NEON-2000-ONO Series

DI/O Function Library Reference



Manual Rev.: 1.0

Revision Date: May 8, 2024

Part No: 50M-51050-2000

LEADING EDGE COMPUTING

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Revision History

Revision	Release Date	Description of Change(s)
1.0	2024-05-08	Official release

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Preface

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Conventions

Take note of the following conventions used throughout this manual to make sure that users perform certain tasks and instructions properly.


NOTE:

Additional information, aids, and tips that help users perform tasks.


CAUTION:

Information to prevent ***minor*** physical injury, component damage, data loss, and/or program corruption when trying to complete a task.


WARNING:

Information to prevent ***serious*** physical injury, component damage, data loss, and/or program corruption when trying to complete a specific task.

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Table of Contents

Revision History ..... **ii**

Preface ..... **iii**

1 Introduction **1**

1.1 Setting Up the Neon SDK 1

2 Function Library **5**

2.1 List of Functions 5

2.2 Function Library 6

2.2.1 Device Control Function 6

2.2.2 DIO Functions 7

2.2.3 User-defined LED Control 20

Important Safety Instructions **23**

Getting Service **27**

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1 Introduction

The NEON-2000-ONO Function Library Reference provides necessary API details for functions that can used to develop applications in C/C++. When the NEON-2000-ONO driver is installed, functions can be directly called with the Neon SDK (the driver is pre-installed at the factory).

Example:

```
#include "Neon.h"
using namespace std;
char buffer[256];
if (Neon_GetDeviceInfo(buffer, sizeof
   (buffer)) != COMMON_ERROR) cout << buffer
   << endl;
...
```

For more examples, refer to the sample code.

1.1 Setting Up the Neon SDK

If users need to updatee or re-install the Neon SDK, please go to the NEON-2000-ONO product page at www.adlinktech.com and download the driver package.

Use the following steps to set up the Neon SDK.

1. Install the Neon SDK:

sudo dpkg -i NeonSDK.deb

2. Set the file paths:

- libraries at **/usr/lib/Neon**
- headers at **/usr/include/Neon/Neon.h**
- samples at **/usr/src/Neon/Sample**

3. Build Neon_Information Sample:

#cd /usr/src/Neon/Sample/Neon_Information

#make

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4. Build Neon_Setting Sample:

#cd /usr/src/Neon/Sample/Neon_Setting

#make

5. Build Neon_ListenTrigger Sample:

#cd /usr/src/Neon/Sample/Neon_ListenTrigger

#make

6. Run Neon_Information Sample:

#cd /usr/src/Neon/Sample/Neon_Information

./NeonInformation

7. Neon_Setting Help:

Execute the application with no parameters.

#cd /usr/src/Neon/Sample/Neon_Setting

./NeonSet

8. Neon_ListenTrigger Sample:

The program will receive a trigger event via a callback function. Use <Ctrl>+<c> to terminate this program.

#cd /usr/src/Neon/Sample/Neon_ListenTrigger

./NeonListenTrigger

9. Run Neon_Python Sample:

#cd /usr/src/Neon/Sample/Neon_Python

#python3 Neon.py

10. Run Neon_Led Sample:

$ cd /usr/src/Neon/Sample/Neon_Led

$ ./NeonLed

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11. Please find the latest sample at:

https://github.com/AIoT-IST/Neon_Samples

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2 Function Library

2.1 List of Functions

Category	Function
Device Control	Neon_GetDeviceInfo
DIO	Neon_GetDINums
	Neon_GetDONums
	Neon_SetDOState
	Neon_GetDIState
	Neon_SetDIO0Config
	Neon_GetDIO0Config
	Neon_SetDITriggerPolarity
	Neon_GetDITriggerPolarity
	Neon_SetDITriggerCallback
	Neon_SetStrobeOutEnable
	Neon_GetStrobeOutEnable
	Neon_SetStrobeOutDelay
	Neon_GetStrobeOutDelay
	Neon_SetStrobeOutPulseWidth
	Neon_GetStrobeOutPulseWidth
	Neon_SetExposureDelay
	Neon_GetExposureDelay
	Neon_SetDebounceTimeExt
	Neon_GetDebounceTimeExt
	Neon_SetStrobeOutInvertedPolarity
	Neon_GetStrobeOutInvertedPolarity
LED	Neon_SetLEDMode
	Neon_GetLEDMode

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2.2 Function Library

2.2.1 Device Control Function

Neon_GetDeviceInfo

Retrieves device information.

