

Serial Port library for .Net / Mono

www.nuget.org/packages/serialportlib/


 Apache-2.0 license

★ 119 stars  55 forks

☆ Star

👁 Watch ▼

[Code](#) [Issues](#) 13 [Pull requests](#) 1 [Actions](#) [Security](#) [Insights](#)

 master ▼

...






genemars updated deps ...

✓ on Jun 24, 2020 ⌚ 68

[View code](#)

☰ README.md

 build passing  nuget v1.0.23  license Apache-2.0

Serial Port library for .Net

Features

- Easy to use
- Event driven
- Hot plug
- Automatically restablish connection on error/disconnect
- Compatible with Mono
- It overcomes the lack of *DataReceived* event in Mono

NuGet Package

SerialPortLib is available as a [NuGet package](#).

Run `Install-Package SerialPortLib` in the [Package Manager Console](#) or search for "SerialPortLib" in your IDE's package management plug-in.

.Net Standard 2.0 notes

When running under Linux you might encounter the following error:

```
Unable to load shared library 'libnserial.so.1' or one of its dependencies.
```

in which case `serialportstream` library is missing.

To fix this error clone and build `serialportstream`:

```
git clone https://github.com/jcurl/serialportstream.git
cd serialportstream/
cd dll/serialunix/
./build.sh
```

Then copy generated files `build/libnserial/libnserial.so*` to the app folder and launch the app with `LD_LIBRARY_PATH` set to the current directory:

```
LD_LIBRARY_PATH=$LD_LIBRARY_PATH:. dotnet exec TestApp.NetCore.dll
```

Example usage

```
using SerialPortLib;
...
var serialPort = new SerialPortInput();

// Listen to Serial Port events

serialPort.ConnectionStatusChanged += delegate(object sender, ConnectionStatusChange
{
    Console.WriteLine("Connected = {0}", args.Connected);
});

serialPort.MessageReceived += delegate(object sender, MessageReceivedEventArgs args)
{
    Console.WriteLine("Received message: {0}", BitConverter.ToString(args.Data));
};
```

```
// Set port options
serialPort.SetPort("/dev/ttyUSB0", 115200);

// Connect the serial port
serialPort.Connect();

// Send a message
var message = System.Text.Encoding.UTF8.GetBytes("Hello World!");
serialPort.SendMessage(message);
```

License

SerialPortLib is open source software, licensed under the terms of Apache License 2.0. See the [LICENSE](#) file for details.

Who's using this library?

- [HomeGenie Server](#): smart home automation server
- [ZWaveLib](#): z-wave home automation library for .net/mono

Releases 11



[+ 10 releases](#)

Packages

No packages published

Contributors 4



genemars Gene



Bounz Alexander Sidorenko



Clancey James Clancey



...



davidwallis3101 David Wallis

Languages

● C# 97.6% ● PowerShell 2.4%