

```
Option Strict Off
Option Explicit On
Friend Class MainForm
    Inherits System.Windows.Forms.Form

    'DLL functions used to communicate with the USB device

    Private Declare Function OpenDrawer Lib "\.MSPOS_USB.dll" (ByVal DHandle As Integer) As Short
    Private Declare Function GetDrawerStatus Lib "\.MSPOS_USB.dll" (ByVal DHandle As Integer) As Short
    Private Declare Function ReleaseDrawerHandle Lib "\.MSPOS_USB.dll" (ByVal DHandle As Integer) As Short
    Private Declare Function GetDrawerHandle Lib "\.MSPOS_USB.dll" (ByVal DrawerNumber As Byte) As Integer

    Dim DrawerHandle As Integer
    Dim DriverHandle As Integer

    Private Sub Command1_Click()
        Timer1.Enabled = False
        Call GetDrawerHandle(0)
    End Sub

    Private Sub MainForm_Load(ByVal eventSender As System.Object, _
        ByVal eventArgs As System.EventArgs) Handles MyBase.Load
        Status.Text = "USB Device NOT Connected!"
        Status.ForeColor = System.Drawing.ColorTranslator.FromOle(&HFFS)
        Shape1.BackColor = System.Drawing.ColorTranslator.FromOle(&HFFS)
        Label2.Text = "Offline"
        Open_Button.Enabled = False
        Status_Button.Enabled = False
        mnuCashDrawer.Enabled = False
        DrawerHandle = 0
    End Sub

    Private Sub Form_Terminate_Renamed()
        If DrawerHandle > 0 Then Call ReleaseDrawerHandle(DrawerHandle)
    End Sub

    Private Sub MainForm_FormClosed(ByVal eventSender As System.Object, _
        ByVal eventArgs As System.Windows.Forms.FormClosedEventArgs) Handles Me
        .FormClosed
        If DrawerHandle > 0 Then Call ReleaseDrawerHandle(DrawerHandle)
    End Sub

    Public Sub mnuAbout_Click(ByVal eventSender As System.Object, _
        ByVal eventArgs As System.EventArgs) Handles mnuAbout.Click
        AboutForm.ShowDialog()
    End Sub

    Public Sub mnuExit_Click(ByVal eventSender As System.Object, _
        ByVal eventArgs As System.EventArgs) Handles mnuExit.Click
        If DrawerHandle > 0 Then Call ReleaseDrawerHandle(DrawerHandle)
    End Sub

    Public Sub mnuOnline_Click(ByVal eventSender As System.Object, _
        ByVal eventArgs As System.EventArgs) Handles mnuOnline.Click
        Call Status_Button_Click(Status_Button, New System.EventArgs())
    End Sub

    Public Sub mnuOpenDrawer_Click(ByVal eventSender As System.Object, _
        ByVal eventArgs As System.EventArgs) Handles mnuOpenDrawer.Click
        Call Open_Button_Click(Open_Button, New System.EventArgs())
    End Sub
End Class
```

```
Public Sub mnuStatusDrawer_Click(ByVal eventSender As System.Object, _  
    ByVal eventArgs As System.EventArgs) Handles mnuStatusDrawer.Click  
    Call Status_Button_Click(Status_Button, New System.EventArgs())  
End Sub
```

```
Private Sub Open_Button_Click(ByVal eventSender As System.Object, _  
    ByVal eventArgs As System.EventArgs) Handles Open_Button.Click  
    Dim Result As Short  
  
    Call GetHandle()  
    If DrawerHandle = 0 Then Exit Sub  
    Result = OpenDrawer(DrawerHandle)  
  
    'Catch errors on the USB Device  
    If Result = 0 Then  
        Call USBError()  
    End If  
  
End Sub
```

' The following event handlers are called whenever the user selects a drawer from the  
' main form.

