

Erriez Serial Terminal library for Arduino

1.1.2

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Chapter 1

Serial Terminal library for Arduino

This is a universal Serial Terminal library for Arduino to parse ASCII commands and arguments.

Hardware

Any Arduino hardware with a serial port.

Examples

Arduino IDE | Examples | Erriez Serial Terminal |

- [ErriezSerialTerminal](#)

Documentation

- [Online HTML](#)
- [Download PDF](#)

Usage

Initialization

Create a Serial Terminal object. This can be initialized with optional newline and delimiter characters.

Default newline character: '\n' Default delimiter character: Space

```
{c++}
#include <ErriezSerialTerminal.h>
// Newline character '\r' or '\n'
char newlineChar = '\n';
// Separator character between commands and arguments
char delimiterChar = ' ';
// Create serial terminal object
SerialTerminal term(newlineChar, delimiterChar);
void setup()
{
    // Initialize serial port
    Serial.begin(115200);

    // Initialize the built-in LED
    pinMode(LED_BUILTIN, OUTPUT);
    digitalWrite(LED_BUILTIN, LOW);
}
```

Register new commands

Commands must be registered at startup with a corresponding `callback handler`. This registers the command only, excluding arguments.

The callback handler will be called when the command has been received including the newline character.

An example of registering multiple commands:

```
{c++}
void setup()
{
    ...
    // Add command callback handlers
    term.addCommand("?", cmdHelp);
    term.addCommand("help", cmdHelp);
    term.addCommand("on", cmdLedOn);
    term.addCommand("off", cmdLedOff);
}
void cmdHelp()
{
    // Print usage
    Serial.println(F("Serial terminal usage:"));
    Serial.println(F("  help or ?      Print this usage"));
    Serial.println(F("  on             Turn LED on"));
    Serial.println(F("  off            Turn LED off"));
}
void cmdLedOn()
{
    // Turn LED on
    Serial.println(F("LED on"));
    digitalWrite(LED_BUILTIN, HIGH);
}
void cmdLedOff()
{
    // Turn LED off
    Serial.println(F("LED off"));
    digitalWrite(LED_BUILTIN, LOW);
}
```

Set default handler

Optional: The default handler will be called when the command is not recognized.

```
{c++}
void setup()
{
    ...
    // Set default handler for unknown commands
    term.setDefaultHandler(unknownCommand);
}
void unknownCommand(const char *command)
{
    // Print unknown command
}
```

```

    Serial.print(F("Unknown command: "));
    Serial.println(command);
}

```

Read from serial port

Read from the serial port in the main loop:

```

{c++}
void loop()
{
    // Read from serial port and handle command callbacks
    term.readSerial();
}

```

Get next argument

Get pointer to next argument in serial receive buffer:

```

{c++}
char *arg;
// Get next argument
arg = term.getNext();
if (arg != NULL) {
    Serial.print(F("Argument: "));
    Serial.println(arg);
} else {
    Serial.println(F("No argument"));
}

```

Get remaining characters

Get pointer to remaining characters in serial receive buffer:

```

{c++}
char *arg;
// Get remaining characters
arg = term.getRemaining();
if (arg != NULL) {
    Serial.print(F("Remaining: "));
    Serial.println(arg);
}

```

Clear buffer

Optional: The serial receive buffer can be cleared with the following call:

```

{c++}
term.clearBuffer();

```

Enable/Disable Character Echoing

Optional: Allow for any entered characters to be printed back to the Serial interface. This is useful for terminal programs like PuTTY.

```

{c++}
term.setSerialEcho(true); //Enable Character Echoing

```

Set Post Command Handler

Optional: Add a function to be called AFTER a command has been handled.

```

{c++}
void setup()
{
    ...
    // Set handler to be run AFTER a command has been handled.
    term.setDefaultHandler(postCommandHandler);
}
void setPostCommandHandler()
{
    // Print '>' for a primitive user UI
    Serial.print(F("> "));
}

```

Library configuration

`SerialTerminal.h` contains the following configuration macro's:

- `ST_RX_BUFFER_SIZE` : The default serial receive buffer size is 32 Bytes. This includes the command and arguments, excluding the `'\0'` character.
- `ST_NUM_COMMAND_CHARS`: The default number of command characters is 8 Bytes, excluding the `'\0'` character.

Library dependencies

- None.

Library installation

Please refer to the [Wiki](#) page.

Other Arduino Libraries and Sketches from Erriez

- [Erriez Libraries and Sketches](#)

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

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src/ ErriezSerialTerminal.h	
Serial terminal library for Arduino	14

Chapter 4

Class Documentation

4.1 SerialTerminal Class Reference

[SerialTerminal](#) class.

```
#include <ErriezSerialTerminal.h>
```

Public Member Functions

- [SerialTerminal](#) (char newlineChar='\n', char delimiterChar=' ')
SerialTerminal constructor.
- void [addCommand](#) (const char *command, void(*function)())
Add command with callback handler.
- void [setDefaultHandler](#) (void(*function)(const char *))
Set default callback handler for unknown commands.
- void [setSerialEcho](#) (bool doEcho)
Set the control state to echo any printable chars to the console.
- void [setPostCommandHandler](#) (void(*function)(void))
Set post command handler callback for after all handled commands.
- void [readSerial](#) ()
Read from serial port.
- void [clearBuffer](#) ()
Clear serial receive buffer.
- char * [getNext](#) ()
Get next argument.
- char * [getRemaining](#) ()
Get all remaining characters from serial buffer.

