

Quick start guide

iX Detect USB stick and SD card

SER0056 - iX example project



1 Function and area of use

This document shows how to check whether USB or SD media are inserted into the X2 panel. The time for the cyclic check is adjustable inside the script module.

2 About this document

This quick start document should not be considered as a complete manual. It is an aid to be able to startup a normal application quickly and easily.

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Use the following items in order to obtain a stable application:

In this document we have used following software and hardware

- iX Developer 2.40 SP5 / SP6
- X2 base/pro/marine/control/extreme series

For further information refer to

- iX Developer Reference Manual (MAxx831)
- iX Developer User's Guide (MAxx832)
- [Beijer Electronics knowledge database, HelpOnline](#)

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4 The iX example project

The cyclic check for USB and SD media is done inside the script module SCM_USB_SD_Check.

4.1 The Script Module

Inside the script module the following Namespace is inserted additionally to enable access to the file system.

```
using System.IO;
```

Every iX script module brings a “Created” method with it, which is perfect to initialize stuff as it is worked on exactly once at the start of the iX project.

```
// The method is invoked when the script module object is created.
void SCM_USB_SD_Check_Created(System.Object sender, System.EventArgs e)
{
    m_Timer= new Timer();
    m_Timer.Enabled = true;
    m_Timer.Interval = 1000;           //ms - adjust time for cyclic check here.
    m_Timer.Tick += OnTimerTick;
}

// Cycle
private void OnTimerTick(System.Object sender, System.EventArgs e)
{
    if(Directory.Exists("\\\\Hard Disk"))           // Check if USB key is connected
        Globals.Tags.USB_plugged_In.SetTag();   // Set tag if connected
    else
        Globals.Tags.USB_plugged_In.ResetTag(); // Reset tag if disconnected

    if(Directory.Exists("\\\\Storage Card"))       // Check if USB key is connected
        Globals.Tags.SD_plugged_In.SetTag();    // Set tag if connected
    else
        Globals.Tags.SD_plugged_In.ResetTag();  // Reset tag if disconnected
}
```

5 Adding the USB SD media Detection

Implementation

1. Import the script module “SCM_USB_SD_Check” , see example project (iX_Detect_USB_SD_V1_0_0).
2. Create the Tags “USB_plugged_in” and “SD_plugged_in” with Datatyp BOOL.

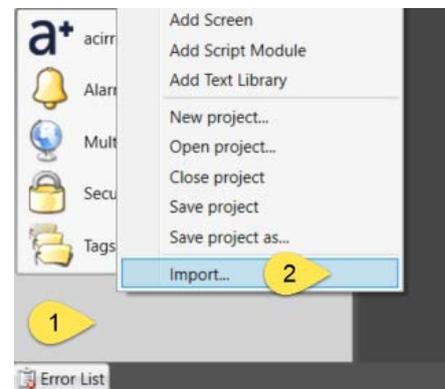
Tag			Controllers	
Name	Data T...	Access Right	Data T...	Controller 1
> USB_plugged_In ...	BOOL	ReadWrite	DEFAULT	
SD_plugged_In	BOOL	ReadWrite	DEFAULT	

3. Optionally import Screen1 of the example project (iX_Detect_USB_SD_V1_0_0).
4. Adapt the screen to your needs.
5. Transfer the application.
6. Run the application.

5.1 Import the project parts

Follow the steps to add the enclosed screen and the script module to your iX project:

1. Unpack the enclosed example ZIP-file to a temporary folder.
2. Start iX Developer and load your project.
3. In the Project Explorer, right-click in the lower left corner (1. in the picture)
4. In the list, select Import... (2. in the picture)
5. Navigate to the temporary folder, where you unpacked the ZIP-file and select SCM_USB_SD_Check.neo, click [Open].
6. Select Screen1.neoxaml, click [Open].
7. Done!



6 About Beijer Electronics

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