TCommunication

-serPortName: char
-comHandle: HANDLE
-structDCB: DCB
-serBaudRate: int
-serParity: int
-serStopBit: int
-serDataBits: int
-serReadIntervalTimeout: int
-serReadTotalTimeoutMultiplier: int
-serReadTotalTimeoutConstant: int
-serWriteTotalTimeoutMultiplier: int
-serWriteTotalTimeoutConstant: int
-bufferToWrite: std::string
-bufferToRead: std::string
-bytesToWrite: int
-bytesWritten: DWORD
-bytesToRead: int
-bytesReaded: DWORD
-ovl: OVERLAPPED
-timeouts: COMMTIMEOUTS
-settWriterep: int
-settReadrep: int
-serModemStatus: DWORD
+global_buffer: std::string

-CheckBaudRate(iBaudRate: int): int
-CheckParity(iParity: int): int
-CheckStopBit(iStopBit: int): int
-CheckDataBits(iDataBits: int): int
-CheckReadIntervalTimeout(iReadIntervalTimeout: int): int
-CheckReadTotalTimeoutMultiplier(iReadTotalTimeoutMultiplier: int): int
-CheckReadTotalTimeoutConstant(iReadTotalTimeoutConstant: int): int
-CheckWriteTotalTimeoutMultiplier(iWriteTotalTimeoutMultiplier: int): int
-CheckWriteTotalTimeoutConstant(iWriteTotalTimeoutConstant: int): int
-CheckWriterep(iWriterep: int): int
-CheckReadrep(iReadrep: int): int
<<create>>-TCommunication(: void)
<<destroy>>-TCommunication(: void)
+OpenPort(iserPortName: char): int
+ClosePort(: void): bool
+ClearBuffers(: void): bool
+UpdateSerialSettings(: void): bool
+setBaudRate(iserBaudRate: int): void
+getBaudRate(: void): int
+setParity(iserParity: int): void
+getParity(: void): int
+setStopBit(iserStopBit: int): void
+getStopBit(: void): int
+setDataBits(iserDataBits: int): void
+getDataBits(: void): int
+setReadIntervalTimeout(iserReadIntervalTimeout: int): void
+getReadIntervalTimeout(: void): int
+setReadTotalTimeoutMultiplier(iserReadTotalTimeoutMultiplier: int): void
+getReadTotalTimeoutMultiplier(: void): int
+setReadTotalTimeoutConstant(iserReadTotalTimeoutConstant: int): void
+getReadTotalTimeoutConstant(: void): int
+setWriteTotalTimeoutMultiplier(iserWriteTotalTimeoutMultiplier: int): void
+getWriteTotalTimeoutMultiplier(: void): int
+setWriteTotalTimeoutConstant(iserWriteTotalTimeoutConstant: int): void
+getWriteTotalTimeoutConstant(: void): int
+setbufferToWrite(ibufferToWrite: std::string): void
+getbufferToWrite(: void): std::string
+setbufferToRead(ibufferToRead: std::string): void
+getbufferToRead(: void): std::string
+setbytesToWrite(ibytesToWrite: int): void
+getbytesToWrite(: void): int
+setbytesWritten(ibytesWritten: int): void
+getbytesWritten(: void): int
+setbytesToRead(ibytesToRead: int): void
+getbytesToRead(: void): int
+setbytesReaded(ibytesReaded: int): void
+getbytesReaded(: void): int
+setPortName(iserPortName: char): void
+getPortName(iserPortName: char, count: int): void
+setPortHandle(icomHandle: HANDLE): void
+getPortHandle(: void): HANDLE
+sendBuffer(buffer: char, count: int): int
+readBuffer(: void): int
+setsettableWriteRepetition(isettWriterep: int): void
+setsettableReadRepetition(isettReadrep: int): void
+getsettableReadRepetition(: void): int
+getsettableWriteRepetition(: void): int
+getCTSStatus(: void): bool
+getDSRStatus(: void): bool
+getRINGStatus(: void): bool
+getRLSDStatus(: void): bool
+CheckModemStatus(: void): int