



## Using the Logitech Gaming LED SDK with C#

---

© 2014 Logitech. Confidential

**The Logitech Gaming LED SDK, including all accompanying documentation, is protected by intellectual property laws. All use of the Logitech Gaming LED SDK is subject to the License Agreement found at the end of this document. If you do not agree to the terms and conditions of the License Agreement, you must immediately return any documentation, the accompanying software and all other material provided to you by Logitech. All rights not expressly granted by Logitech are reserved.**

## Contents

Overview .....	3
Making the LED SDK work in your C# program .....	3
Steps .....	3

## Overview

The Logitech Gaming LED SDK enables applications such as games to control the backlight LEDs on supported Logitech gaming mice and keyboards.

It's built as a C++ DLL, but it can be easily integrated in a C# assembly, using P/Invoke and function marshaling.

Please refer to the Logitech SDK's Doc\LogitechGamingLEDSdk.pdf for details on the SDK's functionality.

## Making the LED SDK work in your C# program

The following steps show how to make the Logitech SDK work with a C# program. Please adapt the steps to your game for things to work.

### Steps

1. Copy the class LogitechGSDK.cs from the Include directory of this package in your project folder.
2. Call the functions from the wrapper from your C# code as follows:

```
LogitechGSDK.LogiLedInit();  
LogitechGSDK.LogiLedSaveCurrentLighting();  
LogitechGSDK.LogiLedSetLighting(red,blue,green);  
LogitechGSDK.LogiLedRestoreLighting();  
LogitechGSDK.LogiLedSetLightingForKeyWithScanCode(04, 100, 0, 0);  
LogitechGSDK.LogiLedShutdown();
```

3. Copy Logitech SDK's Lib\GameEnginesWrapper\x86\LogitechLedEnginesWrapper.dll to your c# 32bit executable path
4. Copy Logitech SDK's Lib\GameEnginesWrapper\x64\LogitechLedEnginesWrapper.dll to your c# 64bit executable path
5. Compile and run your program

For questions/comments, email [devtechsupport@logitech.com](mailto:devtechsupport@logitech.com)