
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)));
```