Ocean Insight

OceanMathCore

Programming Manual

For product: OceanMathCore

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Introduction

OceanMathCore™ is a powerful Software Developer's Kit (SDK) that allows you to easily write custom software to process data from your Ocean Insight spectrometer. It provides complex functions such as calculating blackbody spectra and converting wavelength to gigahertz. Typically, OceanMathCore is used with OceanDirect to simplify the ability to obtain and process spectral data from Ocean Insight spectrometers.

This document discusses the capabilities of OceanMathCore and provides high level information on the data structures. Detailed information on the data structures is included in the SDK. In addition, sample code using the SDK may be found at the OceanMath product page at OceanInsight.com.

OceanMathCore was developed in the C++ language and includes native libraries for Windows operating systems.

Operating System Support

- Windows - Windows 10 or higher

Multi-Language Support

You can develop OceanMathCore-based applications in the following languages.

- C/C++/C#/Visual Basic (Microsoft Visual Studio environment)
- C (standard interface environment)
- LabVIEW (Windows only, Version 8 or greater)
- MATLAB
- Python (version 3 or later)

Development Environments

Windows Development

For purposes of programming in Windows, you can access OceanMathCore functionality via two DLL files:

- OceanMathCore.dll contains the functions that allow you to manipulate spectra data. For example, you can calculate blackbody spectra, convert wavelength to gigahertz, etc.

- NetOceanMathCore.dll is the same as above but specifically for development in the Microsoft .NET Framework.

LabVIEW Development

For LabVIEW developers, OceanMathCore provides a set of VI files that expose its functionality in a fashion that is natural to the LabVIEW development environment. Behind the scenes, these VIs invoke the .NET methods contained in the DLL files that comprise OceanMathCore.

MATLAB Development

For MATLAB developers, OceanMathCore provides a set of 'm' file scripts that expose its functionality in a fashion that is natural to the MATLAB development environment. Behind the scenes, these scripts invoke the .NET methods contained in the DLL file for OceanMathCore.

Installation

Upon purchasing the software, you will be provided a link for downloading the software and an associated license key. Click on the link to access the installation file. If you did not receive the link, or have misplaced it, request a replacement email via the technical support request form..

When the installation process is finished, the following subdirectories will be created beneath the OceanMath "home" directory:

Subdirectory	Contents
include	Header files for use with C/C++ application development
doc	Documentation relating to OceanMathCore and its API
lib	Libraries for client applications

Once you have installed the software, you'll want to verify your installation, look at the samples provided on the OceanMath product page at OceanInsight.com to get an idea of how the objects and methods for OceanMathCore are organized, and then run a sample program.

NOTE

If you have also purchased OceanDirect, the order of installing the software (OceanDirect and OceanMathCore) does not matter.

Installing OceanMathCore Software

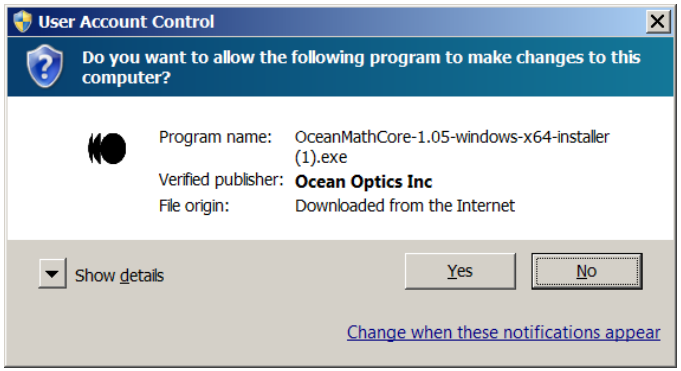
Simply download the file and double-click it in Windows Explorer to begin the installation procedure. The installer will guide you through the install process.

