
Subject: Re: About RS232

Posted by [nixnixnix](#) on Fri, 04 Jan 2008 16:37:30 GMT

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Is this still the present state of serial port communication under UPP?

Are there any examples?

I have to say that I would rather do imperfect serial port programming and stay within the confines of UPP than start incorporating 3rd party code.

I am trying to read NMEA sentences from a (bluetooth)GPS connected to (virtual) serial port (3). I don't care about data loss as the GPS streams sentences continually. So long as I catch at least one whole sentence each time I look at the GPS port, I'm good. With this in mind, can anyone tell me why the following does not work?

```
MyClass::MyClass()
{
    CtrlLayout(*this, "Window title");
    Zoomable().Sizeable();

    SetTimeCallback(1000, callback(this, &MyClass::Timer));
}

void MyClass::Timer()
{
    char cBuf[300];

    void* ptr = (void*)0x2f8;

    memcpy(cBuf,ptr,200);

    m_s.SetText(cBuf);
}

GUI_APP_MAIN
{
    MyClass().Run();
}
```

It throws an exception whenever I try to directly access the address 0x2f8

Any ideas or insults welcome

EDIT: ah ok so I've found that direct access of these addresses is outlawed under newer versions

of windows - great!

I am finding freely available serial port classes but they are either pre 1995 or written to run under MSVC and use handles etc. If I find one that can be converted I will post it here.

If anyone knows how to get around the windows access exception, I would be very happy to hear it.

Nick