



# **ADLINK Vision Software (AVS)**

## **Function Reference Manual**

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**LEADING EDGE COMPUTING**

# Revision History

Revision	Release Date	Description of Change(s)
1.0	2022-02-07	Initial release

# Preface

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## Conventions

Take note of the following conventions used throughout this manual to make sure that users perform certain tasks and instructions properly.



NOTE:

Additional information, aids, and tips that help users perform tasks.

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CAUTION:

Information to prevent **minor** physical injury, component damage, data loss, and/or program corruption when trying to complete a task.

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WARNING:

Information to prevent **serious** physical injury, component damage, data loss, and/or program corruption when trying to complete a specific task.

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# 1 Introduction

ADLINK Vision Software (AVS) is the application programming interface (API) for ADLINK vision products. AVS allows developers to build applications in Linux and Windows operating systems via C/C++, C#/VB.NET support. Along with the APIs, AVS also includes product drivers and a set of sample programs and documentation.

## 1.1 Environment

<b>Platform</b>	x86, x86-x64
<b>OS</b>	Linux: Ubuntu 12.04 LTS (kernel 3.13) and above
	Windows: 7/10
<b>Programming Language</b>	Linux: C/C++
	Windows: C/C++, C#, VB.NET

## 1.2 AVS Installation

<b>Linux</b>	Debian, DKMS are a must for AVS. <pre>\$sudo apt-get install dkms \$tar xvf <b>AVS-SDK_xxx.tar</b> \$cd <b>AVS-SDK_xxx</b> \$./install.sh</pre>
<b>Windows</b>	Execute <b>AVS-SDK_x.x.x.xxxx.exe</b>

## 1.3 AVS Functions & Parameters

AVS Function	Description	Installation Folder
General SDK functions	Retrieves product handle and device information	\\AVS_SDK.h
Feature functions	Basic functions	\\Feature\\*.h
AVS Parameter Reference	AVS parameters are grouped by C/C++ enumerations	\\Common\\l_common.h

## 1.4 AVS Sample Programs

Type	Description
GUI samples	An entry point for quickly performing samples with a GUI interface. (Windows only)
Console samples	Applications that can be run from a command prompt in Windows and Linux.



## 1.5 AVS Installation Folder

### 1.5.1 Linux

Type	Installation Folder	File	Description
Include	/usr/local/include/ ADLINK/AVS	AVS_SDK.h	Header file required for General SDK functions
	/usr/local/include/ ADLINK/AVS/ Common/	I_common.h	Header file required for AVS parameters
	/usr/local/include/ ADLINK/AVS/ Feature/	ExPowerSupply.h PowerController.h PoE.h ToE.h Fan.h	Header file required for basic functions
Library	/usr/local/lib/	libAVS_SDK.so libAVS_Product.so libAVS_CoreSDK.so	Exports API function definitions, required for Visual C/C++ applications
Sample Program	/usr/local/src/ ADLINK/AVS/ Sample	Build Sample \$cd /usr/local/src/ADLINK/AVS/Sample \$make Execute Sample \$cd /usr/local/src/ADLINK/AVS/Sample/bin \$sudo ./AVS_GetSDKInfo	

## 1.5.2 Windows

Type	Installation Folder	File	Description
Include	\ADLINK\AVS\ Include\C++	AVS_SDK.h I_common.h ExPowerSupply.h PowerController.h	Header file required for all C/C++ applications
	\ADLINK\AVS\ Include\VB.NET	AVS_SDK.vb I_common.vb ExPowerSupply.vb PowerController.vb	Function definitions required for all VB.Net applications
	\ADLINK\AVS\ Include\C#	AVS_SDK.cs I_common.cs ExPowerSupply.cs PowerController.cs	Function definitions required for all C# applications
DLL	\ADLINK\AVS\DII	AVS_SDK.dll AVS_Product.dll AVS_CoreSDK.dll	Dynamic link library files required for all applications
Library	\ADLINK\AVS\DII	AVS_SDK.lib	Exports API function definitions, required for all Visual C/C++ applications
Sample Program	\ADLINK\AVS\ Sample	Console: SampleGUI.exe GUI: VC++, C#/VB.NET	

## 1.6 Sample Reference Code

### 1.6.1 Include Header File

This code sample shows how to include a header file.

```
#ifdef __linux__
#include "/usr/local/include/ADLINK/AVS/
        AVS_SDK.h"
#include "/usr/local/include/ADLINK/AVS/Common/
        I_common.h"
#elif _WIN32
#include "Include/C++/AVS_SDK.h"
#include "Include/C++/Common/I_common.h"
#endif
```

## 1.6.2 Get Product Handle

This code sample shows how to get the product handle and product information.

```
using namespace std;
/*Show SDK Information*/
char buffer[256];
if (AVS_GetSDKInfo(buffer, sizeof(buffer)) ==
    AVS_FUN_SUCCESS)
    cout << buffer << endl;
...
/*Show Product Information*/
unsigned int nums = AVS_GetProductNums();
if (nums <= 0)
{
    cout << "Find no device!" << endl;
    return 0;
}

void* handle;
unsigned int devIndex = 0;
handle = AVS_GetProductHandle(devIndex);
if (!handle)
{
    cout << "AVS_GetProductHandle Error\n" <<
    endl;
    return 0;
}

if (AVS_GetProductInfo(handle, buffer,
    sizeof(buffer)) == AVS_FUN_SUCCESS)
    cout << buffer << endl;
...

