*Main class (form1.cs)*

{

string temp\_rx\_ret = SerialPortCommand.Get\_rxdata;

}

*Subclass (serialcmd.cs)*

public static string Get\_rxdata

{

get { return \_rxdata; }

}

public bool SRPSend(string cmd, string ret, int timeout, out string buffer\_ret)

{

\_serialPort.Write(cmd + "\r\n");

\_rxdata = "";

buffer\_ret = \_rxdata;

}

public void receive\_data()

{

try

{

Byte[] buffer = new Byte[4096];

\_rxdata = "";

while (\_receiving)

{

if (\_serialPort.BytesToRead > 0)

{

Int32 length = \_serialPort.Read(buffer, 0, buffer.Length);

Array.Resize(ref buffer, length);

string buf = Encoding.ASCII.GetString(buffer);

//showdata(buf);

Array.Resize(ref buffer, 4096);

\_rxdata = \_rxdata + buf;

}

}

// return buffer\_reutrn;

}

catch

{

// return "error";

}

}