TinkerForge C# API functions	IO-4 (v2.0)	IO-16 (v2.0)		Voltage/Current (v2.0)	Ind. Digital Out 4 (v2.0)		Ind. Dual 0-20mA (v2.0)		Ind. Dual Relay	Ind. Quad Relay (v2.0)														
class **constructor**(string uid, IPConnection ipcon)	x	x		x	x		x		x	x														
bool[] **GetValue**()	x	x			x					x														
void **GetValue**(out bool channel0, out bool channel1)									x															
void **SetValue**(bool[] value)	x	x			x					x														
void **SetValue**(bool channel0, bool channel1)									x															
void **SetSelectedValue**(byte channel, bool value)	x	x			x				x	x														
void **GetConfiguration**(byte channel, out char direction, out bool value)	x	x																						
void **SetConfiguration**(byte channel, char direction, bool value)	x	x																						
void **GetConfiguration**(out byte averaging, out byte voltageConversionTime, out byte currentConversionTime)				x																				
void **SetConfiguration**(byte averaging, byte voltageConversionTime, byte currentConversionTime)				x																				
void **GetMonoflop**(byte channel, out bool value, out long time, out long timeRemaining)	x	x			x				x	x														
void **SetMonoflop**(byte channel, bool value, long time)	x	x			x				x	x														
long **GetEdgeCount**(byte channel, bool resetCounter)	x	x																						
void **GetEdgeCountConfiguration**(byte channel, out byte edgeType, out byte debounce)	x	x																						
void **SetEdgeCountConfiguration**(byte channel, byte edgeType, byte debounce)	x	x																						
void **GetPWMConfiguration**(byte channel, out long frequency, out int dutyCycle)	x				x																			
void **SetPWMConfiguration**(byte channel, long frequency, int dutyCycle)	x				x																			
int **GetCurrent**()				x																				
int **GetCurrent**(byte channel)							x																	
int **GetVoltage**()				x																				

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`int` **`GetPower`**`()`				x																			
`byte` **`GetSampleRate`**`()`							x																
`void` **`SetSampleRate`**`(` `byte rate)`							x																
`byte` **`GetGain`**`()`							x																
`void` **`SetGain`**`(` `byte gain)`							x																
`void` **`GetCalibration`**`(` `out int voltageMultiplier,` `out int voltageDivisor,` `out int currentMultiplier,` `out int currentDivisor)`				x																			
`void` **`SetCalibration`**`(` `int voltageMultiplier,` `int voltageDivisor,` `int currentMultiplier,` `int currentDivisor)`				x																			
`byte` **`GetChannelLEDConfig`**`(` `byte channel)`				x			x			x													
`void` **`SetChannelLEDConfig`**`(` `byte channel,` `byte config)`				x			x			x													
`void` **`GetChannelLEDStatusConfig`**`(` `byte channel,` `out int min,` `out int max,` `out byte config)`							x																
`void` **`SetChannelLEDStatusConfig`**`(` `byte channel,` `int min,` `int max,` `byte config)`							x																
`byte` **`GetStatusLEDConfig`**`()`	x	x		x	x		x		x	x													
`void` **`SetStatusLEDConfig`**`(` `byte config)`	x	x		x	x		x		x	x													
`void` **`Reset`**`()`	x	x		x	x		x		x	x													
`short` **`GetChipTemperature`**`()`	x	x		x	x		x		x	x													
`void` **`GetIdentity`**`(` `out string uid,` `out string connectedUid,` `out char position,` `out byte[] hardwareVersion,` `out byte[] firmwareVersion,` `out int deviceIdentifier)`	x	x		x	x		x		x	x													
`void` **`GetSPITFPErrorCount`**`(` `out long errorCountAckChecksum,` `out long errorCountMessageChecksum,` `out long errorCountFrame,` `out long errorCountOverflow)`	x	x		x	x		x		x	x													