

E-SEEK's Technical Note

Note #: 1805-01

Date: 5/29/2018

Title: M280 Windows 10 update (version 1803) Issue.

Issue: The M280 does stop working with Windows 10 after update to Version 1803 (April 2018 Release)

Solution: Please insert the code in the red box below in the application software (from the V3.01.00 Demo App).

Form1.cs (line 65~67)

```
60
61     // These are needed for Thread to make image view function
62     delegate void Image_View();
63     Image_View Img_View;
64
65     // WIN10 UPDATE (VER:1803) -->
66     static bool bRelease = true;
67     // <-- WIN10 UPDATE (VER:1803)
68
69     public Form1()
70     {
71         InitializeComponent();
72
```

Form1.cs (line 366~370)

```
360     }
361     else
362     {
363         Failures++;
364     }
365
366     // WIN10 UPDATE (VER:1803) -->
367     // Re-submit this buffer into the queue
368     len = BufSz;
369     inEndpoint.BeginDataXfer(ref cBufs[k], ref xBufs[k], ref len, ref oLaps[k]);
370     // <-- WIN10 UPDATE (VER:1803)
371
372     k++;
373     if (k == QueueSz) // Finish
374     {
375         k = 0;
376         Thread.Sleep(1);
```

Form1.cs (line 412~415)

```
408         Thread.Sleep(100);
409         bRunning = false;
410     }
411 }
412     // WIN10 UPDATE (VER:1803) -->
413     inEndpoint.Abort();
414     bRelease = true;
415     // <-- WIN10 UPDATE (VER:1803)
416 }
417
418     /*Summary
419     The callback routine delegated to updateUI.
420     */
421     public void StatusUpdate()
422     /
```

Form1.cs (line 676~679)

```
671     private void btnCapture_Click(object sender, EventArgs e)
672     {
673         if (MyDevice == null || ep0 == null || inEndpoint == null) return;
674         if (bRunning == true || this.bInitM280 == false || this.bSysBusy == true) return;
675
676         // WIN10 UPDATE (VER:1803) -->
677         if (bRelease == false) return;
678         bRelease = false;
679         // <-- WIN10 UPDATE (VER:1803)
680
681         bRunning = true;
682
683
684         BufSz = inEndpoint.MaxPktSize * M280DEF.Packet_Xfer;
685         QueueSz = BufNum;
```