

DPX® Connector SDK

Peripheral Integration Framework for DPX Gaming Platforms



Features

Peripheral Libraries and Protocol Modules

- Peripheral libraries and protocol modules for common gaming peripherals
- Support for bill validators, coin hoppers, ticket printers and similar peripherals

Modular Architecture

- Multi-layer, plugin-oriented architecture with a defined API
- Supports integration of custom modules alongside supplied modules
- Modules configurable to match selected hardware configurations

Platform Alignment

- Designed to integrate within the DPX software stack



Introduction

DPX Connector SDK provides a unified event handler interface with libraries and drivers enabling OEM developers to integrate third-party peripherals with DPX gaming platforms. It supplies a range of hardware- and protocol-oriented modules supporting common gaming peripherals including bill validators, coin hoppers, ticket printers, and similar devices.

The SDK is intended for regulated gaming deployments where consistent peripheral behavior and long lifecycle support are required. DPX Connector SDK is bundled with supported DPX platforms.

Architecture & Capabilities

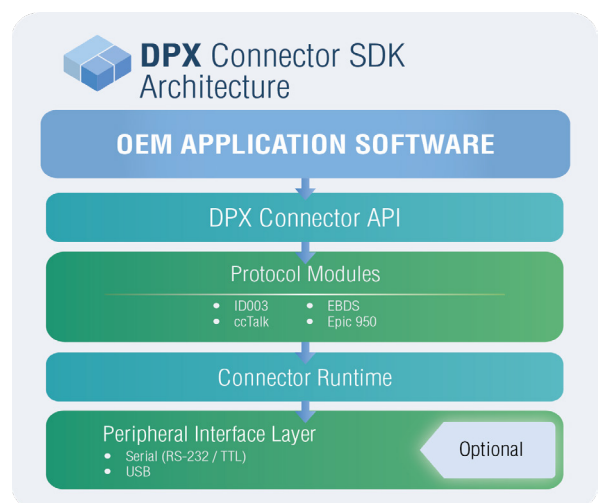
DPX Connector SDK uses a modular runtime core with protocol and bus modules to abstract peripheral communications. The architecture supports multiple peripheral interface paths (e.g., serial/USB) and is designed for integration into OEM applications via a defined API.

Target platform requirements in the legacy reference include the DPX Core SDK runtime API, indicating the Connector layer is designed to operate with the DPX Core software runtime where applicable.

Protocol Coverage

DPX Connector SDK supports integration with a range of established gaming and peripheral communication protocols, including:

- ID003 (and variants)
- ccTalk
- EBDS
- Epic-950
- PSA-66 / Gen2



Package Contents

The SDK package includes:	Developer libraries and header files
	Sample source code and demonstrators
	Developer documentation covering installation, APIs, files and utilities

System Requirements

Development Environment	Supported Windows and Linux operating systems aligned with the selected DPX platform
	Standard OEM development toolchains
	C/C++/C# integration supported
Target Platform	Peripheral interface hardware as required (e.g., serial/USB based on peripheral)
	Supported DPX Series motherboard or integrated system

Integration & Compatibility

DPX Connector SDK is designed to integrate into OEM application software via a defined API and modular runtime environment. It is intended to support consistent peripheral integration across DPX platform generations and long lifecycle deployments.
SAS integration is handled separately via the DPX SAS Connector SDK.

Benefits

Reduces peripheral integration effort through pre-built protocol modules
Improves consistency of peripheral behavior across supported platforms
Supports long lifecycle deployment models typical of regulated gaming systems
Provides a modular framework that can be extended with custom modules

OEM Customization and Product Development

Advantech Gaming Solutions provides PC-based hardware and software design services for regulated gaming applications, supporting customized platform development and long-term product lifecycle management.

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