Syntax

C/C++

```
int Neon_GetDeviceInfo (char* sVersion, int
iSize)
```

Parameter(s)

sVersion:

An allocated buffer must be assigned to read the device version. The device information format is:

[Device1 Name]:[Version]

[Device2 Name]:[Version]

…

Each device description is separated by a break line character '\n'

iSize:

The number of "sVersion" bytes. The suggested size is 256.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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2.2.2 DIO Functions

Neon_GetDINums

Retrieves the number of DIs.

Syntax

C/C++

```
int Neon_GetDINums (unsigned int* iCounts)
```

Parameter(s)

iCounts:

Returns the number of DIs.

Return Code

Returns true if successful, otherwise returns COMMON_ERROR.

Neon_GetDONums

Retrieves the number of DOs.

Syntax

C/C++

```
int Neon_GetDONums (unsigned int* iCounts)
```

Parameter(s)

iCounts:

Returns the number of DOs.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetDOState

Turns DO on or off.

Syntax

C/C++

```
int Neon_SetDOState (unsigned int iIndex, int
iState)
```

Parameter(s)

iIndex:

Sets the Index of the DO; zero-based.

iState:

Sets the state of the DO: 1 is on, 0 is off.

e.g. Neon_SetDOState (1,1) -> Sets DO channel 1 to on

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetDIState

Gets the DI's state.

Syntax

C/C++

```
int Neon_GetDIState (unsigned int iIndex, int*
iState)
```

Parameter(s)

iIndex:

Sets the Index of the DI; zero-based.

iState:

Gets the state of the DI: 1 is on, 0 is off.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetDIO0Config

Sets the DIO0 config type. DIO_CONFIGTYPE_DIGITAL means the DI0 and DO0 are the same as the general DI and DO. DIO_CONFIGTYPE_SNAPSHOT means the DI0 and DO0 are for triggering the camera and strobe out.

Syntax

C/C++

```
int Neon_SetDIO0Config (int iCfg_type)
```

Parameter(s)

iCfg_type:

The config type value can be 0 or 1. Use the following enumeration to define the value.

```
enum DIO_CONFIGTYPE
{
    DIO_CONFIGTYPE_SNAPSHOT=0,
    DIO_CONFIGTYPE_DIGITAL,
    DIO_CONFIGTYPE_MAXIMUM
};
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_GetDIO0Config

Gets the DIO0 config type. DIO_CONFIGTYPE_DIGITAL means the DI0 and DO0 are the same as the general DI and DO. DIO_CONFIGTYPE_SNAPSHOT means the DI0 and DO0 are for triggering the camera and strobe out.

Syntax

C/C++

```
int Neon_GetDIO0Config (int* iCfg_type)
```

Parameter(s)

iCfg_type:

The config type value can be 0 or 1. Use the following enumeration to define the value.

```
enum DIO_CONFIGTYPE
{
    DIO_CONFIGTYPE_SNAPSHOT=0,
    DIO_CONFIGTYPE_DIGITAL,
    DIO_CONFIGTYPE_MAXIMUM
};
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetDITriggerPolarity

Sets the DI trigger polarity. (Default is 0)

Syntax

C/C++

```
int Neon_SetDITriggerPolarity (unsigned int
iIndex, int iPositiveTriggerPolarity)
```

Parameter(s)

iIndex:

Sets the DI Index; zero-based.

iPositiveTriggerPolarity:

