CCDevelop.SerialPort by CCDevelop

1.00

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Chapter 1

CCDevelop.SerialPort

Serial Port library with advanced features by CCDevelop

Chapter 2

Namespace Index

2.1 Package List

Here are the packages with brief descriptions (if available):

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 5

Namespace Documentation

5.1 CCDevelop Namespace Reference

5.2 CCDevelop.SerialPort Namespace Reference

5.3 CCDevelop.SerialPort.Abstractions Namespace Reference

Classes

- interface ISerialPort

  Interface for a serial port.

5.4 CCDevelop.SerialPort.Abstractions.Enums Namespace Reference

Enumerations

- enum Handshake { None = 0 , XOnXOff = 1 , RequestToSend = 2 , RequestToSendXOnXOff = 3 }

  Serial handshake.
- enum Parity {
  None , Odd , Even , Mark ,
  Space }

  Serial parity mode.
- enum StopBits { None = 0 , One = 1 , Two = 2 , OnePointFive = 3 }

  Serial stop bits.

5.4.1 Enumeration Type Documentation

5.4.1.1 Handshake

```
enum CCDevelop.SerialPort.Abstractions.Enums.Handshake
```

Serial handshake.

Enumerator

None	No handhake.
XOnXOff	XOn and XOff handshake.
RequestToSend	Requanst to Send handshake.
RequestToSendXOnXOff	Requanst to Send nad XOn/XOff handshake.

5.4.1.2 Parity

`enum CCDevelop.SerialPort.Abstractions.Enums.Parity`

Serial parity mode.

Enumerator

None	No parity.
Odd	Parity odd.
Even	Parity even.
Mark	Parity mark.
Space	Parity space.

5.4.1.3 StopBits

`enum CCDevelop.SerialPort.Abstractions.Enums.StopBits`

Serial stop bits.

Enumerator

None	No stop bit.
One	One stop bit.
Two	Two stop bits.
OnePointFive	One and half stop bit.

5.5 CCDevelop.SerialPort.Linux Namespace Reference

Classes

- class LinuxSerialPort

  A serial port implementation for POSIX style systems that have /bin/stty available.
- class SerialPortInfo

  Serial port information class.

5.6 CCDevelop.SerialPort.Linux.Helpers Namespace Reference

Classes

- class **SttyExecution**
- class **SttyParameters**

5.7 CCDevelop.SerialPort.Windows Namespace Reference

Classes

- class WindowsSerialPort

  Wrapper for System.IO.Ports.SerialPort to interface it to the ISerialPort interface.

Chapter 6

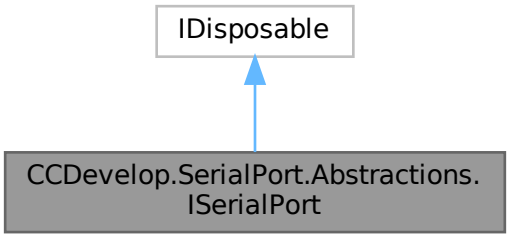
Class Documentation

6.1 CCDevelop.SerialPort.Abstractions.ISerialPort Interface Reference

Interface for a serial port.

Inheritance diagram for CCDevelop.SerialPort.Abstractions.ISerialPort:

Collaboration diagram for CCDevelop.SerialPort.Abstractions.ISerialPort:



Public Member Functions

- void Open ()
  Open serial port.
- void Close ()
  Close serial port.
- string ToString ()
  Read serial object.
- void DiscardInBuffer ()
  Discard data in received buffer.
- Task DiscardInBufferAsync (CancellationToken token)
  Discard data in received buffer.
- void DiscardOutBuffer ()
  Discard data in transmit buffer.
- Task DiscardOutBufferAsync (CancellationToken token)
  Discard data in transmit buffer, in asyncronus mode.