NOTE

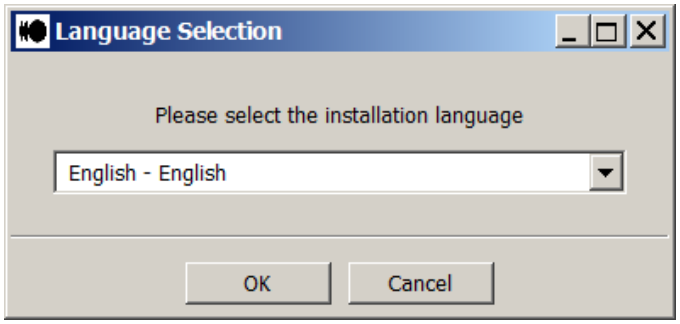
The computer on which you are installing the software must be connected to the Internet to validate the license key.

1. Start your Internet browser.
2. Navigate to the link provided to you and select the OceanMathCore software (e.g., OceanMathCore- x.xx-windows-64-installer.exe).
3. Save the software installer to the desired location on your computer.
4. Double-click on the file. The installer wizard guides you through the installation process. The default installation directory is c:\Program Files\Ocean Insight\OceanMath.

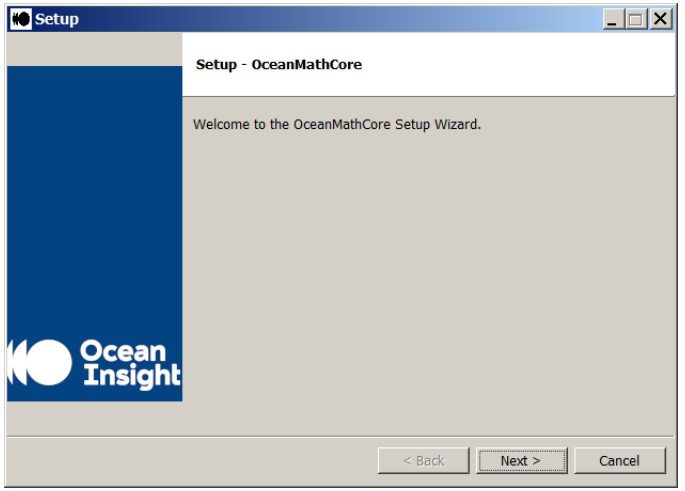
a. Allow the installer access to your computer by clicking “Yes”.



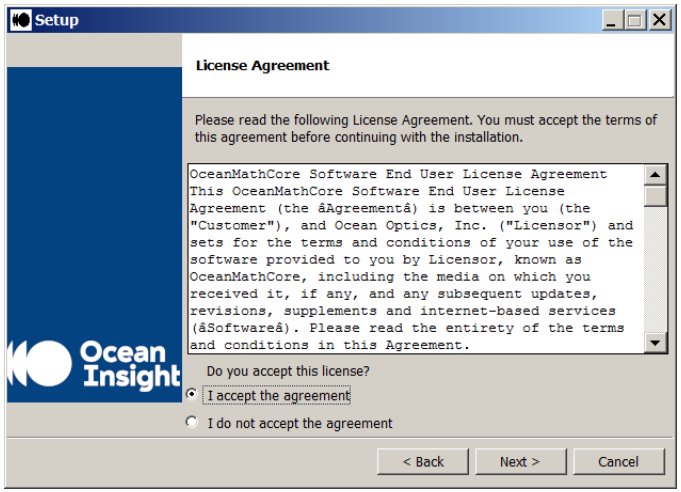
b. Choose the desired language from the drop-down list.



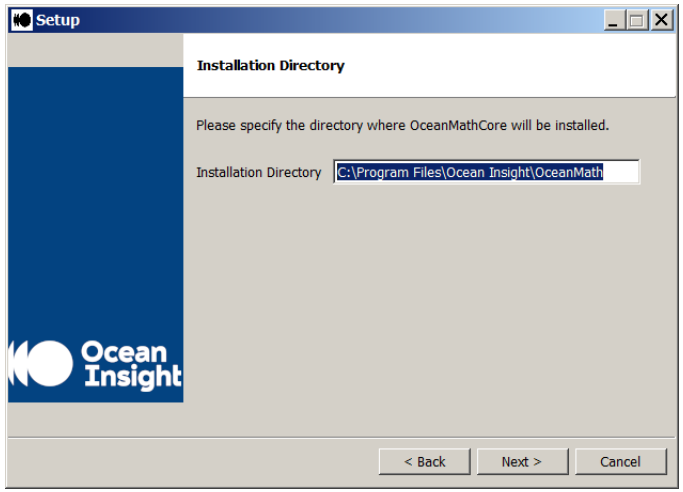
c. Allow the installation to begin by clicking “Next”.



