave data to the specified TXT file.

```c
void OscilloscopeExport(
    LPCTSTR sFileName //File name
)
```

Parameters
sFileName
File name to be exported.

2.30 SpectrumAnalyzerExport

The SpectrumAnalyzerExport function exports the data in the spectrum analyzer to the specified TXT file.

```c
void SpectrumAnalyzerExport(
    LPCTSTR sFileName //File name
)
```

Parameters
sFileName
File name to be exported.

2.31 LockGUI

The LockGUI function locks the GUI of Multi-Instrument. GUI is the short form for “Graphical User Interface”.

```c
void LockGUI()
```

2.32 UnlockGUI

The UnLockGUI function unlocks the GUI of Multi-Instrument. GUI is the short form for “Graphical User Interface”.

```c
void UnlockGUI()
```
2.33 Unlock

The Unlock function unlocks the MI automation server so that it can be controlled by an Automation client program via its exposed interfaces. This function must be called before any Automation interfaces can be used.

```c
void Unlock(
    long nSerialNumberPart1, // serial number part 1
    long nSerialNumberPart2, // serial number part 2
    long nSerialNumberPart3, // serial number part 3
    long nSerialNumberPart4, // serial number part 4
)
```

**Parameters**

- `nSerialNumberPart1`
  - Part 1 of the serial number of the MI automation server.

- `nSerialNumberPart2`
  - Part 2 of the serial number of the MI automation server.

- `nSerialNumberPart3`
  - Part 3 of the serial number of the MI automation server.

- `nSerialNumberPart4`
  - Part 4 of the serial number of the MI automation server.

Note that:

1. The serial number has a format of part1-part2-part3-part4, where each part contains four characters in hex format.

2. For copy-protected MI automation server, such as the trial version, the softkey activated version, or the USB hardkey activated version, a generic serial number F65A-7C8A-D92E-18EC should be used.

3. For not-copy-protected MI automation server, which is usually the case for OEM, a customer specific serial number will be given when the server is purchased from Virtins Technology.

2.34 GetADCDeviceNo

The GetADCDeviceNo function returns the ADC Device No. currently being used.

```c
long GetADCDeviceNo()
```

**Return Values**

ADC Device No.
2.35 GetDACDeviceNo

The GetDACDeviceNo function returns the DAC Device No. currently being used.

```c
long GetDACDeviceNo()
```

**Return Values**
DAC Device No.

2.36 SetADCDeviceNo

The SetADCDeviceNo function sets the ADC Device No. to be used.

```c
void SetADCDeviceNo(long nADCDeviceNo)
```

**Parameters**
nADCDeviceNo
ADC Device No.

**Return Values**
ADC Device No.

Note: To change the ADC Device No., the DAQ must be in stop state.

2.37 SetDACDeviceNo

The SetDACDeviceNo function sets the DAC Device No. to be used.

```c
void SetDACDeviceNo(long nDACDeviceNo)
```

**Parameters**
nDACDeviceNo
DAC Device No.

**Return Values**
DAC Device No.

Note: To change the DAC Device No., the DAO must be in stop state.

2.38 GetADCDeviceCount

The GetADCDeviceCount function returns the number of ADC Devices in the same Device Category (e.g. SoundCardMME, VT DAQ 1, etc.) in the system.

```c
long GetADCDeviceCount()
```

**Return Values**
ADC Device Count.

### 2.39 GetDACDeviceCount

The GetDACDeviceCount function returns the number of DAC Devices in the same Device Category (e.g. SoundCardMME, VT DAO 1, etc.) in the system.

```c
long GetDACDeviceCount()
```

**Return Values**
DAC Device Count.

### 2.40 GetADCDeviceName

The GetADCDeviceName function returns the name of the ADC Device specified by the Device No..

```c
BSTR GetADCDeviceName(long nADCDeviceNo)
```

**Parameters**
- `nADCDeviceNo`  
  ADC Device No.

**Return Values**
ADC Device Name.

### 2.41 GetDACDeviceName

The GetDACDeviceName function returns the name of the DAC Device specified by the Device No..

```c
BSTR GetDACDeviceName(long nDACDeviceNo)
```

**Parameters**
- `nDACDeviceNo`  
  DAC Device No.

**Return Values**
DAC Device Name.

3.1 Basic Files of Multi-Instrument Automation Server

For OEM customer, the following files are the basic files required to run the Multi-Instrument Automation Server:

(1) MI.exe, MIs.exe, MIu.exe
(2) Scins.cfg
(3) VScopeResENUS.dll
(4) ADCDevice.ddb
(5) DACDevice.ddb
(6) SoundCardMMEDAQ.dll if a sound card will be used as the ADC device
(7) SoundCardMMEDAO.dll if a sound card will be used as the DAC device
(8) VTDAQ1.dll if a VTDAQ1 device will be used as the ADC device
(9) VTDAO1.dll if a VTDAO1 device will be used as the DAC device

The type library file:

(1) MI.tlb

is also provided, which can be used during client program development.

