



Using the Logitech Gaming LED SDK with Java

© 2015 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 Java 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 with a JNI wrapper.

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

Making the LED SDK work in your Java program

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

Steps

1. Copy the SDK's Lib\logiled.jar to your project's directory.
2. Configure your project's Java Build Path to include the logiled.jar.
3. Call the functions from the JNI wrapper in your Java code as follows:

```
import com.logitech.gaming.LogiLED;  
  
LogiLED.LogiLEDInit();  
LogiLED.LogiLEDSetLighting(red,blue,green);  
LogiLED.LogiLEDShutdown();
```

4. Compile and run your program.

For questions/comments, email devtechsupport@logitech.com