## Shepard Test Stand - Feature # 136: Add "Client Ready" Handshaking Bit

Status:	Closed	Priority:	Immediate	
Author:	Jeremy Wright	Category:		
Created:	06/25/2013	Assignee:	Jeremy Wright	
Updated:	06/25/2013	Due date:	06/25/2013	
Subject:	Add "Client Ready" Handshaking Bit	•		

## Description

Sometimes the Arduino will lock up if it's trying to transmit data over serial when a client is not physically connected. A control byte needs to be sent from a connected client to the Arduino to tell it to start transmitting data.

## History

## 06/25/2013 04:23 pm - Jeremy Wright

- Status changed from New to Closed
- % Done changed from 0 to 100

The Processing program will send a string of 'R' characters to the Arduino every 100 milliseconds until it gets the first data from the Arduino, then it stops.

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