Properties

- Stream BaseStream `[get]`
  Base stream of the serial System.IO.Stream
- int BaudRate `[get, set]`
  Baudrate of the serial Values:
- int DataBits `[get, set]`
  Serial data bits.
- Enums.Handshake Handshake `[get, set]`
  Serial handshake type CCDevelop.SerialPort.Abstractions.Enums.Handshake
- bool IsOpen `[get]`
  Check is serial is opened.
- Enums.Parity Parity `[get, set]`
  Serial parity type CCDevelop.SerialPort.Abstractions.Enums.Parity
- string PortName `[get]`
  Serial port name.
- int ReadTimeout `[get, set]`
  Serial reading timeout in milliseconds.
- Enums.StopBits StopBits `[get, set]`
  Serial stop bits type CCDevelop.SerialPort.Abstractions.Enums.StopBits

6.1.1 Detailed Description

Interface for a serial port.

6.1.2 Member Function Documentation

6.1.2.1 Close()

```
void CCDevelop.SerialPort.Abstractions.ISerialPort.Close ()
```

Close serial port.

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.2.2 DiscardInBuffer()

```
void CCDevelop.SerialPort.Abstractions.ISerialPort.DiscardInBuffer ()
```

Discard data in received buffer.

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.2.3 DiscardInBufferAsync()

```
Task CCDevelop.SerialPort.Abstractions.ISerialPort.DiscardInBufferAsync (
            CancellationToken token)
```

Discard data in received buffer.

Returns

Returns task that execute operation

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.2.4 DiscardOutBuffer()

```
void CCDevelop.SerialPort.Abstractions.ISerialPort.DiscardOutBuffer ()
```

Discard data in transmit buffer.

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.2.5 DiscardOutBufferAsync()

```
Task CCDevelop.SerialPort.Abstractions.ISerialPort.DiscardOutBufferAsync (
            CancellationToken token)
```

Discard data in transmit buffer, in asyncronus mode.

Returns

Returns task that execute operation

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.2.6 Open()

```
void CCDevelop.SerialPort.Abstractions.ISerialPort.Open ()
```

Open serial port.

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.2.7 ToString()

```
string CCDevelop.SerialPort.Abstractions.ISerialPort.ToString ()
```

Read serial object.

Returns

Return serial object

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort.

6.1.3 Property Documentation

6.1.3.1 BaseStream

```
Stream CCDevelop.SerialPort.Abstractions.ISerialPort.BaseStream [get]
```

Base stream of the serial System.IO.Stream

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.3.2 BaudRate

```
int CCDevelop.SerialPort.Abstractions.ISerialPort.BaudRate [get], [set]
```

Baudrate of the serial Values:

Baudrates 4800 9600 19200 38400 57600 115200 230400 460800 921600

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.3.3 DataBits

```
int CCDevelop.SerialPort.Abstractions.ISerialPort.DataBits [get], [set]
```

Serial data bits.

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.3.4 Handshake

```
Enums.Handshake CCDevelop.SerialPort.Abstractions.ISerialPort.Handshake [get], [set]
```

Serial handshake type CCDevelop.SerialPort.Abstractions.Enums.Handshake

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.3.5 IsOpen

```
bool CCDevelop.SerialPort.Abstractions.ISerialPort.IsOpen  [get]
```

Check is serial is opened.

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.3.6 Parity

```
Enums.Parity CCDevelop.SerialPort.Abstractions.ISerialPort.Parity  [get], [set]
```

Serial parity type CCDevelop.SerialPort.Abstractions.Enums.Parity

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.3.7 PortName

```
string CCDevelop.SerialPort.Abstractions.ISerialPort.PortName  [get]
```

Serial port name.

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.3.8 ReadTimeout

```
int CCDevelop.SerialPort.Abstractions.ISerialPort.ReadTimeout  [get], [set]
```

Serial reading timeout in milliseconds.

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

6.1.3.9 StopBits

```
Enums.StopBits CCDevelop.SerialPort.Abstractions.ISerialPort.StopBits  [get], [set]
```

Serial stop bits type CCDevelop.SerialPort.Abstractions.Enums.StopBits

Implemented in CCDevelop.SerialPort.Linux.LinuxSerialPort, and CCDevelop.SerialPort.Windows.WindowsSerialPort.