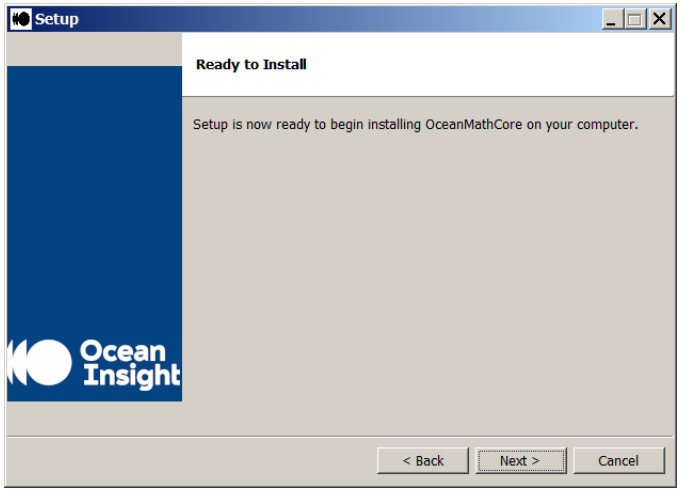
d. Review the license agreement. Select the “I accept the agreement” button, then click “Next”.



e. Choose your preferred file location. Click “Next” to continue.

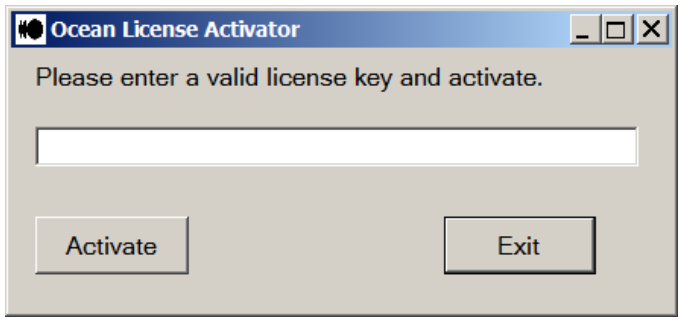


f. You are now ready to being the installation. Click “Next” to continue.

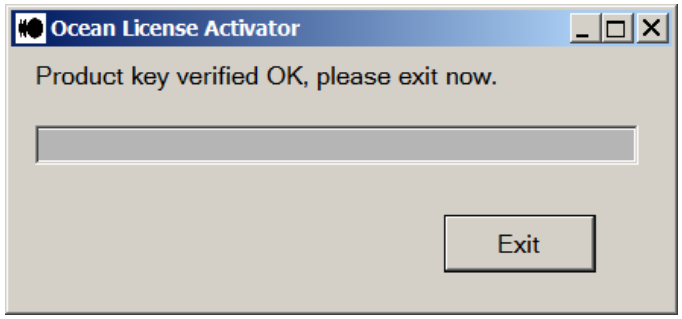


g. A progress bar is displayed showing the status of the installation.

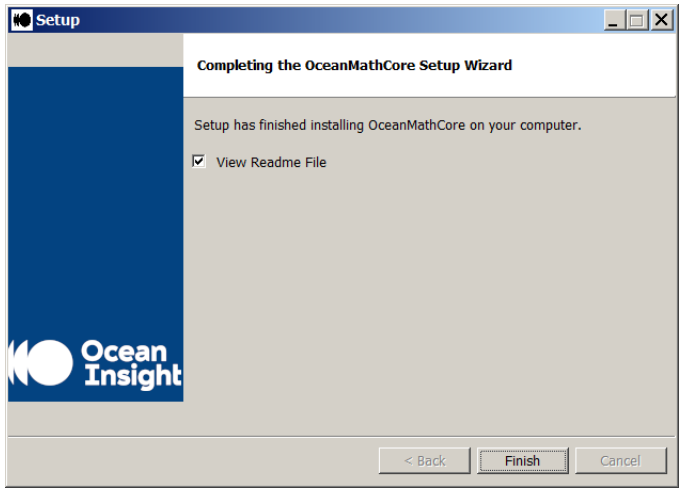
h. You will be prompted to enter your license key. Type the license number in and click on “Activate”.



