

Serial Port

Dan Eisenreich, Brian DeMuth

Serial Port Complete: The Developer's Guide, Second Edition Jan Axelson, 2007-12-01 When PCs and peripherals began showing up with USB ports in the late 1990s, many predicted that legacy serial (COM) ports would soon be obsolete. The predictions were wrong. While most standard peripherals now use USB, serial ports are the interface of choice for devices that require simple programming, long cables, operation in harsh environments, or basic networking capabilities. Serial ports are more versatile than ever due to developments such as USB virtual COM ports, the .NET SerialPort class, enhanced microcontroller USARTs, and new wireless interfaces. *Serial Port Complete Second Edition* is a completely revised and updated guide to programming and interfacing to COM ports, USB virtual COM ports, and serial ports in embedded systems. Author Jan Axelson shows how to:

- § Access COM ports using the SerialPort class in Microsoft's .NET Framework.
- § Program embedded systems for serial-port communications.
- § Design and program USB devices accessed as virtual COM ports.
- § Upgrade RS-232 designs to USB with no changes to host software or device firmware.
- § Design circuits for electrically harsh environments.
- § Create serial networks of embedded systems and PCs.
- § Use serial ports in wireless links.

Example code is provided for PCs and embedded systems in both Basic and C/C#. The author maintains a website with articles, program code, and other links of interest to developers of serial-port applications (janaxelson.com).

The Windows Serial Port Programming Handbook Ying Bai, 2004-11-19 The popularity of serial communications demands that additional serial port interfaces be developed to meet the expanding requirements of users. The *Windows Serial Port Programming Handbook* illustrates the principles and methods of developing various serial port interfaces using multiple languages. This comprehensive, hands-on, and practical guide

Serial Communication Protocols and Standards Dawoud Shenouda Dawoud, Peter Dawoud, 2022-09-01 Data communication standards are comprised of two components: The "protocol" and "Signal/data/port specifications for the devices involved". The protocol describes the format of the message and the meaning of each part of the message. To connect any device to the bus, an external device must be used as an interface which will put the message in a form which fulfills all the electrical specifications of the port. These specifications are called the "Standard". The most famous such serial communication standard is the RS-232. In IT technology, Communication can be serial or parallel. Serial communication is used for transmitting data over long distances. It is much cheaper to run the single core cable needed for serial communication over a long distance than the multicore cables that would be needed for parallel communication. It is the same in wireless communication: Serial communication needs one channel while parallel needs multichannel. Serial Communication can also be classified in many other ways, for example synchronous and asynchronous; it can also be classified as simplex, duplex and half duplex. Because of the wide spread of serial communication from home automation to sensor and controller networks, there is a need for a very large number of serial communication standards and protocols. These have been developed over recent decades and range from the simple to the highly complicated. This large number of protocols was necessary to guarantee the optimum performance for the targeted applications. It is important for communication engineers to have enough knowledge to match

the right protocol and standard with the right application. The main aim of this book is to provide the reader with that knowledge. The book also provides the reader with detailed information about:- Serial Communication- Universal Asynchronous Receiver Transmitter (UART)- Universal Synchronous/Asynchronous Receiver Transmitter (USART - Serial Peripheral Interface (SPI) - eSPI- Universal Serial Bus (USB)- Wi-Fi- WiMax- Insteon. The details of each technology including specification, operation, security related matters, and many other topics are covered. The book allocates three chapters to the main communication standards. These chapters cover everything related to the most famous standard RS-232 and all its variants. Other protocols such as: I2C, CAN, ZigBee, Z-Wave, Bluetooth, and others, are the subject of the authors' separate book "Microcontroller and Smart Home Networks".