```

## 2 AVS Parameters Reference

AVS parameters are grouped by enumerations and can be found in the header file “I\_common”.

### 2.1 Product Name

ADLINK vision products supported by AVS SDK are grouped by **AVS\_PRODUCT\_TYPE**.

String Identifier	Product Name
AVS_PRODUCT_UNKNOWN	Unknown product
AVS_PRODUCT_PCIEGIE72	PCIe-GIE72
AVS_PRODUCT_PCIEGIE74	PCIe-GIE74
AVS_PRODUCT_PCIEGIE72PRO	PCIe-GIE72 PRO
AVS_PRODUCT_PCIEGIE74PRO	PCIe-GIE74 PRO
AVS_PRODUCT_PCIEU304	PCIe-U304
AVS_PRODUCT_PCIEU308	PCIe-U308
AVS_PRODUCT_PCIEU312	PCIe-U312
AVS_PRODUCT_PCIE10GPOE	PCIe-10GPoE

### 2.2 Product Features

AVS parameters are grouped by **AVS\_FEATURE\_TYPE**.

String Identifier	Product Feature
AVS_FEATURE_POWERCONTROLLER	USB3 Power Management
AVS_FEATURE_POE	Power over Ethernet (PoE)
AVS_FEATURE_TOE	Trigger over Ethernet (ToE)
AVS_FEATURE_DIO	Digital Input / Output
AVS_FEATURE_EXTERNALPOWERSUPPLY	External power supply detection
AVS_FEATURE_NUMS	The number of the product feature

## 2.3 Edge Trigger

Edge Trigger parameters are defined by **AVS\_EDGETRIGGER\_TYPE**.

String Identifier	Parameter
AVS_EDGETRIGGER_RISINGEDGE	Signal rising edge trigger
AVS_EDGETRIGGER_FALLINGEDGE	Signal falling edge trigger
AVS_EDGETRIGGER_CHANGINGEDGE	Signal changing edge trigger
AVS_EDGETRIGGER_NUMS	The number of the edge trigger type

## 2.4 PoE

PoE parameters are defined by **AVS\_POEPROPERTY\_TYPE**.

String Identifier	Parameter
AVS_POEPROPERTY_POEHWSETTING	Power sourcing equipment (PSE) hardware setting
AVS_POEPROPERTY_POEINITIALSTATE	Power sourcing equipment (PSE) initial power
AVS_POEPROPERTY_OVERTEMPERATURE	Check if the device temperature is over the high temperature (degrees C)
AVS_POEPROPERTY_CURRENTTEMPERATURE	Get the current temperature
AVS_POEPROPERTY_CONSUMEPOWER	The consumer power (Watt)
AVS_POEPROPERTY_REMAINPOWER	The left power (Watt)
AVS_POEPROPERTY_POWERBUDGET	The total power budget (Watt)
AVS_POEPROPERTY_NUMS	The number of the PoE property

## 2.5 PoE Power Management

PoE Power Management parameters are defined by **AVS\_POEPORTPROPERTY\_TYPE**.

String Identifier	Parameter
AVS_POEPORTPROPERTY_CURRENT	The current of a port (A)
AVS_POEPORTPROPERTY_VOLT	The voltage of a port (V)
AVS_POEPORTPROPERTY_POECLASS	The power class of a port
AVS_POEPORTPROPERTY_POWERGOOD	Check if the power is good on a port
AVS_POEPORTPROPERTY_LASTPOWERSTATE	Retrieve the last power state of a port. If the PoE status of a port is currently off, this function is used to retrieve the port's last PoE status, which is used to determine the PoE cut off status.
AVS_POEPORTPROPERTY_NUMS	The number of the PoE port properties

## 2.6 AVS Error Code

An AVS error code is defined by **AVS\_FUN\_RETURNVAL**. No error occurs if the API returns a value  $\geq 0$ , or a negative value.

Error Code	Definition	Description
0	AVS_FUN_SUCCESS	Execution successful
-1	AVS_FUN_FAILED	Execution failed
-5	AVS_FUN_NOTDEFINED	Unsupported function
-11	AVS_FUN_INVALIDPARA	The parameters are invalid
-13	AVS_FUN_NOTINIT	The object is not initialized
-100	AVS_FUN_BUSY	The system is busy. The device has timed out, or is not currently able to reply.



