
Subject: SerialPort & SerialPortListener class
Posted by [omari](#) on Sat, 12 Mar 2016 13:05:04 GMT
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Hello,

SerialPort with non blocking read/write, and can show setting dialog when flagGUI is defined

SerialPortListener run on separate thread when flagMT is defined

Example of use:

SerialPort:

```
#include <Core/Core.h>
#include <SerialPort/SerialPort.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    SerialPort rs;

    rs.Settings().Baud9600().ParityOdd().StopBits1().DataBitsEight();

    rs.Open ( "Com1" );

    rs.Write("hello");

    if(rs.WaitReply())
    {
        Cout() << rs.Available();
        Cout() << rs.ReadAll();
    }

    rs.Write("quit");

    rs.Close();

    ReadStdIn();
}
```

SerialPortListener:

```
#include <SerialPort/SerialPort.h>

using namespace Upp;
```

```

bool quit = false;

String ProcessCommande(String& request)
{
    String response = "";
    request = ToLower(request);

    if(request == "help")
    {
        response = " time date quit help";
    }
    else
    if(request == "quit")
    {
        quit = true;
    }
    else
    if(request == "time")
    {
        response = AsString(GetSysTime());
    }
    else
    if(request == "date")
    {
        response = AsString(GetSysDate());
    }
    else
    {
        response = request + " : unknown request";
    }

    response << "\r\n";

    return response;
}

bool OnRequest(String request, String& response)
{
    static String buf = "";
    static int count = 0;

    // simple protocol : each frame has 4 bytes
    for(int i = 0; i < request.GetCount(); i++)
    {
        buf.Cat(request[i]);
        count++;
        if(count == 4)

```

```
{
  response << ProcessCommande(buf);
  count = 0;
  buf = "";
}
}

return quit;
}

CONSOLE_APP_MAIN
{
  SerialPortListener listener;
  listener.PortSettings().Baud9600();
  listener.WhenDataReceived = callback(OnRequest);
  listener.Start("com2");

  listener.Wait();
}
```

File Attachments

1) [SerialPort.7z](#), downloaded 501 times

Subject: Re: SerialPort & SerialPortListener class
Posted by [ortman](#) on Wed, 19 Nov 2025 13:34:53 GMT
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Dear omari!

I'd really like to see it listed in UppHub components in TheIDE. It's not there, and installing it manually by unzipping the archive is inconvenient.

To make the component available in TheIDE, you need to host SerialPort in a public GIT repository (e.g., GitHub) and format it according to the requirements.

Are there any other issues?

Please host this component in GIT and add it to TheIDE.

If you don't have the time or inclination, please allow me to take care of this. I can create a repository, add the missing files, provide support, and attribute you as the author.