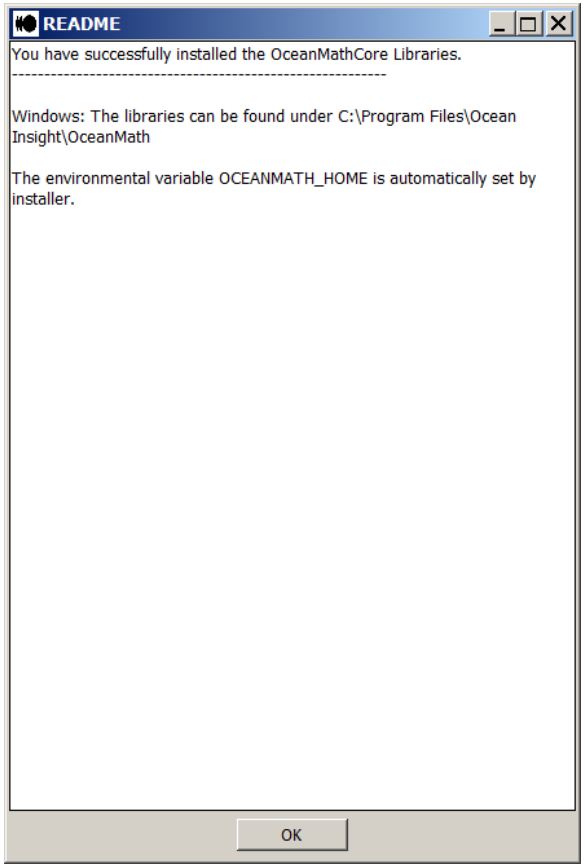
i. Once the license key has been verified, click on the “Exit” button.



j. Click “Finish” to complete the installation.



k. After reviewing the README file, click OK to exit.



NOTE

If you do not enter the license key during installation, you will not be able to successfully use the program. An error code will be returned for all function calls indicating that the license is not active.

To activate the license at a later time, use the license activator tool "OceanLicenseActivator.exe" located in the directory in which you installed the software. Run this tool and it will prompt you for the license key that will activate the software.

Using OceanMathCore

Using OceanMathCore with OceanDirect

The most convenient way of utilizing OceanMathCore is to develop your application with OceanDirect. The output from OceanDirect can be used directly in OceanMathCore to perform further processing – e.g., to compute wavelengths to gigahertz.

Using OceanMathCore Standalone

The user has the option to access the OceanMathCore functions directly from their own application.

The following section discusses the various development environments that may be used. The data structures for developing in the .NET environment are provided in Appendix A. Additional information for developing in a C/C++ environment is available in the online documentation that is provided with the OceanMathCore installation.

Developing Your Application

You may develop your application in any environment of your choosing. We will focus on Microsoft Visual Studio examples due to its availability and cross-platform capabilities.

Microsoft Visual Studio

To use the .NET assembly interface you must add a reference to the assembly as follows:

1. In your application, click on the **Project** menu item, and then choose **Add Reference**.
2. Click on the **Browse** tab.
3. Navigate to the OCEANMATH_HOME directory.
4. Highlight **NetOceanMathCore.dll** and click **OK**.

Creating a New C# Project that uses the .NET Interface to OceanMathCore

1. Create new project of type C# "Windows Console".
2. Add a reference to netOceanMathCore.dll:
   a. In Solution Explorer, right-click on **References** and choose **Add Reference…**
   b. Click the **Browse** tab.
   c. Navigate to the OCEANMATH_HOME folder.
   d. Highlight **NetOceanMathCore.dll** and click **OK**.
   e. Repeat Step d for the desired mathematical library (e.g., NetOceanMathCore.dll) if you are using any math functions.