## 3 Function Library

### 3.1 List of Functions

Category (Header File)	Function	Product
Common (AVS_SDK.h)	AVS_GetProductNums()	All Products
	AVS_GetSDKInfo()	
	AVS_GetProductHandle()	
	AVS_GetProductInfo()	
	AVS_GetProductType()	
	AVS_GetProductSN()	
	AVS_GetFeatureList()	
	AVS_GetCardID()	
USB Port Control (PowerController.h)	AVS_PowCtrlGetPortNums()	PCIe-U300 Series
	AVS_PowCtrlSetPortEnable()	
	AVS_PowCtrlGetPortEnable()	
External Power Supply (ExPowerSupply.h)	AVS_ExPowSupGetNums()	All Products
	AVS_ExPowSupGetState()	
Power over Ethernet (PoE.h)	AVS_PoEGetPortNums()	PCIe-GIE Series PCIe-10G Series
	AVS_PoESetPortEnable()	
	AVS_PoEGetPortEnable()	
	AVS_PoESetPowConsumCalcModel()	
	AVS_PoEGetPowConsumCalcModel()	
	AVS_PoESetProtectTempRange()	
	AVS_PoEGetProtectTempRange()	
	AVS_PoEGetProperty()	
	AVS_PoEGetPortProperty()	

Category (Header File)	Function	Product
Trigger over Ethernet (ToE.h)	AVS_ToEGetPortNums()	PCIe-GIE7x PRO, PCIe-10G Series
	AVS_ToESendActionCommand()	
	AVS_ToESetActionCommand()	
	AVS_ToEGetActionCommand()	
	AVS_ToESetTriggerSource()	
	AVS_ToEGetTriggerSource()	
	AVS_ToESetTriggerEnable()	
	AVS_ToEGetTriggerEnable()	
	AVS_ToESetTriggerActivation()	
	AVS_ToEGetTriggerActivation()	
	AVS_ToESetOneTriggerAllMode()	
	AVS_ToEGetOneTriggerAllMode()	
	AVS_ToESetExTriggerDebounce()	
	AVS_ToEGetExTriggerDebounce()	
	AVS_ToEGetExTriggerDebounceUnit()	
	AVS_ToEGetTriggerCount()	
	AVS_ToEResetTriggerCount()	

## 3.2 Function Library

AVS supports the C/C++/C#/VB.NET programming languages. The following are examples of the C/C++ library.

### 3.2.1 Common

These functions are used to get the product handle and retrieve device information.

#### 3.2.1.1 AVS\_GetProductNums

<b>Function Name</b>	AVS_GetProductNums
<b>Purpose</b>	This function returns the total number of products installed in the system.
<b>Category</b>	Common
<b>Header File</b>	AVS_SDK.h
<b>Syntax (C/C++)</b>	unsigned int AVS_GetProductNums()
<b>Parameter(s)</b>	
<b>Return Code</b>	Returns the total number of devices if return value $\geq 0$ . See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.

### 3.2.1.2 AVS\_GetSDKInfo

<b>Function Name</b>	AVS_GetSDKInfo
<b>Purpose</b>	This function returns the SDK version information (e.g., driver version, SDK version)
<b>Category</b>	Common
<b>Header File</b>	AVS_SDK.h
<b>Syntax (C/C++)</b>	int AVS_GetSDKInfo(char* data, unsigned int bufsize)
<b>Parameter(s)</b>	
<p><b>data:</b> A string buffer indicating the parameters and information provided. Each parameter and information is split by a break line character '\n'. The format is Parameter Name:Parameter Information '\n'</p> <p>For example:          Driver version:0.2.0.0929          SDK version:1.3.6.0121</p> <p><b>bufsize:</b> Indicates the size of the "data" buffer. The suggested value is 256.</p>	
<b>Return Code</b>	
Returns the total number of devices if return value $\geq 0$ . See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.1.3 AVS\_GetProductHandle

<b>Function Name</b>	AVS_GetProductHandle
<b>Purpose</b>	Initializes the specified device and gets its handle. This should be called before other functions except those with no handle parameter.
<b>Category</b>	Common
<b>Header File</b>	AVS_SDK.h
<b>Syntax (C/C++)</b>	void* AVS_GetProductHandle(unsigned int index)
<b>Parameter(s)</b>	
<p><b>index:</b> Indicates the number of devices, beginning at 0 for the number of the first card, with the second card 1, and so on. This value should be less than (total numbers of the cards -1). The total number of the cards is acquired from AVS_GetProductNums.</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.1.4 AVS\_GetProductInfo

<b>Function Name</b>	AVS_GetProductInfo
<b>Purpose</b>	This function returns all the product information. (e.g., firmware version, product number)
<b>Category</b>	Common
<b>Header File</b>	AVS_SDK.h
<b>Syntax (C/C++)</b>	int AVS_GetProductInfo(void* handle, char* data, unsigned int bufsize)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>data:</b> A string buffer indicating the parameters and information provided. Each parameter and information is split by a break line character '\n'. The format is Parameter Name:Parameter Information '\n'</p> <p>For example: Product:PCIe-10GPoE CPLDVersion:20210119_1610 MCUVersion:2.3 PN:91-64216-000E SN:0123456789 PCBVersion:1 MAC0:00:30:64:35:c4:26 MAC1:00:30:64:35:c4:26</p> <p><b>Bufsize:</b> Indicates the size of the "data" buffer. The suggested value is 256.</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.1.5 AVS\_GetProductType

<b>Function Name</b>	AVS_GetProductType
<b>Purpose</b>	Get the product type.
<b>Category</b>	Common
<b>Header File</b>	AVS_SDK.h
<b>Syntax (C/C++)</b>	int AVS_GetProductType(void* handle)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>Return Code</b>	
Returns AVS_PRODUCT_TYPE. No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.1.6 AVS\_GetProductSN

<b>Function Name</b>	AVS_GetProductSN
<b>Purpose</b>	This function gets the product serial number (SN).
<b>Category</b>	Common
<b>Header File</b>	AVS_SDK.h
<b>Syntax (C/C++)</b>	int AVS_GetProductSN(void* handle, char* data, unsigned int bufsize)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>data:</b> Pointer of an allocated character buffer into the function copies the string.	
<b>Bufsize:</b> Indicates the size of the “data” buffer. The suggested value is 32.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.1.7 AVS\_GetFeatureList

<b>Function Name</b>	AVS_GetFeatureList
<b>Purpose</b>	This function gets the product feature list.
<b>Category</b>	Common
<b>Header File</b>	AVS_SDK.h
<b>Syntax (C/C++)</b>	int AVS_GetFeatureList(void* handle, AVS_FEATURE_TYPE* list, unsigned int listsize)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>list:</b> Pointer of an allocated buffer into the function copies the string.</p> <p><b>listsize:</b> Indicates the size of the “list” buffer. The suggested value is AVS_FEATURE_NUMS (AVS_FEATURE_NUMS is defined in I_common.h).</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.1.8 AVS\_GetCardID

<b>Function Name</b>	AVS_GetCardID
<b>Purpose</b>	This function gets a numeric card ID that corresponds to the handle.
<b>Category</b>	Common
<b>Header File</b>	AVS_SDK.h
<b>Syntax (C/C++)</b>	int AVS_GetCardID(void* handle, int* id)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>id:</b> Indicates the card ID set by switch SW1, a value from 0 to 15. Card ID and SW1 switch settings correlate as shown. Refer to the table below.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

Card ID (id)	Hardware Switch			
	4	3	2	1
0	off	off	off	off
1	off	off	off	on
2	off	off	on	off
3	off	off	on	on
4	off	on	off	off
5	off	on	off	on
6	off	on	on	off
7	off	on	on	on
8	on	off	off	off
9	on	off	off	on
10	on	off	on	off
11	on	off	on	on
12	on	on	off	off
13	on	on	off	on
14	on	on	on	off
15	on	on	on	on



## 3.2.2 USB Port Control

This feature is used to control the power device.

### 3.2.2.1 AVS\_PowCtrlGetPortNums

<b>Function Name</b>	AVS_PowCtrlGetPortNums
<b>Purpose</b>	This function gets a number of ports that correspond to the handle.
<b>Category</b>	USB Port Control
<b>Header File</b>	PowerController.h
<b>Syntax (C/C++)</b>	int AVS_PowCtrlGetPortNums(void* handle, unsigned int* nums)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>nums:</b> Number of ports.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.2.2 AVS\_PowCtrlSetPortEnable

<b>Function Name</b>	AVS_PowCtrlSetPortEnable
<b>Purpose</b>	Controls power auto/off.
<b>Category</b>	USB Port Control
<b>Header File</b>	PowerController.h
<b>Syntax (C/C++)</b>	int AVS_PowCtrlSetPortEnable(void* handle, int* list, unsigned int listsize)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>list:</b> An array to control power auto/off of each port. The index of the array corresponds to the index of port, the element of the array indicates to enable or disable the power.</p> <p><b>listsize:</b> The array must contain nums elements (nums is acquired from the return value of AVS_PowCtrlGetPortNums).</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.2.3 AVS\_PowCtrlGetPortEnable

<b>Function Name</b>	AVS_PowCtrlGetPortEnable
<b>Purpose</b>	Retrieves power auto/off.
<b>Category</b>	USB Port Control
<b>Header File</b>	PowerController.h
<b>Syntax (C/C++)</b>	int AVS_PowCtrlGetPortEnable(void* handle, int* list, unsigned int listsize)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>list:</b> An array for receiving the power status from the ports.</p> <p><b>listsize:</b> The array must contain nums elements (nums is acquired from the return value of AVS_PowCtrlGetPortNums).</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.3 External Power Supply

These functions are used for the status of the external power supply cables.

