

SERIALLIB

Conversion program

COLLABORATORS

| | | | |
|---------------|-----------------------------|-----------------|------------------|
| | <i>TITLE :</i> SERIALLIB | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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Chapter 1

SERIALLIB

1.1 Overview of SERIALLIB

Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

Edited, fixed and cleaned by Toby Zuijdveld 27/02/1999.
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1.2 SERIALLIB

Statement: OpenSerial

Modes :

Syntax : OpenSerial device\$,unit#,baud,io_serflags

OpenSerial is used to configure a Serial Port for use. As with OpenFile, OpenSerial is a function and returns zero if it fails. If it succeeds advanced users may note the return result is the location of the IOExtSer structure. The baud rate should be in the range of 110-292,000. The io_serflags parameter includes the following flags:

| Bit# | Name | Effect |
|------|---------------------|---|
| bit7 | #serf_xdisabled=128 | disable xon/xoff |
| bit6 | #serf_eofmode=64 | enable eof checking |
| bit5 | #serf_shared=32 | set if you don't need exclusive use of port |
| bit4 | #serf_rad_boogie=16 | high speed mode |

bit3 #serf_queuedbrk=8 if set a break command waits for buffer empty
bit2 #serf_7wire=4 if set use 7 wire RS232
bit1 #serf_parity_odd=2 select odd parity (even if not set)
bit0 #serf_parity_on=1 enable parity checking

1.3 SERIALLIB

Statement: WriteSerial

Modes :

Syntax : WriteSerial unit#,byte

WriteSerial sends one byte to the serial port. Unit# defines which serial port is used. If you are sending characters use the Asc() function to convert the character to a byte e.g.
WriteSerial 0,asc("b").

1.4 SERIALLIB

Statement: WriteSerialString

Modes :

Syntax : WriteSerialString unit#,string[,Flags 1=DoIO 2=TrueString]

WriteSerialString is similar to WriteSerial but sends a complete string to the serial port.

1.5 SERIALLIB

Function: ReadSerial

Modes :

Syntax : ReadSerial (unit#[,flags 1=wait on]) returns -1 if nothing waiting

ReadSerial returns the next byte waiting in the serial port's read buffer. If the buffer is empty it returns a -1. It is best to use a word type (var.w=ReadSerial(0)) as a byte will not be able to differentiate between -1 and 255.

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Function: ReadSerialString

Modes :

Syntax : ReadSerialString (unit#) returns null if nothing waiting

ReadSerialString puts the serial port's read buffer into a string, if the buffer is empty the function will return a null string (length=0).

1.7 SERIALLIB

Statement: CloseSerial

Modes :

Syntax : CloseSerial unit#

The CloseSerial command will close the port, enabling other programs to use it. Note: Blitz will automatically close all ports that are opened when a program ends.

1.8 SERIALLIB

Statement: SetSerialBuffer

Modes :

Syntax : SetSerialBuffer unit#,bufferlength

SetSerialBuffer changes the size of the ports read buffer. This may be useful if your program is not always handling serial port data or is receiving and processing large chunks of data. The smallest size for the internal serial port (unit#0) is 64 bytes. The bufferlength variable is in bytes.

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Statement: SetSerialLens

Modes :

Syntax : SetSerialLens unit#,readlen,writelen,stopbits

SetSerialLens allows you to change the size of characters read and written by the serial device. Generally readlen=writelen and should be set to either 7 or 8, stopbits should be set to 1 or 2. Default values are 8,8,1.

1.10 SERIALLIB

Statement: SetSerialParams

Modes :

Syntax : SetSerialParams unit#

For advanced users, SetSerialParams tells the serial port when parameters are changed. This would only be necessary if they were changed by poking offsets from IOExtSer which is returned by the OpenSerial command.

1.11 SERIALLIB

Function: SerialEvent

Modes :

Syntax : SerialEvent (unit#)

SerialEvent is used when your program is handling events from more than 1 source, Windows, ARexx etc. This command is currently not implemented

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Statement: ReadSerialMem

Modes :

Syntax : ReadSerialMem unit#,Address,Length

1.13 SERIALLIB

Statement: WriteSerialMem

Modes :

Syntax : WriteSerialMem unit#,Address,Length

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