4.1.1 Detailed Description

[SerialTerminal](#) class.

Definition at line 52 of file ErriezSerialTerminal.h.

4.1.2 Constructor & Destructor Documentation

4.1.2.1 SerialTerminal()

```
SerialTerminal::SerialTerminal (
    char newlineChar = '\n',
    char delimiterChar = ' ' ) [explicit]
```

[SerialTerminal](#) constructor.

Parameters

<i>newlineChar</i>	Newline character ' <code>\r</code> ' or ' <code>\n</code> '. Default: ' <code>\n</code> '.
<i>delimiterChar</i>	Delimiter separator character between commands and arguments. Default: space.

Definition at line 44 of file `ErriezSerialTerminal.cpp`.

4.1.3 Member Function Documentation

4.1.3.1 addCommand()

```
void SerialTerminal::addCommand (
    const char * command,
    void(*)() function )
```

Add command with callback handler.

Parameters

<i>command</i>	Register a null-terminated ASCII command.
<i>function</i>	The function to be called when receiving the <code>command</code> .

Definition at line 66 of file `ErriezSerialTerminal.cpp`.

4.1.3.2 getNext()

```
char * SerialTerminal::getNext ( )
```

Get next argument.

Returns

Address: Pointer to next argument
NULL: No argument available

Definition at line 194 of file ErriezSerialTerminal.cpp.

4.1.3.3 getRemaining()

```
char * SerialTerminal::getRemaining ( )
```

Get all remaining characters from serial buffer.

Returns

Address: Pointer to remaining characters in serial receive buffer.
NULL: No remaining data available.

Definition at line 205 of file ErriezSerialTerminal.cpp.

4.1.3.4 readSerial()

```
void SerialTerminal::readSerial ( )
```

Read from serial port.

Process command when newline character has been received.

Definition at line 123 of file ErriezSerialTerminal.cpp.

4.1.3.5 setDefaultHandler()

```
void SerialTerminal::setDefaultHandler (
    void(*) (const char *) function )
```

Set default callback handler for unknown commands.

Store default callback handler which will be called when receiving an unknown command.

Parameters

<i>function</i>	Address of the default handler. This function will be called when the command is not recognized. The parameter contains the first ASCII command.
-----------------	---

Definition at line 113 of file ErriezSerialTerminal.cpp.

4.1.3.6 setPostCommandHandler()

```
void SerialTerminal::setPostCommandHandler (
    void(*) (void) function )
```

Set post command handler callback for after all handled commands.

Store post command handler which will be called when after executing any handled command.

Parameters

<i>function</i>	Address of the callback function. This function will be called after any handled event.
-----------------	---

Definition at line 100 of file ErriezSerialTerminal.cpp.

4.1.3.7 setSerialEcho()

```
void SerialTerminal::setSerialEcho (
    bool doEcho )
```

Set the control state to echo any printable chars to the console.

Set the control state to echo any printable chars to the console.

Parameters

<i>doEcho</i>	Should all printable chars be echoed to the serial console?
---------------	---

Definition at line 88 of file ErriezSerialTerminal.cpp.

The documentation for this class was generated from the following files:

- [src/ErriezSerialTerminal.h](#)
- [src/ErriezSerialTerminal.cpp](#)

Chapter 5

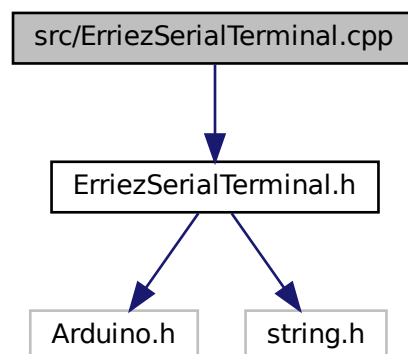
File Documentation

5.1 src/ErriezSerialTerminal.cpp File Reference

Serial terminal library for Arduino.

```
#include "ErriezSerialTerminal.h"
```

Include dependency graph for ErriezSerialTerminal.cpp:



5.1.1 Detailed Description

Serial terminal library for Arduino.

Source: <https://github.com/Erriez/ErriezSerialTerminal> Documentation: <https://erriez.github.io/ErriezSerialTerminal>

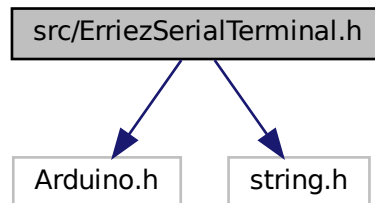
5.2 src/ErriezSerialTerminal.h File Reference

Serial terminal library for Arduino.

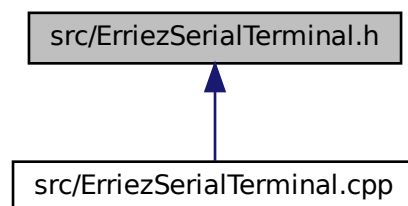
```
#include <Arduino.h>
```

```
#include <string.h>
```

Include dependency graph for ErriezSerialTerminal.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [SerialTerminal](#)
[SerialTerminal](#) class.

Macros

- `#define ST_RX_BUFFER_SIZE 32`
Size of the serial receive buffer in bytes (Maximum length of one command plus arguments)
- `#define ST_NUM_COMMAND_CHARS 8`
Number of command characters.

5.2.1 Detailed Description

Serial terminal library for Arduino.

Source: <https://github.com/Erriez/ErriezSerialTerminal> Documentation: <https://erriez.github.io/ErriezSerialTerminal>

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