```
1 /*
 2 * Copyright (C) 2016 redxef.
   * This library is free software; you can redistribute it and/or
   * modify it under the terms of the GNU Lesser General Public
   * License as published by the Free Software Foundation; either
 7
   * version 2.1 of the License, or (at your option) any later version.
 8
   * This library is distributed in the hope that it will be useful,
 9
  * but WITHOUT ANY WARRANTY; without even the implied warranty of
11 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
12
   * Lesser General Public License for more details.
13
14 * You should have received a copy of the GNU Lesser General Public
15 * License along with this library; if not, write to the Free Software
16 * Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston,
17 * MA 02110-1301 USA
18 */
19 package powerspy.baselib;
21 /**
22
23 @author redxef
24 */
25 public interface IODefs {
26
27
          public static final char NONE = '0';
          public static final char STRING = '1';
28
29
          public static final char INT8 = '2';
          public static final char INT16 = '3';
30
31
          public static final char INT24 = '4';
32
          public static final char INT32 = '5';
33
          public static final char UINT8 = '6';
34
          public static final char UINT16 = '7';
35
          public static final char UINT24 = '8';
          public static final char UINT32 = '9';
36
37
          public static final char FLOAT = 'F';
38
39
          public static final char K_OFFS = 'o';
40
          public static final char K_RAWCURRENT = 'C';
41
          public static final char K_CURRENT = 'c';
42
          public static final char K VOLTAGE = 'v';
          public static final char K ANGLE = 'a';
43
44
          public static final char K_APPARENTEPOWER = 'A';
45
          public static final char K REALPOWER = 'r';
46
          public static final char K REACTIVEPOWER = 'R';
          public static final char K RAWVOLTAGE = 's';
47
48
49
          public static final char START OF TEXT = 2;
          public static final char END OF TEXT = 3;
50
51
          public static final char BUFFER_SIZE = 1024;
52 }
```