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#### **Functions**

getSendObjectData({) ⇒ bytebuffer

Encodes an object into a Tobject (a bytebuffer prepended with metadata) to send data to a LaunchLike server.

 $getSendCommandData(\{ICommand,) \Rightarrow bytebuffer$ 

Encodes data required to send a command to a LaunchLike server.

 $getRequestObjectData(\{lObject,) \Rightarrow bytebuffer$ 

Encodes data required to make an object request to a LaunchLike server.

sendCommand({IObject,) ⇒

Requests a command from a LaunchLike server with the given code.

sendObject({IObject,) ⇒

Sends an object from a LaunchLike server with the given code and data.

requestObject({cData}) ⇒

Requests an object from a LaunchLike server with the given code.

processBytes(cData, context) ⇒

Takes a Tobject and parses out a message type definition and length for the data. The function then calls a handler method of the context which was provided to it with the transcribed data.

getSendObjectData({) ⇒ bytebuffer

Encodes an object into a Tobject (a bytebuffer prepended with metadata) to send data to a LaunchLike server.

Kind: global function

| Param | Type   | Description                               |  |
|-------|--------|---|--|
| {     | object | IObject, IInstanceNumber, IStart, cData } |  |

getSendCommandData({ICommand,) ⇒ bytebuffer

Encodes data required to send a command to a LaunchLike server.

Kind: global function

| Param      | Type   | Description      |
|------------|--------|------------------|
| {ICommand, | object | llnstanceNumber} |

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Encodes data required to make an object request to a LaunchLike server.

Kind: global function

| Param     | Type   | Description                       |
|-----------|--------|-----------------------------------|
| {IObject, | object | IInstanceNumber, IStart, ILength} |

### sendCommand({lObject,) ⇒

Requests a command from a LaunchLike server with the given code.

Kind: global function

**Returns**: Nothing. This calls a function within the class context provided to it.

| Param     | Type   | Description      |
|-----------|--------|------------------|
| {IObject, | object | IInstanceNumber} |

# sendObject({IObject,) ⇒

Sends an object from a LaunchLike server with the given code and data.

Kind: global function

**Returns**: Nothing. This calls a function within the class context provided to it.

| Param     | Type   | Description                     |
|-----------|--------|---------------------------------|
| {lObject, | object | IInstanceNumber, IStart, cData} |

# requestObject( $\{cData\}$ ) $\Rightarrow$

Requests an object from a LaunchLike server with the given code.

Kind: global function

**Returns**: Nothing. This calls a function within the class context provided to it.

| Param   | Type   | Description  |
|---------|--------|--|
| {cData} | object | An object containing the request code, the instance number, the starting position, |
|         |        | and the length. Generally only the data is provided.                               |

#### processBytes(cData, context) ⇒

Takes a Tobject and parses out a message type definition and length for the data. The function then calls a handler method of the context which was provided to it with the transcribed data.

Kind: global function

**Returns**: Nothing. This calls a function within the class context provided to it.

| Param | Type | Description | _ |
|-------|------|-------------|---|
|       |      |             |   |

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| Param   | Туре       | Description  |  |
|---------|------------|--|--|
| cData   | bytebuffer | The data which you wish to decode                          |  |
| context | class      | The class context from which you're calling this function. |  |