LabSmith Application Note

LabSmith uProcess[™] SDK Visual Studio Code Setup

By Nirajara Dungwatanawanich LabSmith, Inc., Livermore, CA 94550

LabSmith's uProcess[™] SDK allows for communication with LabSmith uProcess microfluidic automation devices, including valves, syringe pumps, pressure and temperature sensors, and more. LabSmith now provides SDKs for both Linux and Windows operating systems.

The Windows SDK is available on the <u>uProcess</u> <u>Support</u> webpage (login required). Email <u>support@labsmith.com</u> to request the Linux SDK.

Installing Visual Studio Code

Windows

Follow the instructions here: <u>Visual Studio Code for</u> <u>Windows</u>.

Linux

Open the Linux Terminal and type:

sudo snap install --classic code

If snap is not installed, do the following commands first:

sudo apt update sudo apt install snapd

More information on installing Visual Studio Code in Linux can be found at: <u>Visual Studio Code for Linux</u>.

Visual Studio Code Extensions

Once the Visual Studio Code is installed, open the program and navigate to Extensions, located in the menu on the left-hand side as seen in Figure 1.

Install the following extensions:

- 1. C/C++
- 2. CMake
- 3. CMake Tools.



Figure 1. Installing C/C++ extension in VSCode

Building the SDK

To start working with the SDK, open the project in Visual Studio Code (Figure 2).



Figure 2. Opening project in VSCode

Press Ctrl+Shift+P and run "CMake: Build" to generate the makefiles for the project and build the executable (Figure 3). The executable can be found in /x64/Debug/.

>CMa	ake: Build
CMa	ke: Build
СМа	ke: Build Target
CMa	ke: Cancel Build
CMa	ke: Set Build Target
СМа	ke: Show Build Command

Adding Files

When adding source files to the project, add the file path to their respective CMake files in the uProcessDLL or uProcessTest folder (NOT the one in the main project folder). The section for this addition can be found in the CMakeLists.txt file under the "# Source groups" line (Figure 4).



Figure 4. Adding source files in CMakeLists.txt

Q	> .vscode
<i>′</i>	> CMake
<u> </u>	> includes
(223)	> LinuxSDK
	> uProcessDLL
₿́	> uProcessDriver
₿	> uProcessSDK
	> uProcessTest
	> x64
Γø	🚸 .gitignore
	M CMakeLists.txt
Д	💐 copyNonPythonDLLsAndIncludes.bat
	🕅 LICENSE
Âz	📕 nonpythonbuilds.bat

Figure 5. The uProcessDLL and uProcessTest folder

Communicating with Device

Windows

- 1. Connect the uProcess setup to the computer via USB cable.
- 2. Determine the COM port. Open Device Manager and go to Ports to find the COM port number for the device (Figure 6).



~	Ŵ	Ports (COM & LPT)
		💭 Silicon Labs CP210x USB to UART Bridge (COM3)
>		Print queues

Figure 6. Device Manager

- In the uProcessTest folder, open uProcessTest.cpp, change the variable nCom port number to the appropriate COM port.
- 4. Rebuild the project (see Building the SDK).
- 5. Run the executable. Navigate in the file manager to the location of the executable and double click uProcessTest.exe.

Linux

- 1. Connect the uProcess setup to the computer via USB cable.
- 2. Determine the COM port. Open the Linux Terminal and type:
 - ls /dev/ttyUSB*

substituting the COM port for the *. In Figure 7, the COM port is 0.

root@DESKTOP-SSC52RD:~# ls /dev/ttyUSB* /dev/ttyUSB0

Figure 7. Determining COM number in Linux terminal

- 3. In the uProcessTest folder, open uProcessTest.cpp. Change the variable nCom port number to the appropriate COM port.
- 4. Rebuild the project (see Building the SDK).
- 5. Run the executable. Navigate to x64/Debug in terminal and run:

./uProcessTest

IMPORTANT: If the program fails to connect to the device, it may be because the Linux user is not part of the dialout group. Add the user to the dialout group through terminal:

sudo adduser [user] dialout

Determine your username with the command:

whoami

Debugging in Visual Studio Code

To start debugging:

- 1. Open the debugging sidebar by clicking the Run and Debug icon in the menu on the left-hand side.
- 2. Click the green triangle at the top of the debugging sidebar (Figure 8).



Figure 8. Debugging in VSCode

3. Add breakpoints by clicking to the left of the line number (Figure 9).

156	C4AM* p4AM = 0;
Breakpo	<pre>int for (i = 0; i < deviceCount; i++)</pre>
158	{
159	<pre>if (types[i] == TYPE_4AM01)</pre>
160	break;
161	

Figure 9. Adding breakpoints

4. Choose standard debugger options (stepping over, into, and out) from the menu that appears at the top center (Figure 10).



Figure 10. Navigating the debugger

5. Add variables to watch by right-clicking on variables and selecting "Add to Watch" in the panel (Figure 11).

M CMak	eLists.txt .\	Go to Definition	F12
uProcess	Test > 🕒 uPrc	Go to Declaration	
29 30		Go to Type Definition	
			CL:6. 540
31		GO to References	Shift+F12
32	int main(in	Peek	>
33	<u>{</u>		
34	int nCo	Find All References	Snitt+Ait+F12
35	int n4A	Show Call Hierarchy	Shift+Alt+H
37	int n4V		
38	int nSP	Rename Symbol	F2
39	int nEP	Change All Occurrences	Ctrl+F2
40	LPCTSTR	Format Document	Shift+Alt+F
41	LPCTSTR	Format Document With	
42			
43	CInterf	Refactor	Ctrl+Shift+R
44		Cut	Ctrl+X
45	if (EIB	Cut	Cul+X
46		Сору	Ctrl+C
47	wpr	Paste	Ctrl+V
48	get		
50		Switch Header/Source	Alt+O
51	wprintf	Go to Symbol in Editor	Ctrl+Shift+O
52	unsigne	Go to Symbol in Workspace	Ctrl+T
53	unsigne—		
54		Run Code Analysis on Active F	ile
55	int dev	Restart IntelliSense for Active F	ile
56	if (dev	Add Dobug Configuration	
57		Add Debug Conliguration	
58	wpr	Generate Doxygen Comment	
59	get	Create Declaration / Definition	
61	}		
62		Evaluate in Debug Console	
63		Add Inline Breakpoint	Shift+F9
64	CEP01*	Add to Watch	
65	if (!pe	Run to Curror	
ke: [Debug]: Ready 🛛 💥 N	Kun to Cursor	

Figure 11. Adding variables to watch

More information on debugging in Visual Studio Code can be found in the <u>Visual Studio Code</u> <u>Documentation</u>.

uProcess[™] Linux SDK with Windows Subsystem for Linux (WSL)

The SDK for Linux OS can be run on Windows using WSL. Instructions can be found here: <u>WSL Setup</u> Instructions.

Information on connecting to USB devices can be found here: <u>Connecting USB Devices to WSL</u>