#### 3.2.3.1 AVS\_ExPowSupGetNums

<b>Function Name</b>	AVS_ExPowSupGetNums
<b>Purpose</b>	Get the number of the connected external power cable.
<b>Category</b>	External Power Supply
<b>Header File</b>	ExPowerSupply.h
<b>Syntax (C/C++)</b>	int AVS_ExPowSupGetNums(void* handle, unsigned int* nums)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>nums:</b> Number of the connected external power cable.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.3.2 AVS\_ExPowSupGetState

<b>Function Name</b>	AVS_ExPowSupGetState
<b>Purpose</b>	Get the detection results of external power supply cables.
<b>Category</b>	External Power Supply
<b>Header File</b>	ExPowerSupply.h
<b>Syntax (C/C++)</b>	int AVS_ExPowSupGetState(void* handle, int* statelist, unsigned int listsize)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>statelist:</b> An array for detecting results of external power cables. "0" indicates power is not supplied, the other values indicate power is supplied.</p> <p><b>listsize:</b> The array must contain nums elements (nums is acquired from the return value of AVS_ExPowSupGetNums).</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.4 Power over Ethernet

This feature is for SmartPoE, the PoE power management functions.

#### 3.2.4.1 AVS\_PoEGetPortNums

<b>Function Name</b>	AVS_PoEGetPortNums
<b>Purpose</b>	Retrieve the number of the power over Ethernet.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoEGetPortNums(void* handle, unsigned int* nums)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>nums:</b> Return the number of the power over Ethernet.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.4.2 AVS\_PoESetPortEnable

<b>Function Name</b>	AVS_PoESetPortEnable
<b>Purpose</b>	Controls power auto/off.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoESetPortEnable(void* handle, int* list, unsigned int listsize)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>list:</b> An array for setting the power status of the ports. Assign a list to enable or disable each port. * 0 to disable power or other to enable power.</p> <p><b>listsize:</b> The array must contain nums elements (nums is acquired from the return value of AVS_PoEGetPortNums).</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.4.3 AVS\_PoEGetPortEnable

<b>Function Name</b>	AVS_PoEGetPortEnable
<b>Purpose</b>	Retrieves PoE state.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoEGetPortEnable(void* handle, int* list, unsigned int listsize)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>list:</b> An array for receiving the power status of the ports.</p> <p><b>listsize:</b> The array must contain nums elements (nums is acquired from the return value of AVS_PoEGetPortNums).</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.4.4 AVS\_PoESetPowConsumCalcModel

<b>Function Name</b>	AVS_PoESetPowConsumCalcModel
<b>Purpose</b>	Controls power budget mode.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoESetPowConsumCalcModel(void* handle, int usePowClassBudget)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>usePowClassBudget:</b> 0: calculate the Consumed Power Budget by PoE power consumption. 1: calculate the Consumed Power Budget by PoE Class.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.4.5 AVS\_PoEGetPowConsumCalcModel

<b>Function Name</b>	AVS_PoEGetPowConsumCalcModel
<b>Purpose</b>	Retrieves power budget mode.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoEGetPowConsumCalcModel(void* handle, int* usePowClassBudget)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>usePowClassBudget:</b> 0: calculate the Consumed Power Budget by PoE power consumption. 1: calculate the Consumed Power Budget by PoE Class.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.4.6 AVS\_PoESetProtectTempRange

<b>Function Name</b>	AVS_PoESetProtectTempRange
<b>Purpose</b>	Controls High Temperature (HT) and Recovery Temperature (RT). When HT is reached, automatically shuts down PoE power until the temperature sensor falls below RT.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoESetProtectTempRange(void* handle, int high_temperature, int recovery_temperature)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>high_temperature:</b> High temperature setting, more than or equal to 80°C, not exceeding 130°C, and at least 10°C higher than the Recovery Temperature setting.</p> <p><b>recovery_temperature:</b> Recovery temperature setting, equal to or exceeding 70°C and at least 10°C lower than the high_temperature setting.</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	



### 3.2.4.7 AVS\_PoEGetProtectTempRange

<b>Function Name</b>	AVS_PoEGetProtectTempRange
<b>Purpose</b>	Retrieves of High Temperature and Recovery Temperature.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoEGetProtectTempRange(void* handle, int high_temperature, int recovery_temperature)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>high_temperature:</b> High Temperature setting.</p> <p><b>recovery_temperature:</b> Recovery Temperature setting.</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.4.8 AVS\_PoEGetProperty

<b>Function Name</b>	AVS_PoEGetProperty
<b>Purpose</b>	Retrieves PoE properties.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoEGetProperty(void* handle, AVS_POEPROPERTY_TYPE property, float* value)
<b>Parameter(s)</b>	
<b>handle:</b>	Acquired from the return value of AVS_GetProductHandle. property & value: Refer to the following table.
<b>Return Code</b>	
	No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.

