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//
// WindowController.swift
// Arm USB
//
// Created by Erik Nordlund on 5/17/19.
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//

import Cocoa

class WindowController: NSWindowController {

    @IBOutlet weak var toolbar: NSToolbar!
    @IBOutlet weak var toggleConnectionButton: NSButton!

    @IBAction func toggleConnection(_ sender: Any) {
        usbSerial.toggleConnection()

        if usbSerial.serialPort?.isOpen ?? false {
            toggleConnectionButton.title = "Close Connection"
        } else {
            toggleConnectionButton.title = "Open Connection"
        }
    }

    override func windowDidLoad() {
        super.windowDidLoad()

        // Implement this method to handle any initialization after your
        window controller's window has been loaded from its nib file.
        usbSerial.portDelegate = self
    }
}

extension WindowController: USBSerialPortDelegate {
    func portDidSet() {
        debugPrint("portDidChange")
        if usbSerial.serialPort?.isOpen ?? false {
            debugPrint("serialPort.isOpen")
            toggleConnectionButton.title = "Close Connection"
        } else {
            debugPrint("!serialPort.isOpen")
            toggleConnectionButton.title = "Open Connection"
        }
    }
}

```