Deploying Your C# Application

Normally, all that is needed to deploy your C# application is the EXE file containing the application itself. And you will also need to deploy the appropriate OceanMathCore "redistributable" installer (no password required by this installer).

However, if your C# application uses the .NET assembly interface, you must also ensure that a copy of NetOceanMathCore.dll is placed in the same folder as your application's EXE file. You can obtain this DLL file from the OCEANMATH_HOME directory.

LabVIEW

OceanMathCore provides a .NET 4.0 interface. We recommend that all LabVIEW applications use the .NET 4.0 interface when accessing OceanMathCore functions.

LabVIEW is able to show all the methods in a class as well as each method's inputs and outputs with default named variables. This graphical representation clearly documents the .NET interface within the LabVIEW environment.

The following steps must be performed when starting a new LabVIEW project:

1. You must first place an "Invoke node (.NET)" on the Block Diagram panel. Do this in the Functions window by selecting **`Connectivity-> .NET -> Invoke Node (.NET)`** and dragging it to the panel. Right-click the node and then choose **`Select Class -> .NET -> Browse.`** Navigate to the NetOceanMathCore.dll. The default location for the DLL is C:\Program Files\Ocean Insight\OceanMath\lib\.
2. In the **Select Object From Assembly** window, select the **NetOceanMathCore** object on the panel, click **OK.** This updates the node on the block diagram to "NetOceanMathCore". Right-click on the node and choose **`Select Method`**. You can now call any of the methods found in the class, e.g., **`[S]wavelengthToGigahertz`**, etc.

Visual Basic

Using the .NET Interface to OceanMathCore

To use the .NET assembly interface to OceanMathCore in your Visual Basic application, you must add a reference to your assembly as follows:

1. Click on the **Project** menu item and choose **Add Reference**.
2. Click on the **Browse** tab.
3. Navigate to the **OCEANMATH_HOME** directory.
4. Highlight the **NetOceanMathCore.dll** and click **OK.**

Sample Programs

A collection of sample programs for OceanMathCore demonstrating basic functionality may be downloaded from the OceanMath product page at OceanInsight.com.

Appendix A - Data Structures

The OceanMathCore API is the collection of objects and methods your application uses to control spectrometers and acquire data from them.

Depending on your development environment, you will use OceanMathCore.dll or NetOceanMathCore.dll (used in the Visual Studio environment). Public member functions for each class of the NetOceanMathCore data structures are shown below. OceanMathCore has similar names for the public functions.

The table below is a quick reference showing the public member functions for the NetOceanMathCore class. The items in the table link to a description of the functions in this document. A more detailed description of the functions and the associated parameters may be found in the reference manual "NetOceanMathCore_User_Manual.rtf" located at "c:\Program Files\Ocean Insight\OceanMath\Doc\net\rtf\. A similar manual for developing in the C/C++ environment, "OceanMathCore_User_Manual.rtf" may be found at "c:\Program Files\Ocean Insight\OceanMath\doc\rtf\.

HTML versions of the reference manual may be found at "c:\Program Files\Ocean Insight\OceanMath\Doc\net\html\index.html" and "c:\Program Files\Ocean Insight\OceanMath\Doc\html\index.html".

Public Functions

Class	C# Public Functions
NetOceanMathCore	blackbodySpectrumUnnormalized
	blackbodySpectrumNormalizedOneAtPeak
	blackbodySpectrumNormalized100At560Nm
	blackbodyMaxEnergyWavelengthMicrons
	blackbodyAtWavelengthMicrons
	wavelengthsToGigahertz
	wavelengthsToRamanshift
	wavelengthsToWavenumbers

static cli::array<double>^ ***blackbodySpectrumUnnormalized***(double *colorTemperature*,

cli::array<double> ^*wavelengths*,

int% *errorCode*) [static]

- This function calculates the unnormalized Blackbody spectrum with the specified color temperature (Kelvin) at the specified wavelengths in nanometers. The resulting array contains the Blackbody spectrum in Watts per meter squared per steradian per micron ($Wm^{-2}sr^{-1}\mu m^{-1}$).

