

# DLL Functions v1.1.0

## 1. **GetDrawerHandle**

This function determines if the cash drawer controller has been added to the bus. If so it returns the valid handle to the controller, else it return a 0.

### **C Calling Structure:**

```
ULONG GetDrawerHandle(BYTE drawer_number);
```

example:

```
handle = GetDrawerHandle(0);  
if (handle) drawer_online = TRUE;  
else drawer_online = FALSE;
```

### **Visual Basic Calling Structure:**

```
Private Declare Function GetDrawerHandle Lib "MSPOS_USB.dll" (ByVal Handle As Long) As Integer
```

example:

```
Handle = GetDrawerHandle(0)  
If Handle > 0 Then  
    Drawer_Online = TRUE  
Else  
    Drawer_Online = FALSE  
End If
```

## 2. GetDrawerStatus

This function returns the state of the switch on the controller. You must give the function the handle to the cash drawer you are using. The function will return failure [0], drawer closed [1], or drawer open [2].

*Note: The DIP-SWITCH position four controls whether the system responds to a NO [0] or a NC [1] switch.*

### C Calling Structure:

```
int GetDrawerStatus(ULONG device_handle);
```

#### example:

```
result = GetDrawerStatus(handle);
if (result == 2) drawer_open = TRUE;
else if (result == 1) drawer_open = FALSE;
else drawer_online = FALSE;
```

### Visual Basic Calling Structure:

```
Private Declare Function GetDrawerStatus Lib "MSPOS_USB.dll" (ByVal Handle As Long) As Integer
```

#### example:

```
Result = GetDrawerStatus(Handle)
If Result = 2 Then
    Drawer_Open = TRUE
ElseIf Result = 1
    Drawer_Open = FALSE
Else
    Drawer_Online = FALSE
End If
```

## 3. OpenDrawer

This function opens the cash drawer. You must give the function the handle to the cash drawer you are using. The function will success drawer opened [2], drawer already opened [3], or failure [0]. The solenoid will fire **ONLY** if the drawer is closed.

### C Calling Structure:

```
int OpenDrawer(ULONG device_handle);
```

#### example:

```
result = OpenDrawer (handle);
if (!result) drawer_online = 0;
```

### Visual Basic Calling Structure:

```
Private Declare Function OpenDrawer Lib "MSPOS_USB.dll " (ByVal Handle As Long) As Integer
```

#### example:

```
Result = OpenDrawer(Handle)
If Result = 0 Then Drawer_Online = FALSE
```

#### 4. ReleaseHandle

This function will release the device handle. Call this function when your program is finished using the device or when your program exits.

##### C Calling Structure:

```
int ReleaseHandle(ULONG device_handle);
```

##### example:

```
result = ReleaseHandle (handle);
```

##### Visual Basic Calling Structure:

```
Private Declare Function ReleaseHandle Lib "MSPOS_USB.dll " (ByVal Handle As Long) As Integer
```

##### example:

```
Result = ReleaseHandle(Handle)
```