

## Developer's Guide GpsGate API

Using GpsGate API you can start GpsGate, send data to and receive data from GpsGate. For OEM licensees this API is also used to activate GpsGate. Among other things GpsGate API enables you to read and write data through GpsGate's virtual serial ports.

Applications can (of course) access or write data to GpsGate using any of the standard options in the GpsGate Settings menu, like serial ports, TCP/IP and UDP. The main advantage of using this API is that you can make sure GpsGate is started and you can access GPS data without knowing anything about how GpsGate (or the GPS) is configured.

To start, first of all [download](#) GpsGate SDK. The SDK contains samples for all platforms and languages. You can also read this [whitepaper](#) on how to integrate GpsGate to your application, and if you are using Franson GpsTools, please read "[Share the GPS using GpsTools and GpsGate](#)".

Some notes on:

[.NET](#) - VB.NET and C# on Windows and Pocket PC.

[Visual Basic](#) for Windows.

[eVB](#) for Pocket PC.

[VC++ or eVC++](#) for Windows and Pocket PC.

By studying the SDK samples you will get a good idea of how things works. More detailed information about each class, method, property and event can be found in the [Reference Manual](#).

**Technical support** can be found in the user forum. We will constantly monitor and answer questions in the forum. The forum also includes frequently asked question (FAQ).

[FAQ for GpsGate](#)

[Browse the Technical support forum!](#)

[Search the Technical support forum!](#)

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## .NET (C#, VB.NET, etc.) for Windows and Pocket PC

### Development

The application project must make a reference to GateApiNET.dll found in GpsGate SDK.

### Distribution

GpsGate 1.10 or later must be installed on the target machine.

GateApiNET.dll must be installed in the same directory as the application using GpsGate API.

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## Visual Basic for Windows

### Development

The application project must make a reference to Franson GateAPi (GateApiXP.dll). This DLL is installed with GpsGate 1.10 and located under c:\windows\system32\ (or similar)

### **Distribution**

GpsGate 1.10 or later must be installed on the target machine.  
No extra DLL needs to be distributed.

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## **eMbedded Visual Basic for Pocket PC**

### **Development**

The application project should make no reference to GpsGateCE.dll (eVB is a script language and late binding is used.)

### **Distribution**

GpsGate 1.10 or later must be installed on the target machine.  
No extra DLL should be distributed.

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## **VC++ (6.0 and later) and eVC++ (3.0 and later)**

### **Development**

The project must include GateApi.h found in GpsGate SDK , and it must link with the static library GateApiXP.lib (for Windows) and GateApiCE.lib (for Pocket PC) also found in GpsGate SDK.

### **Distribution**

GpsGate 1.10 or later must be installed on the target machine.  
No other resources needs to be distributed with the application.

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