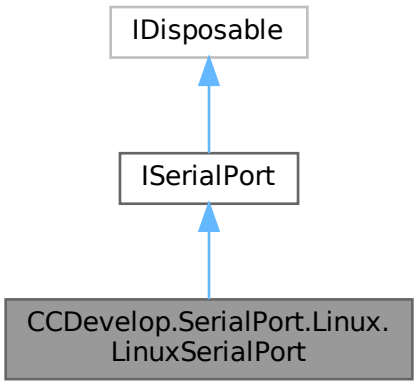
The documentation for this interface was generated from the following file:

- Abstractions/ISerialPort.cs

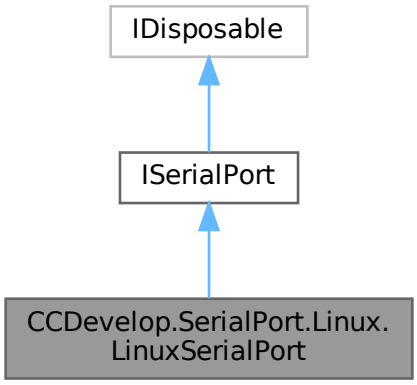
6.2 CCDevelop.SerialPort.Linux.LinuxSerialPort Class Reference

A serial port implementation for POSIX style systems that have /bin/stty available.

Inheritance diagram for CCDevelop.SerialPort.Linux.LinuxSerialPort:



Collaboration diagram for CCDevelop.SerialPort.Linux.LinuxSerialPort:



Public Member Functions

- LinuxSerialPort (string port)

  Creates an instance of SerialPort for accessing a serial port on the system. Enables the serial port in raw mode by default.
- void Open ()

Opens the serial port. If any of the serial port properties have been set, they will be applied as stty commands to the serial port as it is opened.

- void Close ()

  Closes the serial port. The serial port may be re-opened, as long as it is not disposed.
- void **Dispose** ()

  Disposes the serial port. Once it has been disposed, it cannot be re-opened.
- void DiscardInBuffer ()

  Discards the contents of the serial port read buffer. Note, the current implementation only reads all bytes from the buffer, which is less than ideal.
- async Task DiscardInBufferAsync (CancellationToken token)

  Discards the contents of the serial port read buffer. Note, the current implementation only reads all bytes from the buffer, which is less than ideal. This will cause problems if MinimumBytesToRead is not set to 0.
- void DiscardOutBuffer ()

  Discards the contents of the serial port write buffer. Note, the current implementation only flushes the stream, which is less than ideal. This will cause problems if hardware flow control is enabled.
- async Task DiscardOutBufferAsync (CancellationToken token)

  Discards the contents of the serial port write buffer. Note, the current implementation only flushes the stream, which is less than ideal. This will cause problems if hardware flow control is enabled.
- override string ToString ()

  Get the serial port name.

Public Member Functions inherited from CCDevelop.SerialPort.Abstractions.ISerialPort

Static Public Member Functions

- static SerialPortInfo[ ] Ports ()

  Get serial port information - Static Function.

Static Public Attributes

- const int **InfiniteTimeout** = 0

  The value representing an infinite timout on the serial port.

Properties

- bool IsOpen `[get]`

  True if the serialport has been opened, and the stream is avialable for reading and writing.
- string PortName `[get]`

  The path of the opened port.
- Stream BaseStream `[get]`

  The stream for reading from and writing to the serial port.
- bool **EnableRawMode** `[get, set]`

  Disables as much of the kernel tty layer as possible, to provide raw serialport like behaviour over the underlying tty.
- bool? **EnableDrain** = null `[get, set]`

  Controls whether stty will attempt to flush the output buffer before applying serial configuration. If the stty version installed supports the [-]drain option, it is recommended to set this to false to avoid potential hangs when opening the serial port. If stty does not support [-]drain, this should be set to null (default).
- int **MinimumBytesToRead** `[get, set]`

  The minimum bytes that must fill the serial read buffer before the Read command will return. (However, it may still time out and return less than this).

