

D2000 OBJApi

The interface **D2000 ObjAPI** implements access to the D2000 System. Using the interface **D2000 ObjAPI**, it is possible to create a client process for the D2000 System.

The interface **D2000 ObjAPI** comprises the module **OBJAPI.DLL** and the header files **OBJAPI.H** and **STRUCT.H**. *OBJAPI.DLL* (placed in the subdirectory **\Bin** of the [installation directory](#) for the 32-bit version and in the subdirectory **\Bin64** for 64-bit version) is a dynamically linked library with the *Stdcall* call convention. The header file *OBJAPI.H* declares prototypes of ObjAPI functions and the header file *STRUCT.H* declares used data structures (the files are located in the directory **D2000_EXE\utils\objapi** in the [installation directory of the D2000 System](#)). The header files are available in the version for the language C/C++ (verified and tested in Microsoft Visual Studio 2005, Microsoft Visual Studio 2008 and Microsoft Visual Studio 2010).

The interface **D2000 ObjAPI**, on one hand, implements communication with the kernel of the D2000 System and on the other hand exports a set of functions needed when designing a client process.



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