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Chapter 1 : How To Disable the ParityReplace

The Visual Basic Programmer's Guide to Serial Communications provides the help that a novice programmer needs to get up and running for writing the necessary code to send and receive data via modem communications.

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Chapter 2 : Serial Communications

Add serial communications to your Visual Basic applications using Custom Controls and the Windows API. Includes VB5! Here is the information you that you need to use modems and direct serial connections (including RS, RS and RS) for almost any purpose.

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Chapter 3 : Visual Basic Programmer's Guide To Serial Communications by Richard Grier

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A break was detected on input. To find the cause of the error, ClearCommError should be called. Note that this is commonly referred to as the CD carrier detect line. See the "Caveat" section below for a discussion of this flag. The "Caveat" section below also applies to this flag. If a hardware buffer is used, this flag only indicates that all data has been sent to the hardware. There is no way to detect when the hardware buffer is empty without talking directly to the hardware with a device driver. After specifying the event mask, the WaitCommEvent function detects the occurrence of the events. The function blocks the calling thread until the occurrence of one of the events. If an event never occurs, the thread may block indefinitely. A better solution would be to open the port for overlapped operation and wait for a status event in the following manner: DoBackgroundWork ; break; default: In fact, the MTTY sample implements its reading and status checking in the same thread using WaitForMultipleObjects to wait for either the read event or the status event to become signaled. First, if the communications port is open for nonoverlapped operation, WaitCommEvent will be blocked until an event occurs. The reason is that the original call to WaitCommEvent in the first thread is still executing. If a thread is blocked on any communications function and another thread calls a communications function, the second thread is blocked until the communications function returns in the first thread. The second interesting note about these functions is their use on a port open for overlapped operation. This event, used in combination with the ReadFile function, enables a program to read data only after it is in the receive buffer, as opposed to issuing a read that waits for the data to arrive. Initial attempts to code this solution often produce the following pseudocode, including one oversight covered later in this section: When this happens, the code calls ReadFile to read the one byte received. This code works fine when one or two bytes arrive in quick succession. The code reads the byte. If another single byte arrives before the code has a chance to reach the WaitCommEvent function, then all is fine, too. The problem with the above code occurs when three or more bytes arrive in quick succession. Now, a third byte arrives at the communications port. Because this has already occurred when the second byte arrived, the arrival of the third byte goes unnoticed. The code eventually will read the first byte without a problem. The second byte is read, and the code returns to the WaitCommEvent function. The code and the system are now out of sync. It reads the third byte. This will continue indefinitely. The solution to this problem seems as easy as increasing the number of bytes requested in the read operation. Instead of requesting a single byte, the code could request two, ten, or some other number of bytes. The problem with this idea is that it still fails when two or more extra bytes above the size of the read request arrive at the port in quick succession. So, if two bytes are read, then four bytes arriving in quick succession would cause the problem. Ten bytes requested would still fail if twelve bytes arrived in quick succession. The real solution to this problem is to read from the port until no bytes are remaining. The following pseudocode solves the problem by reading in a loop until zero characters are read. Another possible method would be to call ClearCommError to determine the number of bytes in the buffer and read them all in one read operation. This method requires more sophisticated buffer management, but it reduces the number of reads when a lot of data arrives at once. Communications time-outs, discussed later, affect the behavior of the ReadFile operation in order to cause it to return without waiting for bytes to arrive. Discussion of this topic occurs later in the "Communications Time-outs" section of this article. Once again, the best solution is to read all bytes until none remain. The above caveat also applies to other events not related to character reception. If other events occur in quick succession some of the notifications will be lost. For this reason, WaitCommEvent cannot be used to keep track of the state of the line. Line status is covered in the "Modem Status" section later in this article. ClearCommError is the function to call to detect errors and clear the error condition.

ClearCommError also provides communications status indicating why transmission has stopped; it also indicates the number of bytes waiting in the transmit and receive buffers. The reason why transmission may stop is because of errors or to flow control. The discussion of flow control occurs later in this article. Here is some code that demonstrates how to call ClearCommError: These flags indicate changes in the voltage on the lines of the serial port. There is no indication of the actual status of these lines, just that a change occurred. The GetCommModemStatus function retrieves the actual state of these status lines by returning a bit mask indicating a 0 for low or no voltage and 1 for high voltage for each of the lines. Changes in these lines may also cause a flow-control event. The ClearCommError function reports whether transmission is suspended because of flow control. If necessary, a thread may call ClearCommError to detect whether the event is the cause of a flow-control action. Flow control is covered in the "Flow Control" section later in this article. Here is some code that demonstrates how to call GetCommModemStatus: Extended Functions The driver will automatically change the state of control lines as necessary. Generally speaking, changing status lines is under the control of a driver. If a device uses communications port control lines in a manner different from RS standards, the standard serial communications driver will not work to control the device. If the standard serial communications driver will not control the device, a custom device driver is necessary. There are occasions when standard control lines are under the control of the application instead of the serial communications driver. For instance, an application may wish to implement its own flow control. EscapeCommFunction directs a communications driver to perform such extended operations. The most common errors in serial communications programming occur in initializing the DCB structure improperly. When the serial communications functions do not behave as expected, a close examination of the DCB structure usually reveals the problem. There are three ways to initialize a DCB structure. The first method is to use the function GetCommState. This function returns the current DCB in use for the communications port. The following code shows how to use the GetCommState function: This function fills in the baud, parity type, number of stop bits, and number of data bits members of the DCB. The function also sets the flow-control members to default values. Consult the documentation of the BuildCommDCB function for details on which default values it uses for flow-control members. Other members of the DCB are unaffected by this function. The simplest thing to do in this regard is to initialize the DCB structure with zeros and then set the size member to the size, in bytes, of the structure. If the zero initialization of the DCB structure does not occur, then there may be nonzero values in the reserved members; this produces an error when trying to use the DCB later. The following function shows how to properly use this method: The third method to initialize a DCB structure is to do it manually. The program allocates the DCB structure and sets each member with any value desired. This method does not deal well with changes to the DCB in future implementations of Windows and is not recommended. An application usually needs to set some of the DCB members differently than the defaults or may need to modify settings in the middle of execution. Once proper initialization of the DCB occurs, modification of individual members is possible. The changes to the DCB structure do not have any effect on the behavior of the port until execution of the SetCommState function. Here is a section of code that retrieves the current DCB, changes the baud, and then attempts to set the configuration: Here is an explanation of each of the members of the DCB and how they affect other parts of the serial communications functions. Because documentation is the official word in what the members actually are and what they mean, this table may not be completely accurate if changes occur in the operating system. Should be set before calling SetCommState to update the settings. BaudRate Specifies the baud at which the communications device operates. This member can be an actual baud value, or a baud index. If this member is TRUE, parity checking is performed and parity errors are reported. This should not be confused with the Parity member, which controls the type of parity used in communications. This member can be one of the following values:

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Chapter 5 : Configuracio de Puerto Serial para Comunicacion

Richard Grier is the author of Visual Basic Programmer's Guide To Serial Communications (avg rating, 6 ratings, 0 reviews, published), Visual B.

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Chapter 7 : How to get handle of SerialPort?

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Chapter 9 : Reading status of Printer using COM1 and USB ports

BASIC (Computer program language), Digital communications, Microsoft Visual BASIC Excerpts I have worked for over 33 years as an engineer, and for the last 20 years I have worked designing modems and data communications systems hardware and software.