Subject: Re: Struggle with Serial port class
Posted by mrjt on Thu, 05 Aug 2010 09:42:26 GMT
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Single-threaded:

```
void CommPak::CheckRxTmr()
{
 char buff[65]; // Last byte reserved for 0 terminator

 while (CommPort.ReadDataWaiting() > 16) {
  int bytes_read = CommPort.ReadData(buff, 64);
  buff[bytes_read] = 0;
  esText.Insert(esText.GetLength(), buff);
 }
}
```

Simplest multi-threaded implementation (a more complex version with a locked buffer would be better):

```
void ReadSerialData(int packet_size, DocEdit *edit) {
 char buff[65]; // Last byte reserved for 0 terminator

 for (;;) {
  while (CommPort.ReadDataWaiting() > 16) {
   int bytes_read = CommPort.ReadData(buff, 64);
   buff[bytes_read] = 0;
   {
    GUILock _; // This locks the GUI thread (until end of scope)
         // so that we can safely update the Ctrl
    edit->Insert(edit->GetLength(), buff);
   }
  }
 }
}
```

To run the thread:

```
CoWork().Do(THISBACK2(ReadSerialData(16, &esText));
```