

RP2005 DLL and C#

```
// constructor
public rp2005()
{
    // need to create temporary buffers to hold return string values for
    // board names and serial numbers.
    StringBuilder sn = new StringBuilder(512);
    StringBuilder desc = new StringBuilder(512);

    try
    {
        numDevs = 0;
        listDevErrCode = rp2005interface.RP_ListDIO(ref numDevs, sn, desc);
    }
    catch
    {
        if (!System.IO.File.Exists(Environment.SystemDirectory + "\\rp2005.dll") &&
            !System.IO.File.Exists(Directory.GetCurrentDirectory () + "\\rp2005.dll"))
        {
            listDevErrCode = 500; // rp2005 dll doesn't exist.
        }
        else
            listDevErrCode = 1000; // some unknown error occured.
    }

    if (listDevErrCode == 0)
    {
        SN = sn.ToString().Split(',');
        Desc = desc.ToString().Split(',');
        hDIO = new uint[numDevs];
        errCode = new uint[numDevs];
        errMsg = new string[numDevs];

        for (int i = 0; i < numDevs; i++)
        { // open the boards
            hDIO[i] = 0;
            try
            {
                errCode[i] = rp2005interface.RP_OpenDIO(SN[i], ref hDIO[i]);
            }
            catch
            {
                errCode[i] = 1000;
            }
        }
    }
}
```