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# Check Reverse Connection

× InPort / OutPort 가

## Code

C#

```
using ec = ComiLib.EtherCAT.SafeNativeMethods;

/// <summary>
///     Inport / Outport가 가
/// </summary>
private void CheckReveseConnection()
{
    if (!CanCheckReverseConnection())
        return;

    //
    int scanSlaveCount = 0;
    int reverseConnectionCount =
ec.ecNet_CheckReverseConnections(netID, ref scanSlaveCount, ref
errorCode);

    //     가 ,
    //if (definedSlaveCount != scanSlaveCount)
    //{
    // //
    //     AddLog(string.Format("Disconnected Slave Count = {0}",
definedSlaveCount - scanSlaveCount));
    //}

    if (reverseConnectionCount == 0)
    {
        AddLog(string.Format("ReverseConnection is nothing.));
        return;
    }
    else
    {
        AddLog(string.Format("ReverseConnectionCount = {0}",
reverseConnectionCount));

        bool isReverseConnected = false;
        for (ushort i = 0; i < scanSlaveCount; i++)
        {
            //
            isReverseConnected = ec.ecSlv_IsReverseConnected_A(netID,
i, ref errorCode);
```

```
        if (isReverseConnected)
            AddLog(string.Format("Check SlaveIndex {0} :
ReverseConnected", i));
    }
}

/// <summary>
///
/// DLL : 1.5.3.2 ( FW : 1.92 / WDM : 1.5.0.6)          가
/// </summary>
private bool CanCheckReverseConnection()
{
    ec.TEcFileVerInfo_SDK sdkInfo = new ec.TEcFileVerInfo_SDK();
    ec.TEcFileVerInfo_WDM driverInfo = new ec.TEcFileVerInfo_WDM();
    ec.TEcFileVerInfo_FW fwInfo = new ec.TEcFileVerInfo_FW();

    bool isSuccess = ec.ecNet_GetVerInfo(netID, ref sdkInfo, ref
driverInfo, ref fwInfo, ref errorCode);
    string sdkVer = string.Format("{0}{1}{2}{3}",
sdkInfo.CurVer.MajorVer, sdkInfo.CurVer.MinorVer,
sdkInfo.CurVer.BuildNo, sdkInfo.CurVer.RevNo);
    int curVer = int.Parse(sdkVer);

    if (curVer < 1532)
    {
        AddLog("CheckReverseConnection : Not Supported version");
        return false;
    }

    return true;
}
```

C++

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