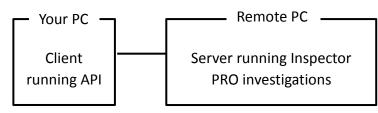


Advantech AE Technical Share Document

Date	2015/9/4	SR#	1-2215312105
Category	□FAQ∎ SOP	Related OS	
Abstract	Use API to connect remote PC and investigate in Inspector PRO		
Keyword	Inspector PRO, Remote, API		
Related Product	Inspector PRO		

Problem Description:

How to use API to connect remote PC and investigate in Inspector PRO?



- Brief Solution Step by Step:
 - In remote PC(server), you must launch **IpeServer** before invoking the **connect** method on the client. **IpeServer.exe** can be found in **Inspector PRO\Bin** directory. Please open **IpeServer** from command line and type "IpeServer", IP and port number on it.

C:\Program Files\Advantech\Inspector PRO\Bin>IpeServer 192.168.0.100:5010

Picture1: Open "IpeServer" in cmd

 Using API on client PC controling Inspector PRO running on server PC is the same as using API to control Inspector PRO on the same PC. The only necessary modification is the addition of a call to connect to server. This call is a method of the IpeEngCrtl object:

objlpeEngCrtl.Connect (bstrSystemName, nlpPort)

Moreover, InvLoad object is the Inspector Pro file you want to load.

Example:

Private Sub CreateVisionSystemEngine()

objIpeEngCtrl = New IpeEngCtrlLib.Engine

err = objIpeEngCtrl.Connect("192.168.0.100", 5010)
err = objIpeEngCtrl.EngInitialize()

err = objIpeEngCtrl.InvLoad("Simple0.ivs")

VerifyReturn() End Sub

Picture2: Sample code



If connecting two or more server, you can reference the following code to compile your API.

```
Private Sub CreateVisionSystemEngine()
```

```
objIpeEngCtrl = New IpeEngCtrlLib.Engine
objIpeEngCtrl1 = New IpeEngCtrlLib.Engine
err = objIpeEngCtrl.Connect("192.168.0.100", 5010)
err = objIpeEngCtrl.EngInitialize()
err = objIpeEngCtrl.InvLoad("Simple0.ivs")
err = objIpeEngCtrl1.Connect("192.168.0.99", 5010)
err = objIpeEngCtrl1.EngInitialize()
err = objIpeEngCtrl1.InvLoad("Simple1.ivs")
VerifyReturn()
```

End Sub

Picture3: Sample code

Remote Management Reference

Connect (BSTR bstrSystemName, LONG nIpPort) EngEnableRemoteEvent (I_REMOTE_EVENT nEvent, LONG nEnable) GetRemDispCompression (BOOL *pbEnable, LONG *pnCompLevel) SetRemDispCompression (BOOL bEnable, LONG nCompLevel) SoGetRemDispGraphics (BSTR bstrSo, BOOL *pbEnable) SoSetRemDispGraphics (BSTR bstrSo, BOOL bEnable)

Reference: