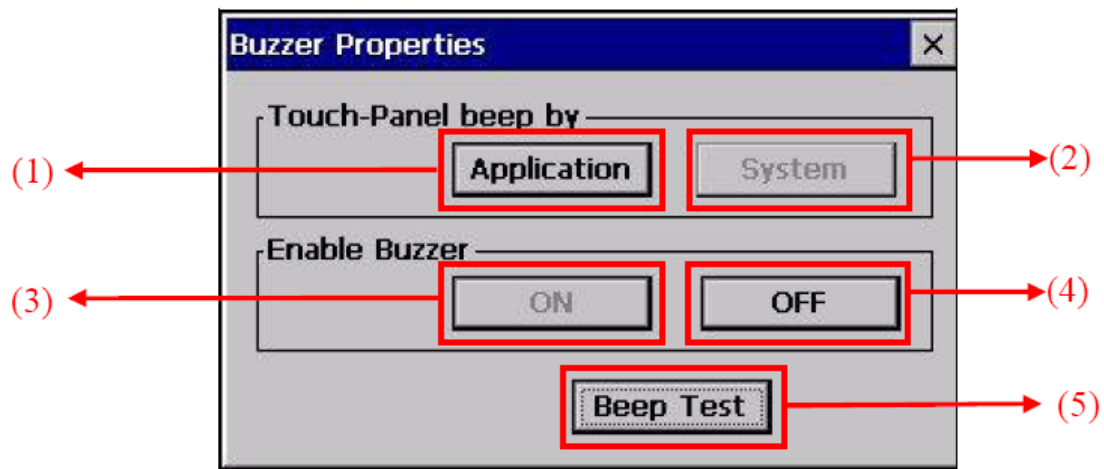


## Buzzer.exe Function:

### 1.Operation:



2.Gray is the setting value now.The button function is as below:

(1)**Application**:To press this button could control Buzzer's on/ off in Application.

(2)**System**:To press this button could control Buzzer's on/off in Win CE.

It will keep setting after reset of the setting value for Application and System.

(3) **Beep Test**:The button is to test the buzzer which is controlled in AP (Application).

### EVC:

1.First,it needs to have Handle of Buzzer Driver,then use Create File ( ).The name of this Device is **BUZ1**.

```
HANDLE hBuzzer;  
hBuzzer = CreateFile( L"BUZ1:", GENERIC_READ|GENERIC_WRITE,  
FILE_SHARE_READ|FILE_SHARE_WRITE, NULL, OPEN_EXISTING, 0, 0);
```

2.When have Handle of Buzzer Driver, it need to use DeviceIoControl ( ), then get the relative controlled value, finally set the mold and parameter.

```
//Buzzer Driver IoControlCode,  
#define BUZZER_SET_STATUS 0x1  
#define BUZZER_SET_MODE 0xa  
#define BUZZER_GET_STATUS 0x11  
#define BUZZER_GET_MODE 0x1a  
  
//Buzzer Driver status  
#define BUZZER_ENABLE 0X1  
#define BUZZER_DISABLE 0X0
```

```
//Buzzer Driver get Mode
#define BUZZER_SYSTEM 0X1
#define BUZZER_APPLICATION 0X0
```

### 3.The work situation as getting Buzzer Driver:

```
Unsigned char bData;
DeviceloControl(hBuzzer, BUZZER_GET_STATUS, NULL, 0, &bData, 1, NULL, NULL);
```

The replied value:

(1)bData= BUZZER\_ENABLE; means BUZZER is at “ON” situation, and will have the sound as the setting mold.

(2)bData= BUZZER\_DISABLE; means BUZZER is at “OFF” situation.

### 4.Setting the work situation (ON/ OFF) of Buzzer Drive.

ON:

```
Unsigned char bData;
bData = BUZZER_ENABLE;
DeviceloControl(hBuzzer, BUZZER_SET_STATUS, &bData, 1, NULL, 0, NULL, NULL);
```

OFF:

```
Unsigned char bData;
bData = BUZZER_DISABLE;
DeviceloControl(hBuzzer, BUZZER_SET_STATUS, &bData, 1, NULL, 0, NULL, NULL);
```

### 5.To Into the work situation of Buzzer Driver.

```
Unsigned char bData;
DeviceloControl(hBuzzer, BUZZER_GET_MODE, NULL, 0, &bData, 1, NULL, NULL);
```

The replied value:

(1)bData = BUZZER\_SYSTEM;

When Buzzer Driver at“ON”, means Buzzer is control by System.

(2)bData = BUZZER\_APPLICATION;

When Buzzer Driver at“ON”, means Buzzer is control by the Application. If want to have buzzer, then it have to control by APP.

### 6.Setting Buzzer Driver mold.(Application / System).

To set the control mold to“System”,the sound of Buzzer is control by system.

```
Unsigned char bData;
bData = BUZZER_SYSTEM;
DeviceloControl(hBuzzer, BUZZER_GET_STATUS, &bData, 1, NULL, 0, NULL, NULL);
```

To set the control mold to“Application”,the sound of Buzzer is control by AP.

```
Unsigned char bData;  
bData = BUZZER_ APPLICATION;  
DeviceloControl(hBuzzer, BUZZER_SET_STATUS, &bData, 1, NULL, 0, NULL, NULL);
```

**7.**To control the Buzzer Driver by Application.Please follow the step as below:

(1)The mold of Buzzer Driver need to set as“ Application control”,that can open the Buzzer.

(2)Set a name:BUZ\_CLICK\_EVENT.

```
static HANDLE hClickEvent;  
hClickEvent = CreateEvent(NULL, FALSE, FALSE,TEXT("BUZ_CLICK_EVENT"));
```

(3)Just need to add a code at the Buzzer in AP program.

```
SetEvent(hClickEvent);
```