Using the Logitech Gaming LED SDK with Epic Games' UDK and DLLBind

Contents

Overview

The Logitech Gaming LED SDK enables applications such as games to control the backlight LEDs on supported Logitech gaming mice and keyboards.

It can be easily integrated in a UDK game by using DLLBind.

Please refer to the Logitech SDK's Doc\LogitechGamingLEDSDK.pdf for details on the SDK's functionality.

Making the LED SDK work in your UDK game

The following steps show how to make the Logitech SDK work with "UDKGame" that comes as part of the UDK download. Please adapt the steps to your game for things to work.

Steps

1. Download UDK (http://www.unrealengine.com/udk/).
2. Create the following 2 Unreal Script files, and copy them to UDK's Development\Src\MyMod\Classes folder:

TestDLLGameInfo.uc

```
class TestDLLGameInfo extends GameInfo;

defaultproperties
{
      PlayerControllerClass=class'TestDLLPlayerController'
}
```

TestDLLPlayerController.uc

```
class TestDLLPlayerController extends PlayerController
      DLLBind(LogitechLedEnginesWrapper);

dllimport final function bool LogiLedInit();
dllimport final function bool LogiLedSaveCurrentLighting();
dllimport final function bool LogiLedSetLighting(int redPercentage, int
greenPercentage, int bluePercentage, int brightnessPercentage);
dllimport final function bool LogiLedFlashLighting(int redPercentage, int
greenPercentage, int bluePercentage, int millisecondsDuration, int
millisecondsInterval);
dllimport final function bool LogiLedPulseLighting(int redPercentage, int
greenPercentage, int bluePercentage, int millisecondsDuration, int
millisecondsInterval);
dllimport final function bool LogiLedStopEffects();
dllimport final function bool LogiLedRestoreLighting();
dllimport final function LogiLedShutdown();

exec function LogiInit()
{
      local bool ret;
      ret = LogiLedInit();
      say("LogiLedInit return is: " $ret);
}

exec function LogiSaveCurrentLighting()
{
      local bool ret;
      ret = LogiLedSaveCurrentLighting();

      say("LogiLedSaveCurrentLighting return is: " $ret);
}


exec function LogiSetLighting(int redPercentage, int greenPercentage, int 
bluePercentage, int brightnessPercentage)
{
      local bool ret;
      ret = LogiLedSetLighting(redPercentage, greenPercentage, 
bluePercentage, brightnessPercentage);

      say("LogiLedSetLighting return is: " $ret);
}

exec function LogiFlashLighting(int redPercentage, int greenPercentage, int 
bluePercentage, int millisecondsDuration, int millisecondsInterval)
{
      local bool ret;
      ret = LogiLedFlashLighting(redPercentage, greenPercentage, 
bluePercentage, millisecondsDuration,);

      say("LogiLedFlashLighting return is: " $ret);
}

exec function LogiPulseLighting(int redPercentage, int greenPercentage, int 
bluePercentage, int millisecondsDuration, int millisecondsInterval)
{
      local bool ret;
      ret = LogiLedPulseLighting(redPercentage, greenPercentage, 
bluePercentage, millisecondsDuration, millisecondsInterval);

      say("LogiLedPulseLighting return is: " $ret);
}

exec function LogiRestoreLighting()
{
      local bool ret;
      ret = LogiLedRestoreLighting();

      say("LogiLedRestoreLighting return is: " $ret);
}

exec function LogiStopEffects()
{
      local bool ret;
      ret = LogiLedStopEffects();

      say("LogiLedStopEffects return is: " $ret);
```

```
}


exec function LogiShutdown()
{
      LogiLedShutdown();

      say("LogiLedShutdown done");
}
```

3. Copy Logitech SDK's Lib\GameEnginesWrapper\x86\LogitechLedEnginesWrapper.dll to UDK's Binaries\Win32\UserCode
4. Copy Logitech SDK's Lib\GameEnginesWrapper\x64\LogitechLedEnginesWrapper.dll to UDK's Binaries\Win64\UserCode
5. Open UDK's UDKGame\Config\ DefaultEngineUDK.ini file for editing
    a. Search for: `ModEditPackages=MyMod`
    b. Remove the ; at the beginning of the line
6. Launch UDK's Binaries/UnrealFrontend.exe
    a. Do: Script->Full recompile

Calling Logitech SDK's functions from within the game

Launch game the following way:

- Binaries\Win32\UDK.exe dm-deck?game=MyMod.TestDLLGameInfo

Once the game is running, open the console (hit the ~ key), and type: `LogiInit`, and then hit <enter> key. You should see the " LogiLedInit return is: TRUE" message.

For questions/comments, email devtechsupport@logitech.com