- int ReadTimeout [get, set]

  The maximum amount of time a Read command will block for before returning. The time is in milliseconds, but is rounded to tenths of a second when passed to stty.
- int BaudRate [get, set]

  Gets or sets the baud rate of the serial port.
- int DataBits [get, set]

  Gets or sets the databits to use for the serial port.
- StopBits StopBits [get, set]

  Gets or sets the stopbits to use for the serial port.
- Handshake Handshake [get, set]

  Gets or sets the handshake method to use for the serial port.
- Parity Parity [get, set]

  Gets or sets the parity to use for the serial port.

Properties inherited from CCDevelop.SerialPort.Abstractions.ISerialPort

6.2.1 Detailed Description

A serial port implementation for POSIX style systems that have /bin/stty available.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 LinuxSerialPort()

```
CCDevelop.SerialPort.Linux.LinuxSerialPort.LinuxSerialPort (
            string port)
```

Creates an instance of SerialPort for accessing a serial port on the system. Enables the serial port in raw mode by default.

Parameters

port	The path of the serial port device, for example /dev/ttyUSB0. Wildcards are accepted, for example /dev/ttyUSB∗ will open the first port that matches that path.

6.2.3 Member Function Documentation

6.2.3.1 Close()

```
void CCDevelop.SerialPort.Linux.LinuxSerialPort.Close ()
```

Closes the serial port. The serial port may be re-opened, as long as it is not disposed.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.3.2 DiscardInBuffer()

```
void CCDevelop.SerialPort.Linux.LinuxSerialPort.DiscardInBuffer ()
```

Discards the contents of the serial port read buffer. Note, the current implementation only reads all bytes from the buffer, which is less than ideal.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.3.3 DiscardInBufferAsync()

```
async Task CCDevelop.SerialPort.Linux.LinuxSerialPort.DiscardInBufferAsync (
            CancellationToken token)
```

Discards the contents of the serial port read buffer. Note, the current implementation only reads all bytes from the buffer, which is less than ideal. This will cause problems if MinimumBytesToRead is not set to 0.

Parameters

token	Cancel token

Returns

Return the task reference

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.3.4 DiscardOutBuffer()

```
void CCDevelop.SerialPort.Linux.LinuxSerialPort.DiscardOutBuffer ()
```

Discards the contents of the serial port write buffer. Note, the current implementation only flushes the stream, which is less than ideal. This will cause problems if hardware flow control is enabled.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.3.5 DiscardOutBufferAsync()

```
async Task CCDevelop.SerialPort.Linux.LinuxSerialPort.DiscardOutBufferAsync (
            CancellationToken token)
```

Discards the contents of the serial port write buffer. Note, the current implementation only flushes the stream, which is less than ideal. This will cause problems if hardware flow control is enabled.

Parameters

token	Cancel token

Returns

Return the task reference

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.3.6 Open()

```
void CCDevelop.SerialPort.Linux.LinuxSerialPort.Open ()
```

Opens the serial port. If any of the serial port properties have been set, they will be applied as stty commands to the serial port as it is opened.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.3.7 Ports()

```
static SerialPortInfo[] CCDevelop.SerialPort.Linux.LinuxSerialPort.Ports ()  [static]
```

Get serial port information - Static Function.

Returns

Return information of serial ports in the system

6.2.3.8 ToString()

```
override string CCDevelop.SerialPort.Linux.LinuxSerialPort.ToString ()
```

Get the serial port name.

Returns

Returns the name of the serial port

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4 Property Documentation

6.2.4.1 BaseStream

```
Stream CCDevelop.SerialPort.Linux.LinuxSerialPort.BaseStream  [get]
```

The stream for reading from and writing to the serial port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4.2 BaudRate

```
int CCDevelop.SerialPort.Linux.LinuxSerialPort.BaudRate  [get], [set]
```

Gets or sets the baud rate of the serial port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4.3 DataBits

```
int CCDevelop.SerialPort.Linux.LinuxSerialPort.DataBits  [get], [set]
```

Gets or sets the databits to use for the serial port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4.4 Handshake

```
Handshake CCDevelop.SerialPort.Linux.LinuxSerialPort.Handshake  [get], [set]
```

Gets or sets the handshake method to use for the serial port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4.5 IsOpen

```
bool CCDevelop.SerialPort.Linux.LinuxSerialPort.IsOpen  [get]
```