The trigger polarity. Refer to DI_TRIGGERPOLARITY.

```
enum DI_TRIGGERPOLARITY
{
    DI_TRIGGERPOLARITY_FALLING=0,
    DI_TRIGGERPOLARITY_RISING,
    DI_TRIGGERPOLARITY_BOTH,
    DI_TRIGGERPOLARITY_MAXIMUM
};
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_GetDITriggerPolarity

Gets the DI trigger polarity. (Default is 0)

Syntax

C/C++

```
int Neon_GetDITriggerPolarity (unsigned int
iIndex, int* iPositiveTriggerPolarity)
```

Parameter(s)

iIndex:

Gets the DI Index; zero-based.

iPositiveTriggerPolarity:

The trigger polarity. Refer to DI_TRIGGERPOLARITY.

```
enum DI_TRIGGERPOLARITY
{
    DI_TRIGGERPOLARITY_FALLING=0,
    DI_TRIGGERPOLARITY_RISING,
    DI_TRIGGERPOLARITY_BOTH,
    DI_TRIGGERPOLARITY_MAXIMUM
};
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetDITriggerCallback

Sets the DI trigger callback function. When the DI is triggered, the callback function will be executed.

Syntax

C/C++

```
int Neon_SetDITriggerCallback
(NEON_DITRIGGER_CALLBACK callback)
```

Parameter(s)

callback:

The NEON_DITRIGGER_CALLBACK function pointer.

```
typedef void (*NEON_DITRIGGER_CALLBACK)
(unsigned int index, int currentState);
```

index:

The trigger index of the DI. DI0 will be triggered only when the config type of DIO0 is DIGITAL.

currentState:

The current state of the DI.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetStrobeOutEnable

Enables/disables the strobe out trigger when DIO0 is set as DIO_CONFIGTYPE_SNAPSHOT.

Syntax

C/C++

```
int Neon_SetStrobeOutEnable(int iEnable)
```

Parameter(s)

iEnable:

1 = enable, 0 = disable.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetStrobeOutEnable

Gets the enabled state of the strobe out trigger when DIO0 is set as DIO_CONFIGTYPE_SNAPSHOT.

Syntax

C/C++

```
int Neon_GetStrobeOutEnable(int* iEnable)
```

Parameter(s)

iEnable:

Returns the enabled state.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetStrobeOutDelay

Sets the delay time of the strobe out in microseconds when DIO0 is set as DIO_CONFIGTYPE_SNAPSHOT.

Syntax

C/C++

```
int Neon_SetStrobeOutDelay (unsigned int
iMicrosecond)
```

Parameter(s)

iMicrosecond:

The number of microseconds for the strobe out delay.

(0 - 4294967295, map to 1 - 4294967296 µs)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetStrobeOutDelay

Gets the delay time of the strobe out in microseconds when DIO0 is set as DIO_CONFIGTYPE_SNAPSHOT.

Syntax

C/C++

```
int Neon_GetStrobeOutDelay (unsigned int*
iMicrosecond)
```

Parameter(s)

iMicrosecond:

Returns the number of microseconds of the strobe out delay.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetStrobeOutPulseWidth

Sets the pulse width of the strobe out in microseconds when DIO0 is set as DIO_CONFIGTYPE_SNAPSHOT.

Syntax

C/C++

```
int Neon_SetStrobeOutPulseWidth (unsigned int
iMicrosecond)
```

Parameter(s)

iMicrosecond:

The number of microseconds for the strobe out pulse width.

(0 - 4294967295, map to 1 - 4294967296 µs)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetStrobeOutPulseWidth

Gets the pulse width of the strobe out in microseconds when DIO0 is set as DIO_CONFIGTYPE_SNAPSHOT.

Syntax

C/C++

```
int Neon_GetStrobeOutPulseWidth (unsigned int*
iMicrosecond)
```

Parameter(s)

iMicrosecond:

Returns the number of microseconds of the strobe out pulse width.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetExposureDelay

Sets the delay time of the exposure in microseconds when DIO0 is set as DIO_CONFIGTYPE_SNAPSHOT.

