Shepard Test Stand - Feature # 136: Add "Client Ready" Handshaking Bit

Status:	Closed	**Priority:**	Immediate
Author:	Jeremy Wright	**Category:**	
Created:	06/25/2013	**Assignee:**	Jeremy Wright
Updated:	06/25/2013	**Due date:**	06/25/2013
Subject:	Add "Client Ready" Handshaking Bit		

Description

Sometimes the Arduino will lock up if it's trying to transmit data over serial when a client is not physically connected. A control byte needs to be sent from a connected client to the Arduino to tell it to start transmitting data.

History

06/25/2013 04:23 pm - Jeremy Wright

- Status changed from New to Closed

- % Done changed from 0 to 100

The Processing program will send a string of 'R' characters to the Arduino every 100 milliseconds until it gets the first data from the Arduino, then it stops.