True if the serialport has been opened, and the stream is avialable for reading and writing.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4.6 Parity

```
Parity CCDevelop.SerialPort.Linux.LinuxSerialPort.Parity  [get], [set]
```

Gets or sets the parity to use for the serial port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4.7 PortName

```
string CCDevelop.SerialPort.Linux.LinuxSerialPort.PortName  [get]
```

The path of the opened port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4.8 ReadTimeout

```
int CCDevelop.SerialPort.Linux.LinuxSerialPort.ReadTimeout  [get], [set]
```

The maximum amount of time a Read command will block for before returning. The time is in milliseconds, but is rounded to tenths of a second when passed to stty.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.2.4.9 StopBits

```
StopBits CCDevelop.SerialPort.Linux.LinuxSerialPort.StopBits [get], [set]
```

Gets or sets the stopbits to use for the serial port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

The documentation for this class was generated from the following file:

- Linux/LinuxSerialPort.cs

6.3 CCDevelop.SerialPort.Linux.SerialPortInfo Class Reference

Serial port information class.

Properties

- string **Name** `[get, set]`
  Name of the serial.
- string **Description** `[get, set]`
  Description of the serial.

6.3.1 Detailed Description

Serial port information class.

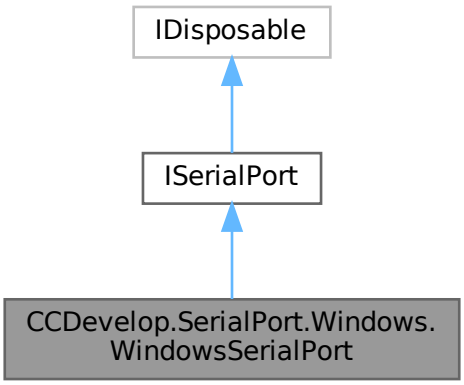
The documentation for this class was generated from the following file:

- Linux/LinuxSerialPort.cs

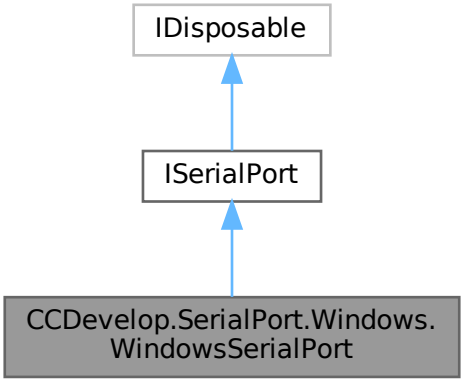
6.4 CCDevelop.SerialPort.Windows.WindowsSerialPort Class Reference

Wrapper for System.IO.Ports.SerialPort to interface it to the ISerialPort interface.

Inheritance diagram for CCDevelop.SerialPort.Windows.WindowsSerialPort:



Collaboration diagram for CCDevelop.SerialPort.Windows.WindowsSerialPort:



Public Member Functions

- WindowsSerialPort (System.IO.Ports.SerialPort serialPort)

  Class that manage serial port for Windows systems.
- void Close ()

  Close serial port.
- void DiscardInBuffer ()

  Discard data in received buffer.
- Task DiscardInBufferAsync (CancellationToken token)

  Discard data in received buffer.
- void DiscardOutBuffer ()

  Discard data in transmit buffer.
- Task DiscardOutBufferAsync (CancellationToken token)

  Discard data in transmit buffer, in asyncronus mode.
- void **Dispose** ()

  Dispose serial port.
- void Open ()

  Open serial port.

Public Member Functions inherited from CCDevelop.SerialPort.Abstractions.ISerialPort

- string ToString ()

  Read serial object.

Static Public Attributes

- const int **InfiniteTimeout** = System.IO.Ports.SerialPort.InfiniteTimeout

  The value representing an infinite timout on the serial port.

