

```
//ComInterface.h
#ifndef COMINTERFACE_H
#define COMINTERFACE_H

//make it a little prettier on the front end.
#define details(name) (byte*)&name,sizeof(name)

//Not necessary, but just in case.
#include "WProgram.h"
#include <NewSoftSerial.h>
#include <math.h>
#include <stdio.h>
#include <stdint.h>
#include <avr/io.h>
#define LOCOMOTION_TYPE 0x10
#define SWITCH_TYPE 0x20
#define BLANK 0x00

class ComInterface {

public:
//void begin(uint8_t *, uint8_t, NewSoftSerial *theSerial);
virtual void sendData(NewSoftSerial *_Serial, uint8_t *ptr, uint8_t length){};
boolean receiveData(NewSoftSerial *_Serial);
ComInterface(int thePacketType, uint8_t dataSize);

protected:
uint8_t *address; //address of struct
uint8_t size; //size of struct
uint8_t rx_len; //RX packet length according to the packet
uint8_t rx_array[255]; //RX packet parsing buffer
uint8_t rx_array_inx; //index for RX parsing buffer
uint8_t calc_CS; //calculated Chacksum
const int packetType;
//NewSoftSerial *_serial;

private:
boolean sizeCorrect(NewSoftSerial *_Serial);
boolean getData(NewSoftSerial *_Serial);
boolean chkSumCorrect();

};

#endif
```