

HTB-TCPIP.DLL

DLL LOAD “HTB-TCPIP”

DLL GET “VOID HTB-TCPIP:Senddata”

DLL GET “VOID HTB-TCPIP:Startserver”

DLL GET “VOID HTB-TCPIP:Stopserver”

DLL GET “VOID HTB-TCPIP:Setports”

DLL GET “VOID HTB-TCPIP: Getaddress”

Senddata(*ip*,*DataString*)

This function sends string as a TCP/IP packet

ip

Basic Type: String\$

C Type: char *

This is either the hostname or the IP address to which you plan on sending data. This will usually be an IP address as machine to machine communications will most likely be the scenario.

DataString

Basic Type: String\$

C Type: char *

This is the data string that is to be sent. It should be more than a single character.

Startserver(*BasicData*, *option*, *signal*)

This function creates it's own thread and sits in a loop listening on the specified port for incoming tcp/ip traffic. When a packet is received, it is returned to HTBasic into a string or an HTBasic iopath Buffer. This function is called with three parameters.

BasicData

Basic Type: IOPATH name or String\$ variable by reference

C Type: void *

This is the return variable, it can be returned as a string or as an HTBasic Buffer depending on what is selected in the second parameter.

option

Basic Type: INTEGER

C Type: short

This parameter will be either 0 or 1.

0 – To indicate that *BasicData* is a string variable.

1 – To indicate that *BasicData* is an IOPATH name.

signal

Basic Type: INTEGER

C Type: short

This value can be associated with an HTBasic ON SIGNAL command for calling different routines with different devices. Usually has a value in range from 0 – 15. Anything outside of 0-15 will indicate no signal is to be sent.

Stopserver()

This function shuts down the server operations started with Startserver.

Setports(*SendPort*, *ReceivePort*)

This function enables the user to change the default port settings. By default the send and receive ports are set to 2609. This is an upper range port that is almost always unused. There are two parameters associated with this function.

SendPort

Basic Type: INTEGER

C Type: short

This parameter sets the sending port to the desired port. For sending, that is, this the port that will be used by the Senddata function.

ReceivePort

Basic Type: INTEGER

C Type: short

This parameter sets the receiving port to the desired port. For receiving, that is, this the port that will be used by the StartServer function. It is important to remember, using TCP/IP you can not send and receive at the same time on the same port. That is, you cannot be listening with the StartServer function and sending with the Senddata function on the same port at the same time.

[*variable* = FN]Getaddress(*LocalAddress*)

This function gives you your local IP address.

variable

Basic Type: String\$

C type: char *

Optional basic string variable for return information.

LocalAddress

Basic Type: String\$

C type: char *

Basic string variable by reference that will hold your local IP address.