Subject: Read MIDI Event and Device
Posted by proyb2 on Tue, 30 Aug 2011 17:56:16 GMT
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Is it possible to detect MIDI events through USB input? Do I need a made ready MIDI DLL/Source code to work with U++?

Done MIDI work on Java but looking to work on U++.

Please advice a tutorial in U++ since I have already got a little familiar with U++ syntax.

I wonder if it possible to invoke DLL function from U++ too.

Subject: Re: Read MIDI Event and Device
Posted by koldo on Tue, 30 Aug 2011 21:39:15 GMT
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Hello proyb2

Welcome to U++.

To use dll files inside U++ you can use dli files.

Subject: Re: Read MIDI Event and Device
Posted by proyb2 on Wed, 31 Aug 2011 01:49:16 GMT
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How do I create DLI? Was it generated by compiling DLL?

Subject: Re: Read MIDI Event and Device
Posted by proyb2 on Wed, 31 Aug 2011 05:19:04 GMT
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I also need some explaination on the DLI format, it seem to be cryptic.

Subject: Re: Read MIDI Event and Device
Posted by mirek on Wed, 31 Aug 2011 06:21:13 GMT
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koldo wrote on Tue, 30 August 2011 17:39Hello proyb2

Welcome to U++.

To use dll files inside U++ you can use dli files.

Actually, it not always makes sense to use .dli. You should .dli only if you need dynamic loading, means if your application is supposed to work without .dll as well.

If you always need .dll, as is most likely the case here, simply add import .lib in the package organizer. You can check e.g. CtrlCore in package organizer to see how is that done..

Mirek

Subject: Re: Read MIDI Event and Device
Posted by Tom1 on Wed, 31 Aug 2011 06:29:55 GMT
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Hi,

I do not wish to mix up your conversation, but still want to point out something: While DLI is great for software controlled conditional loading of DLL, you can still have the operating system automatically link the DLL at program start-up: Just add the import library of your MIDI DLL to your package as a library dependency and include the corresponding header in your C++ source.

Best regards,

Tom

[EDIT:] Mirek was faster to reply!

Subject: Re: Read MIDI Event and Device
Posted by proyb2 on Wed, 31 Aug 2011 07:35:23 GMT
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Think likewise, but I still need a clear tutorial on DLI part.

Other than that, how do I listen to MIDI port through USB?

Subject: Re: Read MIDI Event and Device
Posted by arkady_c on Tue, 06 Sep 2011 08:38:01 GMT
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maybe this will help
libusb-1.0 libusb.org
http://libusb.org/wiki/windows_backend
in mingw load file

```
#include <libusb-1.0/libusb.h>

handle = libusb_open_device_with_vid_pid(NULL, vID, pID);
if (handle == NULL)
{
 LOG ("Connection failed");
 return;
}
...
```

My device "own production" runs on Win and Lin
u + + is great