Property	Value
AVS_POEPROPERTY_POEHWSETTING	0: PoE-PSE HW setting disabled 1: PoE-PSE HW setting enabled
AVS_POEPROPERTY_POEINITIALSTATE	0: PoE-PSE should be turned off when powered on 1: PoE-PSE should be turned on when powered on
AVS_POEPROPERTY_OVERTEMPERATURE	0: no interrupt 1: over temperature interrupt arise
AVS_POEPROPERTY_CURRENTTEMPERATURE	Thermal temperature in °C.
AVS_POEPROPERTY_CONSUMEPOWER	Consumed power budget in W.
AVS_POEPROPERTY_REMAINPOWER	Remaining available power in W.
AVS_POEPROPERTY_POWERBUDGET	Total Budget in W.
AVS_POEPROPERTY_NUMS	

### 3.2.4.9 AVS\_PoEGetPortProperty

<b>Function Name</b>	AVS_PoEGetPortProperty
<b>Purpose</b>	Retrieves PoE port properties.
<b>Category</b>	Power over Ethernet
<b>Header File</b>	PoE.h
<b>Syntax (C/C++)</b>	int AVS_PoEGetPortProperty(void* handle, unsigned int port, AVS_POEPORTPROPERTY_TYPE property, float* value)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>port:</b> Indicates port number from 0 to N-1. (N is the number of port)</p> <p><b>property &amp; value:</b> Refer to the following table.</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

String Identifier	Value
AVS_POEPORTPROPERTY_CURRENT	Port PoE power current (unit: A)
AVS_POEPORTPROPERTY_VOLT	Port PoE power voltage (unit: V)
AVS_POEPORTPROPERTY_POECLASS	Port PoE Class
AVS_POEPORTPROPERTY_POWERGOOD	Port Power Good means the power is on and stable.
AVS_POEPORTPROPERTY_LASTPOWERSTATE	0: PoE power off 1: PoE power on

### 3.2.5 Trigger over Ethernet

ToE sends preconfigured ToE action commands to a GigE Vision camera when detecting a rising/falling edge of an external trigger signal. Users can also force the software ToE action commands via AVS SDK. The following shows the basic steps.

Procedure	AVS Function Name
1. Select Trigger Source	AVS_ToESetTriggerSource
2. Configure Action Command	AVS_ToESetActionCommand
3. Set Trigger Activation	AVS_ToESetTriggerActivation
4. Enable ToE function	AVS_ToESetTriggerEnable
5. Manually send ToE	AVS_ToESendActionCommand
6. ToE counters	AVS_ToEGetTriggerCount

#### 3.2.5.1 AVS\_ToEGetPortNums

<b>Function Name</b>	AVS_ToEGetPortNums
<b>Purpose</b>	Retrieves the number of ToE ports.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEGetPortNums(void* handle, unsigned int* nums)
<b>Parameter(s)</b>	
<b>handle:</b>	Acquired from the return value of AVS_GetProductHandle.
<b>nums:</b>	Number of ToE ports.
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.2 AVS\_ToESendActionCommand

<b>Function Name</b>	AVS_ToESendActionCommand
<b>Purpose</b>	Sends a software ToE action command over the selected port.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToESendActionCommand(void* handle, unsigned int port)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.  <b>port:</b> Indicates port number from 0 to N-1. (N is the number of port)  -1 indicates to send ToE action command over all ports.</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.3 AVS\_ToESetActionCommand

<b>Function Name</b>	AVS_ToESetActionCommand
<b>Purpose</b>	Configures ToE action command for each port.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToESetActionCommand(void* handle, unsigned int port, unsigned long devicekey, unsigned long groupkey, unsigned long groupmask)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>port:</b> Indicates port number from 0 to N-1. (N is the number of port)</p> <p><b>Devicekey:</b> 32-bit number of your choice, the key must be unique among all cameras in the network segment. The Devicekey on the camera should be the same on the card.</p> <p><b>Groupkey:</b> A 32-bit number of your choice used to define a group of devices on which an action should be executed. If the action group key on the camera and the action group key in the protocol message are identical, the camera executes the corresponding action. The Groupkey on the camera should be the same on the card.</p> <p><b>Groupmask:</b> A 32-bit number of your choice used to filter out a sub-group of cameras belonging to a group of cameras. The cameras belonging to a sub-group execute an action at the same time. The Groupmask on the camera should be the same on the card.</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.4 AVS\_ToEGetActionCommand

<b>Function Name</b>	AVS_ToEGetActionCommand
<b>Purpose</b>	Retrieves ToE action command for each port.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEGetActionCommand(void* handle, unsigned int port, unsigned long* devicekey, unsigned long* groupkey, unsigned long* groupmask)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>port:</b> Indicates port number from 0 to N-1. (N is the number of port)</p> <p><b>Devicekey:</b> Retrieves Devicekey on the card.</p> <p><b>Groupkey:</b> Retrieves Groupkey on the card.</p> <p><b>Groupmask:</b> Retrieves Groupmask on the card.</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.5 AVS\_ToESetTriggerSource

<b>Function Name</b>	AVS_ToESetTriggerSource
<b>Purpose</b>	Configures ToE function source.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToESetTriggerSource(void* handle, int source)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>source:</b></p> <p>0: Software trigger source</p> <p>1: External hardware trigger source</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.6 AVS\_ToEGetTriggerSource

<b>Function Name</b>	AVS_ToEGetTriggerSource
<b>Purpose</b>	Acquires ToE function source.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEGetTriggerSource(void* handle, int *source)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle. <b>source:</b> 0: Software trigger source 1: External hardware trigger source	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.7 AVS\_ToESetTriggerEnable

<b>Function Name</b>	AVS_ToESetTriggerEnable
<b>Purpose</b>	Enable ToE function.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToESetTriggerEnable(void* handle, int enable)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle. <b>enable:</b> 0: Disable ToE function 1: Enable ToE function	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	



### 3.2.5.8 AVS\_ToEGetTriggerEnable

<b>Function Name</b>	AVS_ToEGetTriggerEnable
<b>Purpose</b>	Retrieves ToE function.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEGetTriggerEnable(void* handle, int *enable)
<b>Parameter(s)</b>	
<p><b>handle:</b> Acquired from the return value of AVS_GetProductHandle.</p> <p><b>enable:</b>  0: Disable ToE function  1: Enable ToE function</p>	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.9 AVS\_ToESetTriggerActivation

<b>Function Name</b>	AVS_ToESetTriggerActivation
<b>Purpose</b>	Retrieves ToE function status.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToESetTriggerActivation(void* handle, AVS_EDGETRIGGER_TYPE edgetrigger)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>edgetrigger:</b> Set the edge trigger mode AVS_EDGETRIGGER_TYPE. Refer to following table.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

String Identifier	Parameter
AVS_EDGETRIGGER_RISINGEDGE	Signal rising edge trigger
AVS_EDGETRIGGER_FALLINGEDGE	Signal falling edge trigger
AVS_EDGETRIGGER_CHANGINGEDGE	Signal changing edge trigger

### 3.2.5.10 AVS\_ToEGetTriggerActivation

<b>Function Name</b>	AVS_ToEGetTriggerActivation
<b>Purpose</b>	Acquires ToE trigger activation mode of ToE, specifying that the source trigger is considered valid on the rising or falling edge.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEGetTriggerActivation (void* handle, AVS_EDGETRIGGER_TYPE* edgetrigger)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>edgetrigger:</b> Refer to following table.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

String Identifier	Parameter
AVS_EDGETRIGGER_RISINGEDGE	Signal rising edge trigger
AVS_EDGETRIGGER_FALLINGEDGE	Signal falling edge trigger
AVS_EDGETRIGGER_CHANGINGEDGE	Signal changing edge trigger

### 3.2.5.11 AVS\_ToESetOneTriggerAllMode

<b>Function Name</b>	AVS_ToESetOneTriggerAllMode
<b>Purpose</b>	Sets ToE trigger mode, where 4 to 4 mode indicates that each pin of the DI performs corresponding port action command to active, and 1 to 4 mode indicates that DI_0 performs all port action commands to active.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToESetOneTriggerAllMode(void* handle, int *enable)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle. <b>enable:</b> 0: N to N mode (N is the number of port) 1: 1 to N mode (N is the number of port)	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.12 AVS\_ToEGetOneTriggerAllMode

<b>Function Name</b>	AVS_ToEGetOneTriggerAllMode
<b>Purpose</b>	Acquires ToE trigger mode, where 4 to 4 mode indicates that each pin of the DI performs corresponding port action command to active, and 1 to 4 mode indicates that DI_0 performs all port action commands to active.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToESetOneTriggerAllMode(void* handle, int *enable)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>enable:</b>	
0: N to N mode (N is the number of port)	
1: 1 to N mode (N is the number of port)	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.13 AVS\_ToESetExTriggerDebounce

<b>Function Name</b>	AVS_ToESetExTriggerDebounce
<b>Purpose</b>	Sets trigger de-bounce time for filtering the external trigger.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToESetExTriggerDebounce(void* handle, unsigned long debounce)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>debounce:</b> Set the debounce time, input range: 0x0 - 0xFFFFF.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.14 AVS\_ToEGetExTriggerDebounce

<b>Function Name</b>	AVS_ToEGetExTriggerDebounce
<b>Purpose</b>	Acquires trigger de-bounce time for filtering the external trigger.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEGetExTriggerDebounce(void* handle, unsigned long* debounce)
<b>Parameter(s)</b>	
<b>handle:</b>	Acquired from the return value of AVS_GetProductHandle.
<b>debounce:</b>	The debounce time, range: 0x0 - 0xFFFFF.
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.15 AVS\_ToEGetExTriggerDebounceUnit