```
Private Sub Drawer1_CheckedChanged(sender As System.Object, _  
    e As System.EventArgs) Handles Drawer1.CheckedChanged  
    If sender.Checked Then  
        DrawerNumber = 1  
        If DrawerHandle > 0 Then  
            Call ReleaseDrawerHandle(DrawerHandle)  
            DrawerHandle = 0  
        End If  
        Call Status_Button_Click(Status_Button, New System.EventArgs())  
    End If  
End Sub
```

```
Private Sub Drawer2_CheckedChanged(sender As System.Object, _  
    e As System.EventArgs) Handles Drawer2.CheckedChanged  
    If sender.Checked Then  
        DrawerNumber = 2  
        If DrawerHandle > 0 Then  
            Call ReleaseDrawerHandle(DrawerHandle)  
            DrawerHandle = 0  
        End If  
        Call Status_Button_Click(Status_Button, New System.EventArgs())  
    End If  
End Sub
```

```
Private Sub Drawer3_CheckedChanged(sender As System.Object, _  
    e As System.EventArgs) Handles Drawer3.CheckedChanged  
    If sender.Checked Then  
        DrawerNumber = 3  
        If DrawerHandle > 0 Then  
            Call ReleaseDrawerHandle(DrawerHandle)  
            DrawerHandle = 0  
        End If  
        Call Status_Button_Click(Status_Button, New System.EventArgs())  
    End If  
End Sub
```

```
Private Sub Drawer4_CheckedChanged(sender As System.Object, _  
    e As System.EventArgs) Handles Drawer4.CheckedChanged  
    If sender.Checked Then  
        DrawerNumber = 4  
        If DrawerHandle > 0 Then  
            Call ReleaseDrawerHandle(DrawerHandle)  
            DrawerHandle = 0  
        End If  
    End If
```

```
        Call Status_Button_Click(Status_Button, New System.EventArgs())
    End If
End Sub

Private Sub Drawer5_CheckedChanged(sender As System.Object, _
    e As System.EventArgs) Handles Drawer5.CheckedChanged

    If sender.Checked Then
        DrawerNumber = 5
        If DrawerHandle > 0 Then
            Call ReleaseDrawerHandle(DrawerHandle)
            DrawerHandle = 0
        End If
        Call Status_Button_Click(Status_Button, New System.EventArgs())
    End If
End Sub

Private Sub Drawer6_CheckedChanged(sender As System.Object, _
    e As System.EventArgs) Handles Drawer6.CheckedChanged

    If sender.Checked Then
        DrawerNumber = 6
        If DrawerHandle > 0 Then
            Call ReleaseDrawerHandle(DrawerHandle)
            DrawerHandle = 0
        End If
        Call Status_Button_Click(Status_Button, New System.EventArgs())
    End If
End Sub

Private Sub Drawer7_CheckedChanged(sender As System.Object, _
    e As System.EventArgs) Handles Drawer7.CheckedChanged

    If sender.Checked Then
        DrawerNumber = 7
        If DrawerHandle > 0 Then
            Call ReleaseDrawerHandle(DrawerHandle)
            DrawerHandle = 0
        End If
        Call Status_Button_Click(Status_Button, New System.EventArgs())
    End If
End Sub

Private Sub Drawer8_CheckedChanged(sender As System.Object, _
    e As System.EventArgs) Handles Drawer8.CheckedChanged

    If sender.Checked Then
        DrawerNumber = 8
        If DrawerHandle > 0 Then
            Call ReleaseDrawerHandle(DrawerHandle)
            DrawerHandle = 0
        End If
        Call Status_Button_Click(Status_Button, New System.EventArgs())
    End If
End Sub

Private Sub USBError()
    'This gets called when there was a reported error getting or sending data
    'from the USB bus and the device. This sub will set the form porperties to
    'not allow user interaction if the device communication failed.
    Status.Text = "USB Device NOT Connected!"
    Status.ForeColor = System.Drawing.ColorTranslator.FromOle(&HFFS)
    Label12.Text = "Offline"
    Shape1.BackColor = System.Drawing.ColorTranslator.FromOle(&HFFS)
    Open_Button.Enabled = False
    Status_Button.Enabled = False
    mnuCashDrawer.Enabled = False
    Call ReleaseDrawerHandle(DrawerHandle)
    DrawerHandle = 0
End Sub
```

```
' Called check the status of the cash drawer
Private Sub Status_Button_Click(ByVal eventSender As System.Object, _
                               ByVal eventArgs As System.EventArgs) Handles Status_Button.Click
    Dim Result As Short

    Call GetHandle()
    If DrawerHandle = 0 Then Exit Sub
    Result = GetDrawerStatus(DrawerHandle)

    If Result = 0 Then
        Call USBError()
    ElseIf Result = 2 Then
        ' The Drawer is opened
        Label2.Text = "Open"
        Shape1.BackColor = System.Drawing.ColorTranslator.FromOle(&HFF00)

    Else
        Label2.Text = "Closed"
        Shape1.BackColor = System.Drawing.ColorTranslator.FromOle(&HFF)
    End If
End Sub

' This is the timer callback. It will get called periodically and used to poll the status of the
' the selected drawer
Private Sub Timer1_Tick(ByVal eventSender As System.Object, _
                       ByVal eventArgs As System.EventArgs) Handles Timer1.Tick
    Timer1.Enabled = False
    Call Status_Button_Click(Status_Button, New System.EventArgs())

    Timer1.Enabled = True
End Sub

Private Sub GetHandle()
    If DrawerHandle > 0 Then Exit Sub
    DrawerHandle = GetDrawerHandle(DrawerNumber)
    If DrawerHandle > 0 Then
        Status.Text = "USB Device Connected"
        Status.ForeColor = System.Drawing.ColorTranslator.FromOle(&HFF00)
        Open_Button.Enabled = True
        Status_Button.Enabled = True
        mnuCashDrawer.Enabled = True
        Call Status_Button_Click(Status_Button, New System.EventArgs())
    Else
        Call USBError()
    End If
End Sub

End Class
```