Syntax

C/C++

```
int Neon_SetExposureDelay (unsigned int
iMicrosecond)
```

Parameter(s)

iMicrosecond:

The number of microseconds for the exposure delay.

(0 - 4294967295 µs)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetExposureDelay

Gets the delay time of the exposure in microseconds when DIO0 is set as DIO_CONFIGTYPE_SNAPSHOT.

Syntax

C/C++

```
int Neon_GetExposureDelay (unsigned int*
iMicrosecond)
```

Parameter(s)

iMicrosecond:

Returns the number of microseconds of the exposure delay.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetDebounceTimeExt

Sets the debounce time in milliseconds for input 0 and 1 (DI0/DI1).

Syntax

C/C++

```
int Neon_SetDebounceTimeExt(unsigned int
index, unsigned iNtimes)
```

Parameter(s)

Index

The number of the input index. 0 is input 0 (DI0), 1 is input 1 (DI1).

iNtimes

(0 - 600, 0 is bypass, others: 1 – 600 ms)

The initial value is 0. This value will revert to the initial value after reboot.

Return Value

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetDebounceTimeExt

Get the debounce time in milliseconds for input 0 and 1 (DI0 / DI1).

Syntax

C/C++

```
int Neon_GetDebounceTimeExt(unsigned int*
index, unsigned int* iNtimes)
```

Parameter(s)

Index

The number of the input index: 0 is input 0 DI0), 1 is input 1 (DI1)

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iNtimes

Returns the number of debounce time in milliseconds. The initial value is 0 and shall be reverted to the initial value after reboot.

(0 - 600, 0 is bypass; others 1 - 600)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_SetStrobeOutInvertedPolarity

Sets the inverted polarity of Strobe Out. If set to 1, the output polarity will be inverted. (Default is 0)

Syntax

C/C++

```
int Neon_SetStrobeOutInvertedPolarity(int iInvertedPolarity)
```

Parameter(s)

iInvertedPolarity:

Invert the polarity of strobe out. (0 is normal open and 1 is normal close)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetStrobeOutInvertedPolarity

Gets the inverted polarity of Strobe Out. (Default is 0)

Syntax

C/C++

```
int Neon_GetStrobeOutInvertedPolarity(int* iInvertedPolarity)
```

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Parameter(s)

iInvertedPolarity:

Invert the polarity of strobe out. (0 is normal open and 1 is normal close)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

2.2.3 User-defined LED Control

Neon_SetLEDMode

Control LED Mode.

Syntax

C/C++

```
int Neon_SetLEDMode (unsigned int iMode)
```

Parameter(s)

iMode

LED has seven modes. See below.

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LED Mode ID

Mode	ID	Red LED Status	Green LED Status
1	LED_MODE_1	Off	Off
2	LED_MODE_2	On	Off
3	LED_MODE_3	Off	On
4	LED_MODE_4	On	On
5	LED_MODE_5	Blinking	Off
6	LED_MODE_6	Off	Blinking
7	LED_MODE_7	Blinking	Blinking

enum LED_MODE

```
LED_MODE_1=1
LED_MODE_2
LED_MODE_3
LED_MODE_4
LED_MODE_5
LED_MODE_6
LED_MODE_7
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetLEDMode

Get LED LED Mode (defined by ADLINK).

Syntax

C/C++

```
int Neon_GetLEDMode (unsigned int iMode)
```

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Parameter(s)

iMode

Return LED mode. The initial value is 1.The value will revert to the initial value after reboot. See below.

LED Mode ID

Mode	ID	Red LED Status	Green LED Status
1	LED_MODE_1	Off	Off
2	LED_MODE_2	On	Off
3	LED_MODE_3	Off	On
4	LED_MODE_4	On	On
5	LED_MODE_5	Blinking	Off
6	LED_MODE_6	Off	Blinking
7	LED_MODE_7	Blinking	Blinking

enum LED_MODE

```
LED_MODE_1=1
LED_MODE_2
LED_MODE_3
LED_MODE_4
LED_MODE_5
LED_MODE_6
LED_MODE_7
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Important Safety Instructions

For user safety, please read and follow all instructions, Warnings, Cautions, and Notes marked in this manual and on the associated device before handling/operating the device, to avoid injury or damage.