<b>Function Name</b>	AVS_ToEGetExTriggerDebounceUnit
<b>Purpose</b>	Acquires trigger de-bounce unit in nano second.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEGetExTriggerDebounceUnit(void* handle, unsigned long* nanosec)
<b>Parameter(s)</b>	
<b>handle:</b>	Acquired from the return value of AVS_GetProductHandle.
<b>nanosec:</b>	Time in nano second.
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.16 AVS\_ToEGetTriggerCount

<b>Function Name</b>	AVS_ToEGetTriggerCount
<b>Purpose</b>	Acquires trigger count, directing 16-bit counter to count triggers originating from hardware or software and ToE commands sent from the card.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEGetTriggerCount(void* handle, unsigned int port, unsigned int* triggerincount, unsigned int* triggeroutcount)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>port:</b> Indicates port number from 0 to N-1. (N is the number of port)	
<b>triggerincount:</b> Number of triggers from hardware trigger or software trigger (Valid value: 0 to 65535)	
<b>triggeroutcount:</b> Number of action commands from the card (Valid value: 0 to 65535)	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

### 3.2.5.17 AVS\_ToEResetTriggerCount

<b>Function Name</b>	AVS_ToEResetTriggerCount
<b>Purpose</b>	Resets trigger count, with trigger counters reset to 0.
<b>Category</b>	Trigger over Ethernet
<b>Header File</b>	ToE.h
<b>Syntax (C/C++)</b>	int AVS_ToEResetTriggerCount (void* handle)
<b>Parameter(s)</b>	
<b>handle:</b> Acquired from the return value of AVS_GetProductHandle.	
<b>Return Code</b>	
No error occurs if the return value $\geq 0$ , or a negative value. See <b>Chapter 2 AVS Parameters Reference</b> for more information about return codes.	

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## Important Safety Instructions

For user safety, please read and follow all instructions, Warnings, Cautions, and Notes marked in this manual and on the associated device before handling/operating the device, to avoid injury or damage.

*S'il vous plaît prêter attention stricte à tous les avertissements et mises en garde figurant sur l'appareil , pour éviter des blessures ou des dommages.*

- ▶ Read these safety instructions carefully
- ▶ Keep the User's Manual for future reference
- ▶ Read the Specifications section of this manual for detailed information on the recommended operating environment
- ▶ The device can be operated at an ambient temperature of 50°C
- ▶ When installing/mounting or uninstalling/removing device; or when removal of a chassis cover is required for user servicing:
  - ▷ Turn off power and unplug any power cords/cables
  - ▷ Reinstall all chassis covers before restoring power
- ▶ To avoid electrical shock and/or damage to device:
  - ▷ Keep device away from water or liquid sources
  - ▷ Keep device away from high heat or humidity
  - ▷ Keep device properly ventilated (do not block or cover ventilation openings)
  - ▷ Always use recommended voltage and power source settings
  - ▷ Always install and operate device near an easily accessible electrical outlet
  - ▷ Secure the power cord (do not place any object on/over the power cord)
  - ▷ Only install/attach and operate device on stable surfaces and/or recommended mountings
- ▶ If the device will not be used for long periods of time, turn off and unplug from its power source

- ▶ Never attempt to repair the device, which should only be serviced by qualified technical personnel using suitable tools
- ▶ A Lithium-type battery may be provided for uninterrupted backup or emergency power.



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Risk of explosion if battery is replaced with one of an incorrect type; please dispose of used batteries appropriately.

*Risque d'explosion si la pile est remplacée par une autre de type incorrect. Veuillez jeter les piles usagées de façon appropriée.*

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- ▶ The device must be serviced by authorized technicians when:
  - ▷ The power cord or plug is damaged
  - ▷ Liquid has entered the device interior
  - ▷ The device has been exposed to high humidity and/or moisture
  - ▷ The device is not functioning or does not function according to the User's Manual
  - ▷ The device has been dropped and/or damaged and/or shows obvious signs of breakage
- ▶ Disconnect the power supply cord before loosening the thumbscrews and always fasten the thumbscrews with a screwdriver before starting the system up
- ▶ It is recommended that the device be installed only in a server room or computer room where access is:
  - ▷ Restricted to qualified service personnel or users familiar with restrictions applied to the location, reasons therefor, and any precautions required
  - ▷ Only afforded by the use of a tool or lock and key, or other means of security, and controlled by the authority responsible for the location
- ▶ If PoE (Power over Ethernet) is enabled for the device, the system can **ONLY** be deployed indoors. Unless otherwise noted, the PoE system is **NOT** designed to withstand the rigors of outdoor use.

	<p><b>BURN HAZARD</b></p> <p>Touching this surface could result in bodily injury. To reduce risk, allow the surface to cool before touching.</p> <p><b>RISQUE DE BRÛLURES</b></p> <p><i>Ne touchez pas cette surface, cela pourrait entraîner des blessures.</i></p> <p><i>Pour éviter tout danger, laissez la surface refroidir avant de la toucher.</i></p>
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## Getting Service

**Ask an Expert:** <http://askanexpert.adlinktech.com>

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