

# 指示灯接入说明文档

版本	描述	日期	作者
V1.0	添加接入指示灯控制说明	2023/1/11	陈继凯

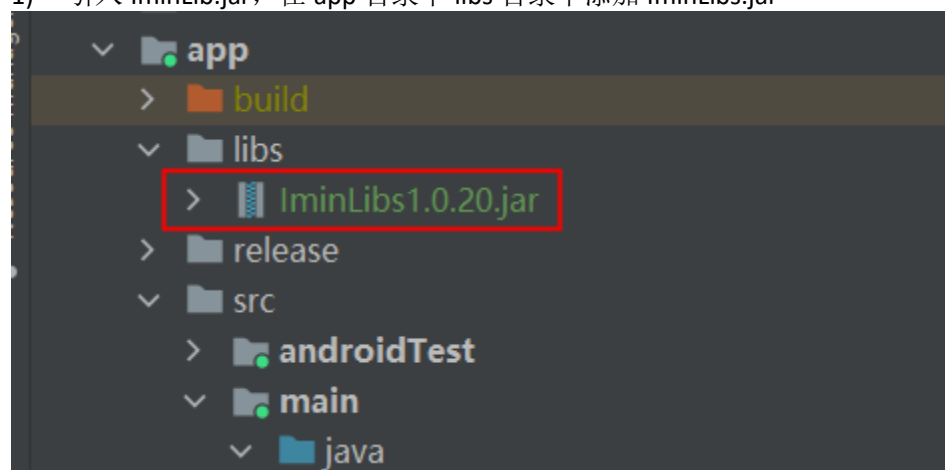
## 1.简介

该文档用于介绍如何控制外接指示灯，面向开发者  
针对机型

序号	机型
1	Crane 1 16"、Crane 1 21.5"、Crane 1 27"、Crane 1 32"

## 2.接入步骤

1) 引入 IminLib.jar，在 app 目录下 libs 目录下添加 IminLibs.jar



2) 添加 IminLib.jar 的依赖，在 app 目录下的 build.gradle 添加依赖

```
dependencies {  
    implementation files('libs/IminLibs1.0.20.jar')  
    implementation 'androidx.appcompat:appcompat:1.4.1'
```

3) 在 AndroidManifest.xml 声明权限

```
<uses-permission android:name="android.permission.USB_PERMISSION" />  
<uses-permission android:name="android.hardware.usb.host" />  
<uses-permission android:name="android.hardware.usb.accessory" />
```

```
<uses-feature android:name="android.hardware.usb.accessory" />
<uses-feature
    android:name="android.hardware.usb.host"
    android:required="true" />
```

#### 4) 获取指示灯设备

```
UsbDevice usbDevice = IminSDKManager.getLightDevice(LightActivity.this);
```

#### 5) 请求连接指示灯

```
@Override
protected void onCreate(@Nullable Bundle savedInstanceState) {
    ...
    mUsbManager = (UsbManager) this.getSystemService(Context.USB_SERVICE);
    ...
}

public boolean requestPermission(UsbDevice usbDevice) {
    Log.d(TAG,"requestPermission=====");
    if (usbDevice == null){
        return false;
    }

    if (mUsbManager.hasPermission(usbDevice)) {
        boolean isConnect = IminSDKManager.connectLightDevice(LightActivity.this);
        Log.d(TAG,"usb is connect:"+isConnect);
        return true;
    } else {
        // @SuppressWarnings("UnspecifiedImmutableFlag") PendingIntent pendingIntent =
        PendingIntent.getBroadcast(BaseApplication.getAppContext(), 0, new Intent(ACTION_USB_PERMISSION), 0);
        PendingIntent pendingIntent;
        if (android.os.Build.VERSION.SDK_INT >= android.os.Build.VERSION_CODES.S) {
            pendingIntent = PendingIntent.getBroadcast(this, 0, new Intent(ACTION_USB_PERMISSION),
            PendingIntent.FLAG_UPDATE_CURRENT | PendingIntent.FLAG_IMMUTABLE);
        } else {
            pendingIntent = PendingIntent.getBroadcast(this, 0, new Intent(ACTION_USB_PERMISSION), 0);
        }

        IntentFilter intentFilter = new IntentFilter(ACTION_USB_PERMISSION);
        intentFilter.addAction(ACTION_USB_DEVICE_ATTACHED);
        intentFilter.addAction(ACTION_USB_DEVICE_DETACHED);
        this.registerReceiver(mUsbDeviceReceiver, intentFilter);
        mUsbManager.requestPermission(usbDevice, pendingIntent);
        return mUsbManager.hasPermission(usbDevice);
    }
}

private final BroadcastReceiver mUsbDeviceReceiver = new BroadcastReceiver() {
    @Override
    public void onReceive(Context context, Intent intent) {
        String action = intent.getAction();
        Log.d(TAG,"UsbDeviceReceiver action = " + action);
        if (ACTION_USB_PERMISSION.equals(action)) {
```

```
        android.hardware.usb.UsbDevice device = intent.getParcelableExtra(UsbManager.EXTRA_DEVICE);
        if (intent.getBooleanExtra(UsbManager.EXTRA_PERMISSION_GRANTED, false)) {
            if (device != null) {
                //TODO connectAndOpen
                boolean isConnect = IminSDKManager.connectLightDevice(LightActivity.this);
                Log.d(TAG,"Light Device isConnet =" +isConnect);
            }
        }
    }else if(ACTION_USB_DEVICE_ATTACHED.equals(action)){
        //openUsbDevice();
    }else if(ACTION_USB_DEVICE_DETACHED.equals(action)){
        //TODO closeUsbDevice();
    }
}
};
```

## 6) 控制指示灯

### ①. 打开绿灯

```
IminSDKManager.turnOnGreenLight(Context context);
```

### ②. 打开红灯

```
IminSDKManager.turnOnRedLight(Context context);
```

### ③. 关灯

```
IminSDKManager.turuOffLight(Context context);
```

## 7) 断开连接

```
IminSDKManager.disconnectLightDevice(Context context);
```