

GLUE builds MESSAGES

Concept:

MESSAGES are PACKAGES of information that are assembled by combining individual ELEMENTS. The ELEMENTS can be integers, floats or Strings and mixed type messages are allowed. The first ELEMENT is given the index (0). ELEMENTs are appended to the current MESSAGE and the index increments automatically each time. GLUE takes care of type and indexing for you. Versions of GLUE are available for Processing and Arduino.

Arduino GLUE is a LIBRARY and must be in the ~/Documents/Arduino/libraries folder (OSX)

Processing GLUE is a CLASS, just drop it on your open sketch. You can find a copy of GLUE in MPM503_code/utilityClasses/Glue.pde

Code:

Processing GLUE:



```
// import
// drop GLUE.pde onto SKETCH
// or SKETCH --> ADD FILE --> GLUE.pde

// declare
Glue glue = new Glue();

setup() {
  // nothing here
}

draw() {
  glue.clear();           // start fresh

  glue.add( "teleClient" ); // add a String
  glue.add( 23 );          // add an Int
  glue.add( 5.67 );        // add a float

  // get the whole package (it's a String)
  String package = glue.getPackage();

  // write(package) with Serial or Network depending
  // on STREAM
}
```

Arduino GLUE:



```
// import
#include <Glue.h>

// declare
Glue glue;

setup() {
  glue.create();
}

loop() {
  glue.clear();           // start fresh

  glue.add( "dialValue" ); // add a String
  glue.add( 23 );          // add an int
  glue.add( 5.67f );       // add a float

  // get the whole package (it's a String)
  String package = glue.getPackage();

  // write(package) with Serial or Network depending
  // on STREAM
}
```

Examples:

2_TCP_physical_network

