

ARDUINO

Packed Transport Protocol

Developer Guide

Unity Party

`class PTP`

Fields

Public field	Description
<code>public bool ShowDebugLog = true;</code>	Allows key events to be displayed in the editor console.
<code>public bool ConnectOnStart = true;</code>	Allows connection to the port immediately after startup.
<code>public bool AutoReconnect = true;</code>	Allows reconnection when a connection is lost after a period of time.
<code>public int ReconnectAfterMs = 5000;</code>	Waiting period before reconnecting. The period is set in milliseconds.
<code>public string PortName = "COM";</code>	Port Name for operation.
<code>public int BaudRate = 9600;</code>	Port speed.
<code>public ulong BytesReceived = 0;</code>	Number of bytes received.
<code>public ulong PacketsReceived = 0;</code>	The number of packets received.

Methods

Public method	Description
<code>public void Connect(bool enableAutoReConnect = false)</code>	Connection to the port. The parameter allows reconnection in case of loss of connection.
<code>public bool Connect2(bool enableAutoReConnect = false)</code>	Connection to the port. The parameter allows reconnection in case of loss of connection. Returns True on successful connection.
<code>public void Disconnect(bool disableAutoReConnect = false)</code>	Disconnect from the port. The parameter disables reconnection in case of loss of connection.
<code>public void TransceiveData(DATA d)</code>	Data transfer packed in the body of an object of class DATA.

Events

Public method	Description
<code>public delegate void OnPackReceivedHandler(DATA data);</code> <code>public event OnPackReceivedHandler OnPackReceived;</code>	Packet Receive Event. The DATA class object contains data about the received packet.