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#ifndef _HS_LIB_NXC
#define _HS_LIB_NXC
//*******************************************************
// High speed communication library for NXC
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//*******************************************************

// Connecting two NXTs using a 6-wire cable between their ports 4,
// you can send strings and numbers at high speed

// initialize the port 4
void SetHSPort()
{
   // no argument, since the only high speed port is the number 4
   SetSensorType(IN_4, SENSOR_TYPE_HIGHSPEED);
   SetHSState(HS_INITIALISE);
   SetHSFlags(HS_UPDATE);
}

// send a string
void SendHSString(const string msg)
{
   byte mlen = ArrayLen(msg);
   SetHSOutputBuffer(0, mlen, msg);
   SetHSOutputBufferOutPtr(0);
   SetHSOutputBufferInPtr(mlen);
   SetHSState(HS_SEND_DATA);
   SetHSFlags(HS_UPDATE); //send it
}

// send an integer
void SendHSNumber(const int value)
{
   string msg = NumToStr(value);
   SendHSString(msg);
}

// receive a string
bool ReceiveHSString(string &s)
{
   byte inPtr = 0;
   int timeout = 0;
   byte event = 0;
   string buffer;
   SetHSInputBufferInPtr(0);
   SetHSInputBufferOutPtr(0);
   while(event == 0)
   {
      inPtr = HSInputBufferInPtr();
      timeout++;
      if (inPtr!=0) event = 1;
      if (timeout>MS_500) event = 2;
   }
   if (event == 1)
   {
      GetHSInputBuffer(0, inPtr, buffer);
      s = buffer;
```

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        return true;
    }
    else
    {
        return false;
    }
}

// receiver an integer
bool ReceiveHSNumber(int &n)
{
    string buffer;
    if (ReceiveHSString(buffer))
    {
        n = StrToNum(buffer);
        return true;
    }
    else
        return false;
}

#endif
```

Quelle: