

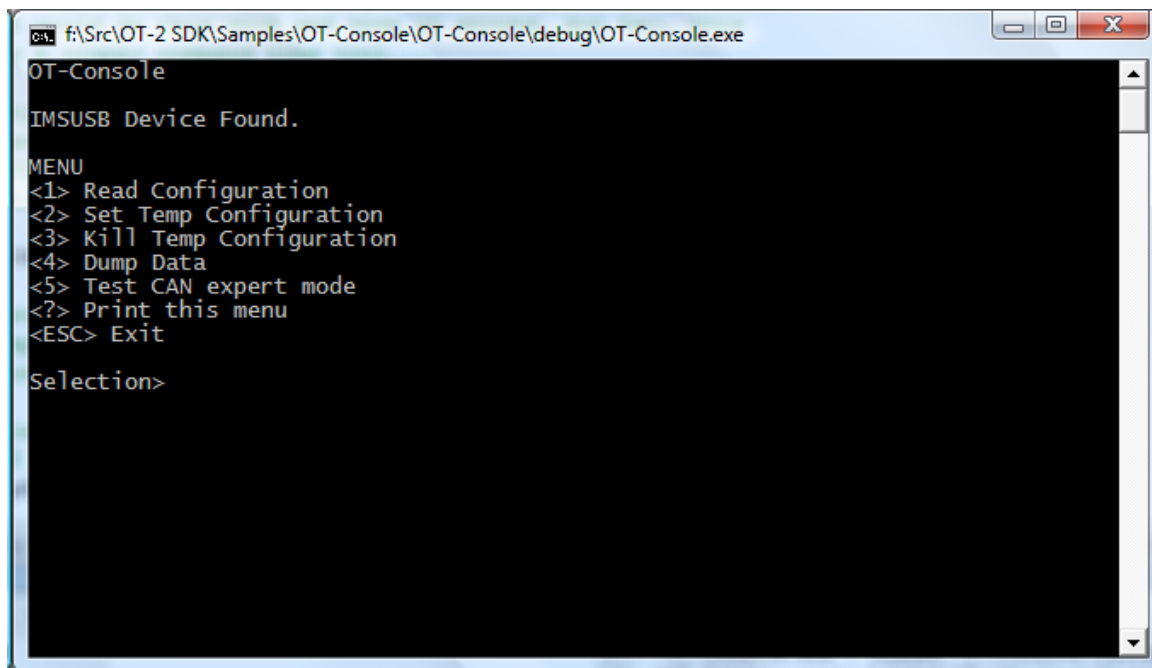
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OT Console

V1.0

This is a relatively simple Win32 Console application that accesses the Innovate Motorsports OT-2 either via Wi-Fi or USB.



```
f:\Src\OT-2 SDK\Samples\OT-Console\OT-Console\debug\OT-Console.exe
OT-Console
IMSUB Device Found.
MENU
<1> Read Configuration
<2> Set Temp Configuration
<3> Kill Temp Configuration
<4> Dump Data
<5> Test CAN expert mode
<?> Print this menu
<ESC> Exit
Selection>
```

When run it automatically locates the first Innovate Motorsports device it finds (searching network first). The user can then select some basic functions. The current channel/protocol configuration can be read, it can be forced to a temporary configuration (a configuration that lasts only for the current connection life), live data can be displayed, and basic Expert mode functionality on a CAN bus tested.

Required Tools

To build and run this application on a Windows PC you will need a copy of Microsoft Visual C++ 2005 or newer. Since it does not use any MFC functionality, the free Express versions should be suitable.

Building

1. Load the 'solution' with Visual Studio
2. Select either the "Build" icon on the toolbar, or select "Build Solution" under the "Build" menu

Notes

This is not a 'commercial' grade application. There are several notes in the source code when unexpected conditions (ex. a device other than OT-2 connected via USB) will cause it to hang. In some cases, return codes are also not verified.

Also, this sample does not use the USB helper DLL for access, so no additional runtime files are required. However, the DLL has the advantage of being a more robust MTSUSB implementation so you should at least consider it for your own applications.

Questions and comments can be directed to support@innovatemotorsports.com.