Properties

- Stream BaseStream `[get]`

  Base stram of the serial System.IO.Stream
- int BaudRate `[get, set]`

  Set and get serial baudrate.
- int DataBits `[get, set]`

  Set and get data bits.
- Handshake Handshake `[get, set]`

  Set and get serial handshake CCDevelop.SerialPort.Abstractions.Enums.Handshake
- bool IsOpen `[get]`

  Check if serial is open.
- string PortName `[get]`

  Get serial port name.
- Parity Parity `[get, set]`

  Get and set serial parity CCDevelop.SerialPort.Abstractions.Enums.Parity
- int ReadTimeout `[get, set]`

  Serial read timeout.
- StopBits StopBits `[get, set]`

  Set and get serial stop bits CCDevelop.SerialPort.Abstractions.Enums.StopBits

Properties inherited from CCDevelop.SerialPort.Abstractions.ISerialPort

6.4.1 Detailed Description

Wrapper for System.IO.Ports.SerialPort to interface it to the ISerialPort interface.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 WindowsSerialPort()

```
CCDevelop.SerialPort.Windows.WindowsSerialPort.WindowsSerialPort (
            System.IO.Ports.SerialPort serialPort)
```

Class that manage serial port for Windows systems.

Parameters

serialPort	Serial port object System.IO.Ports.SerialPort

Exceptions

ArgumentNullException	Serial port not provided

6.4.3 Member Function Documentation

6.4.3.1 Close()

```
void CCDevelop.SerialPort.Windows.WindowsSerialPort.Close ()
```

Close serial port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.3.2 DiscardInBuffer()

```
void CCDevelop.SerialPort.Windows.WindowsSerialPort.DiscardInBuffer ()
```

Discard data in received buffer.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.3.3 DiscardInBufferAsync()

```
Task CCDevelop.SerialPort.Windows.WindowsSerialPort.DiscardInBufferAsync (
            CancellationToken token)
```

Discard data in received buffer.

Returns

Returns task that execute operation

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.3.4 DiscardOutBuffer()

```
void CCDevelop.SerialPort.Windows.WindowsSerialPort.DiscardOutBuffer ()
```

Discard data in transmit buffer.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.3.5 DiscardOutBufferAsync()

```
Task CCDevelop.SerialPort.Windows.WindowsSerialPort.DiscardOutBufferAsync (
            CancellationToken token)
```

Discard data in transmit buffer, in asyncronus mode.

Returns

Returns task that execute operation

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.3.6 Open()

```
void CCDevelop.SerialPort.Windows.WindowsSerialPort.Open ()
```

Open serial port.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4 Property Documentation

6.4.4.1 BaseStream

```
Stream CCDevelop.SerialPort.Windows.WindowsSerialPort.BaseStream  [get]
```

Base stram of the serial System.IO.Stream

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4.2 BaudRate

```
int CCDevelop.SerialPort.Windows.WindowsSerialPort.BaudRate  [get], [set]
```

Set and get serial baudrate.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4.3 DataBits

```
int CCDevelop.SerialPort.Windows.WindowsSerialPort.DataBits  [get], [set]
```

Set and get data bits.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4.4 Handshake

```
Handshake CCDevelop.SerialPort.Windows.WindowsSerialPort.Handshake  [get], [set]
```

Set and get serial handshake CCDevelop.SerialPort.Abstractions.Enums.Handshake

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4.5 IsOpen

```
bool CCDevelop.SerialPort.Windows.WindowsSerialPort.IsOpen  [get]
```

Check if serial is open.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4.6 Parity

```
Parity CCDevelop.SerialPort.Windows.WindowsSerialPort.Parity  [get], [set]
```

Get and set serial parity CCDevelop.SerialPort.Abstractions.Enums.Parity

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4.7 PortName

```
string CCDevelop.SerialPort.Windows.WindowsSerialPort.PortName  [get]
```

Get serial port name.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4.8 ReadTimeout

```
int CCDevelop.SerialPort.Windows.WindowsSerialPort.ReadTimeout  [get], [set]
```

Serial read timeout.

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

6.4.4.9 StopBits

```
StopBits CCDevelop.SerialPort.Windows.WindowsSerialPort.StopBits  [get], [set]
```

Set and get serial stop bits CCDevelop.SerialPort.Abstractions.Enums.StopBits

Implements CCDevelop.SerialPort.Abstractions.ISerialPort.

The documentation for this class was generated from the following file:

- Windows/WindowsSerialPort.cs