static cli::array<double>^ ***blackbodySpectrumNormalizedOneAtPeak***(double *colorTemperature*,

cli::array<double> ^*wavelengths*,

int% *errorCode*) [static]

- This function calculates the Blackbody spectrum with the specified color temperature (Kelvin) at the specified wavelengths in nanometers. The resulting array contains the Blackbody spectrum normalized to have the Blackbody peak equal to one (even if the Blackbody peak lies outside the specified range of wavelengths).

static cli::array<double>^ ***blackbodySpectrumNormalized100At560Nm***(double *colorTemperature*,

cli::array<double> ^*wavelengths*,

int% *errorCode*) [static]

- This function calculates the Blackbody spectrum with the specified color temperature (Kelvin) at the specified wavelengths in nanometers. The resulting array contains the Blackbody spectrum normalized to have the Blackbody peak equal to one hundred at a wavelength of 560nm (even if 560nm lies outside the specified range of wavelengths).

static double ***blackbodyMaxEnergyWavelengthMicrons***(double *colorTemperature*,

int% *errorCode*) [static]

- This function calculates the wavelength in microns where the peak of the Blackbody spectrum with the specified color temperature (Kelvin) is located.

static double ***blackbodyAtWavelengthMicrons***(double *colorTemperature*,

double *wavelength*,

int% *errorCode*) [static]

- This function calculates the value of the Blackbody spectrum with the specified color temperature (Kelvin) at the specified wavelength in nanometers. The result is in Watts per meter squared per steradian per micron ($Wm^{-2}sr^{-1}\mu m^{-1}$)

static cli::array<double> ***wavelengthsToGigahertz*** (cli::array< double > ^ *inputWavelengthArray*,

int% *errorCode*)[static]

- Converts wavelengths specified in nm to the equivalent in Gigahertz.

static cli::array<double> ***wavelengthsToRamanShift*** (double *laserWavelength*,

cli::array< double >^ *inputWavelengthArray*,

int% *errorCode*)[static]

- Converts wavelengths specified in nm to the equivalent in Raman shift for a specified laser excitation wavelength.

static cli::array<double> ***wavelengthsToWavenumbers*** (cli::array< double > ^ *inputWavelengthArray*,

int% *errorCode*)[static]

- Converts wavelengths specified in nm to the equivalent in wavenumbers.

Appendix B - Error Codes

The following are error codes that may be returned from a function call.

Error Code	Description	Error Code	Description
0	Successful/no error	5	Divide by zero
1	Null pointer	6	License not checked
2	Array size error	7	Full license exceeded
3	Array length error	8	Trial license expired
4	Invalid argument	9	Perpetual license version mismatch

Appendix C - Improving Performance

Windows is not a real-time operating system and cannot guarantee a level of responsiveness. But there are a few things you can do to improve the performance of your application.

- Often the problem is that some *other* application (or Windows service) is performing activity that interferes with the speed of your application. Try setting the priority of your OceanMathCore application to "RealTime". To do this:
  1. Type control+alt+delete to bring up the Windows Task Manager.
  2. Select the **Processes** tab.
  3. Right-click on your OceanMathCore application and choose **Set Priority | RealTime**.
- Determine what applications and services are running on your PC and shut down all unnecessary applications. If you have a backup utility such as Carbonite, you should pause it. Check your anti-virus application to see if it is configured in some way that might result in bursts of disk I/O.
- If bursts of disk I/O are interfering with your application, there is a good chance this disk I/O is due to "page faults". Page faults occur when Windows does not have enough RAM/memory to run all applications that are currently active. So Windows “borrows” some disk space to "simulate" additional RAM. If this causes your OceanMathCore application a problem, then the solution is to either shut down as many applications as possible, or to install additional RAM.
- Try running your application on another PC that has nothing else installed.

Unlock the Unknown

Ocean Insight exists to end guessing. We equip humanity with technology and data to make precisely informed decisions providing transformational clarity for human advancement in health, safety, and the environment.

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