private void btn\_B\_Click(object sender, RoutedEventArgs e)

{

for (int x = 0; x < 100; x++)

SerialCmdSend("B");

}

private void btn\_C\_Click(object sender, RoutedEventArgs e)

{

SerialCmdSend("C");

}

private void mainWindow\_KeyDown(object sender, System.Windows.Input.KeyEventArgs e)

{

if (e.Key == System.Windows.Input.Key.A)

{

btn\_A\_Click(sender, e);

}

else if (e.Key == System.Windows.Input.Key.B)

{

btn\_B\_Click(sender, e);

}

else if (e.Key == System.Windows.Input.Key.S)

{

for (int x = 0; x < 20; x++)

SerialCmdSend("S");

}

else if (e.Key == System.Windows.Input.Key.C)

{

SerialCmdSend("c");

}

}

private void mainWindow\_KeyUp(object sender, System.Windows.Input.KeyEventArgs e)

{

}