



Using the Steering Wheel SDK with with C#

© 2015 Logitech. Confidential

The Logitech Gaming Steering Wheel SDK, including all accompanying documentation, is protected by intellectual property laws. All use of the Logitech Gaming Steering Wheel SDK is subject to the License Agreement found in the "Logitech Gaming Steering Wheel SDK License Agreement" file and at the end of this document. If you do not agree to the terms and conditions of the License Agreement, you must immediately return any documentation, the accompanying software and all other material provided to you by Logitech. All rights not expressly granted by Logitech are reserved.

Contents

Overview	3
Making the Steering Wheel SDK work in your C# program	3
Steps	3

Overview

The Logitech Gaming Steering Wheel SDK enables control to different game controllers, such as steering wheels, gamepads and joysticks.

It's built as a C++ DLL, but it can be easily integrated in a C# assembly, using P/Invoke and function marshaling. It only works when the Logitech Gaming Software is running (5.10 or later).

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

Making the Steering Wheel SDK work in your C# program

The following steps show how to make the Logitech SDK work with a C# program. Please adapt the steps to your game for things to work.

Steps

1. Copy or reference the Logitech C# static class (Include\LogitechGSDK.cs) in your project.
2. Call the functions from the wrapper from your C# code as follows:

```
// Use this for initialization
void Start () {
    //not ignoring xinput in this example
    LogitechGSDK.LogiSteeringInitialize(false);
}

// Update is called once per frame
void Update () {
    //All the test functions are called on the first device plugged in(index = 0)
    if(LogitechGSDK.LogiUpdate() && LogitechGSDK.LogiIsConnected(0)){
        if (LogitechGSDK.LogiIsPlaying(0, LogitechGSDK.LOGI_FORCE_SPRING))
        {
            LogitechGSDK.LogiStopSpringForce(0);
        }
        else
        {
            LogitechGSDK.LogiPlaySpringForce(0, 50, 50, 50);
        }
    }
}

// Use this for shutdown
void Stop () {
    LogitechGSDK.LogiSteeringShutdown();
}
```

3. Copy the Logitech SDK wrapper (Lib\GameEnginesWrapper\x86\LogitechSteeringWheelEnginesWrapper.dll) to your C# 32bit executable path.

Using the Steering Wheel SDK with C#

4. Copy the Logitech SDK wrapper
(Lib\GameEnginesWrapper\x64\LogitechSteeringWheelEnginesWrapper.dll) to your C# 64bit executable path.
5. Compile and run your program.

For questions/comments, email devtechsupport@logitech.com.