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Subject: Re: About RS232

Posted by [Mindtraveller](#) on Fri, 04 Jan 2008 22:48:13 GMT

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Nick, your code will of course throw an exception.

Mistakes you've made:

- 1) You try to read 0x2f8 address instead of port 2f8, which is usually connected with one of RS232 ports.
- 2) You try to read from port in Windows, where direct working with hardware ports is prohibited (if you're not kernel-mode device driver).
- 3) Virtual COM-ports like bluetooth ones are not physical RS-232 ports. So there is no way to read them with any physical port, like 2f8.

Instead, you should do following:

- 1) Open port with CreateFile
- 2) Do reading/writing with ReadFile/WriteFile
- 3) Close the port with CloseHandle.

Things you must consider:

- 1) Your application must be multithreaded. One thread works with COM-port, while other thread respond to users's GUI input.
- 2) You should make some kind of options or config, where to change COM-port number and it's settings (speed, timeouts, etc) without recompiling the program

I strongly recommend you reading these topics:

(basic)

MSDN: CreateFile, ReadFile, WriteFile (COM-ports)

MSDN: Threads

U++: Config

(intermediate)

MSDN: Threads synchronization

(advanced)

MSDN: Overlapped i/o

Recently I've written U++ class, which makes all the hard work with COM-port. You should only write appropriate callbacks. For now, it works only for Windows, since I'm just starting learning Linux. If it's needed in current state of development - I'll upload it here.

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