S'il vous plaît prêter attention stricte à tous les avertissements et mises en garde figurant sur l'appareil , pour éviter des blessures ou des dommages.

- Read these safety instructions carefully
- Keep the User's Manual for future reference
- Read the Specifications section of this manual for detailed information on the recommended operating environment
- The device can be operated at an ambient temperature of 55ºC (with DC supply) and 50ºC (with adapter supply);
- When installing/mounting or uninstalling/removing device; or when removal of a chassis cover is required for user servicing:
  - Turn off power and unplug any power cords/cables
  - Reinstall all chassis covers before restoring power
- To avoid electrical shock and/or damage to device:
  - Keep device away from water or liquid sources
  - Keep device away from high heat or humidity
  - Keep device properly ventilated (do not block or cover ventilation openings)
  - Always use recommended voltage and power source settings
  - Always install and operate device near an easily accessible electrical outlet
  - Secure the power cord (do not place any object on/over the power cord)
  - Only install/attach and operate device on stable surfaces and/or recommended mountings
- If the device will not be used for long periods of time, turn off and unplug from its power source

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- Never attempt to repair the device, which should only be serviced by qualified technical personnel using suitable tools
- A Lithium-type battery may be provided for uninterrupted backup or emergency power.



Risk of explosion if battery is replaced with one of an incorrect type; please dispose of used batteries appropriately.
Risque d'explosion si la pile est remplacée par une autre de type incorrect. Veuillez jeter les piles usagées de façon appropriée.

- The device must be serviced by authorized technicians when:
  - The power cord or plug is damaged
  - Liquid has entered the device interior
  - The device has been exposed to high humidity and/or moisture
  - The device is not functioning or does not function according to the User's Manual
  - The device has been dropped and/or damaged and/or shows obvious signs of breakage
- Disconnect the power supply cord before loosening the thumbscrews and always fasten the thumbscrews with a screwdriver before starting the system up
- It is recommended that the device be installed only in a server room or computer room where access is:
  - Restricted to qualified service personnel or users familiar with restrictions applied to the location, reasons therefor, and any precautions required
  - Only afforded by the use of a tool or lock and key, or other means of security, and controlled by the authority responsible for the location
- If PoE (Power over Ethernet) is enabled for the device, the system can ONLY be deployed indoors. Unless otherwise noted, the PoE system is NOT designed to withstand the rigors of outdoor use.

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	**BURN HAZARD** Touching this surface could result in bodily injury. To reduce risk, allow the surface to cool before touching. ***RISQUE DE BRÛLURES*** *Ne touchez pas cette surface, cela pourrait entraîner des blessures.* *Pour éviter tout danger, laissez la surface refroidir avant de la toucher.*

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ADLINK Technology, Inc.
No.66 Huaya 1st Road, Guishan District
Taoyuan City 333, Taiwan
Tel: +886-3-216-5088
Fax: +886-3-328-5706
Email: service@adlinktech.com

Ampro ADLINK Technology, Inc.
5215 Hellyer Avenue, #110
San Jose, CA 95138, USA
Tel: +1-408-360-0200
Toll Free: +1-800-966-5200 (USA only)
Fax: +1-408-360-0222
Email: info@adlinktech.com

ADLINK Technology (China) Co., Ltd.
300 Fang Chun Rd., Zhangjiang Hi-Tech Park
Pudong New Area, Shanghai, 201203 China
Tel: +86-21-5132-8988
Fax: +86-21-5132-3588
Email: market@adlinktech.com

ADLINK Technology GmbH
Hans-Thoma-Strasse 11
D-68163 Mannheim, Germany
Tel: +49-621-43214-0
Fax: +49-621 43214-30
Email: emea@adlinktech.com

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