Some hardware devices such as VT DSOs come with some hardware specific configuration files. These files should also be included in the developed software package. For VT DSOs, these files can be found in Multi-Instrument’s installation directory\HardwareConfig\....

3.2 Multi-Instrument Automation Server Registration

An Automation Server must be registered in the system first before it can be used by a client program.

To register Multi-Instrument Automation Server, run the following command:

MI /regserver

The automation server will be automatically registered if you run the Multi-Instrument program with admin right once in the system.

To un-register Multi-Instrument Automation Server, run the following command:

MI /unregserver

Under Windows Vista or above, these commands must be run with the admin right. To run the command line with admin right, simply click the Start button and type cmd in the Instant Search field, and press CTRL+SHIFT+ENTER instead of just ENTER.
3.3 Multi-Instrument Automation Server CLSID and ProgID

CLSID: 688C2F6F-CA63-4D40-83D9-C30CA6524780
ProgID: MI.Automation
4. Sample Automation Client Programs

4.1 TestAutomation written in Visual Basic 6.0

The program TestAutomation demonstrates how to use the Automation interfaces exposed by the Multi-Instrument Automation Server to control the Multi-Instrument program. There are four lines of push buttons on the top of Multi-Instrument program (see screenshot above). The labels on these buttons are self-explanatory. You can use these buttons to control the Multi-Instrument program.

To launch the Automation Server in Visual Basic, only two lines of codes are required:

```
Dim TestMI As Object
Set TestMI = CreateObject("MI.Automation")
```

After that, you can use any Automation interfaces by simply calling:

```
Call TestMI.xxxx
```

where `xxxx` is the interfacing API documented in Chapter 2. Note that you must call the Unlock function with the correct serial number first before you can use other interfacing APIs.
4.2 TestAutomation written in Visual C++ 6.0

It has the same functionality as its counterpart in Visual Basic, as shown above. Among the project files, there are two files named: MI.h and MI.cpp. They were generated by “Add Class” from the type library “MI.tlb” using the MFC ClassWizard.

To launch the Automation Server in Visual C++, only three lines of codes are required

(1) AfxOleInit() //It is in InitInstance() in TestAutomation.cpp
   It is used to initialize the OLE library.

(2) IAutomation m_Automation //It is in TestAutomationDlg.h

(3) m_Automation.CreateDispatch("MI.Automation") // It is in OnInitDialog() in TestAutomationDlg.cpp

The above (2) and (3) creates an IDispatch object and attaches it to the COleDispatchDriver object. After this, you can use any Automation interfaces by simply calling:

   M_Automation.xxxx

where xxxxx is the interfacing API documented in Chapter 2. Note that you must call the Unlock function with the correct serial number first before you can use other interfacing APIs.
4.3 TestAutomation written in Visual C# 2012

It has the same functionality as its counterpart in Visual Basic, as shown above.

To launch the Automation Server in Visual C#, only two lines of codes are required:

Type objType = System.Type.GetTypeFromProgID("MI.Automation");
dynamic MIautomation = System.Activator.CreateInstance(objType);

After that, you can use any Automation interfaces by simply calling:

    MIautomation.xxxx

where xxxx is the interfacing API documented in Chapter 2. Note that you must call the Unlock function with the correct serial number first before you can use other interfacing APIs.
4.4 TestAutomation written in Python 3.7.3

It has the same functionality as its counterpart in Visual Basic, as shown above.

To launch the Automation Server in Python, only two lines of codes are required:

```python
import win32com.client
MIautomation = win32com.client.Dispatch("MI.Automation")
```

After that, you can use any Automation interfaces by simply calling:

```python
MIautomation.xxxx
```

where `xxxx` is the interfacing API documented in Chapter 2. Note that you must call the `Unlock` function with the correct serial number first before you can use other interfacing APIs.
5. An Automation Client and Server Integration Example

![Image of a PASS test result and a waveform graph]

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