Virtual Serial Port Cookbook Joe Pardue, 2007. This is a cookbook for communicating between a PC and a Microcontroller using the FTDI FT232R USB UART IC, and has lots of software and hardware examples. The code is in C# and Visual Basic Express allowing you to build Graphical User Interfaces and add Serial Port functions to create communications programs. Part 1 - Serial Port via USB Made Almost Easy -- In the first section you will learn the basics of serial communications using a USB UART bridge. You will further learn to write a simple terminal program in C# and Visual Basic Express .NET. Part 2 - PC to Microcontroller Conversations -- In the second section you will build on what you have learned and get into more details about GUI programming, using the SerialPort class, and some useful software tools such as XML. You will bring it all together by building a Developer Terminal, which will have most of the bells and whistles that you would want for communicating between a PC and a microcontroller. You will end this section with some neat hardware experiments. Part 3 - The FTDI FT232R -- In the final section you will chuck the serial port paradigm and communicate directly with the FT232R. You will learn how to use the Smiley Micros port of the FTDI D2XX driver, you will do some more hardware experiments bit-banging the BBUSB pins, and finally you will build a software programmer for the FT232R.

PC Hardware in a Nutshell Robert Bruce Thompson, Barbara Fritchman Thompson, 2003-07-24. PC Hardware in a Nutshell is the practical guide to buying, building, upgrading, and repairing Intel-based PCs. A longtime favorite among PC users, the third edition of the book now contains useful information for people running either Windows or Linux operating systems. Written for novices and seasoned professionals alike, the book is packed with useful and unbiased information, including how-to advice for specific components, ample reference material, and a comprehensive case study on building a PC. In addition to coverage of the fundamentals and general tips about working on PCs, the book includes chapters focusing on motherboards, processors, memory, floppies, hard drives, optical drives, tape devices, video devices, input devices, audio components, communications, power supplies, and maintenance. Special emphasis is given to upgrading and troubleshooting existing equipment so you can get the most from your existing investments. This new edition is expanded to include: Detailed information about the latest motherboards and chipsets from AMD, Intel, SiS, and VIA. Extensive coverage of the Pentium 4 and the latest AMD processors, including the Athlon XP/MP. Full details about new hard drive standards, including the latest SCSI standards, ATA/133, Serial ATA, and the new 48-bit Big Drive ATA interface. Extended coverage of DVD drives, including DVD-RAM, DVD-R/RW, and

DVD+R/RW Details about Flat Panel Displays, including how to choose one (and why you might not want to) New chapters on serial communications, parallel communications, and USB communications (including USB 2.0) Enhanced troubleshooting coverage PC Hardware in a Nutshell, 3rd Edition provides independent, useful and practical information in a no-nonsense manner with specific recommendations on components. Based on real-world testing over time, it will help you make intelligent, informed decisions about buying, building, upgrading, and repairing PCs in a cost effective manner that will help you maximize new or existing computer hardware systems. It's loaded with real-world advice presented in a concise style that clearly delivers just the information you want, without your having to hunt for it.

Handbook of Serial Communications Interfaces Louis Frenzel, 2015-08-21 This book catalogs the most popular and commonly used serial-port interfaces and provides details on the specifications and the latest standards, enabling you to select an interface for a new design or verify that an interface is working correctly. Each chapter is based on a different interface and is written in an easy to follow, standard format. With this book you will learn: The most widely used serial interfaces How to select the best serial interface for a specific application or design The trade-offs between data rate and distance (length or range) The operation and benefits of serial data transmission The most common media used for serial data transmission Covers the most popular and commonly used interfaces and provides details on their specifications and standards Explains the key concepts to enable an engineer to select an interface for a new design or verify that an interface is working correctly Each chapter is based on a different interface and is written in an easy to follow, standard format

Parallel Port Complete Jan Axelson, 1996 This book is for programmers, hardware designers, and anyone who uses the PC's parallel port to communicate with printers and other peripheral devices. The tips, tools, and examples in this complete reference will save you time, spark new ideas for your own projects, and help you use all of a port's abilities - including the new high-speed, bidirectional modes.

Interfacing the IBM-PC to Medical Equipment Richard W. D. Nickalls, R. Ramasubramanian, 1995-03-09 As computerisation in the medical environment has increased, so the advantages of storage and computer analysis of data from various equipment has become well recognised. Most medical monitoring and measurement equipment now supports an RS-232 serial interface allowing for direct computer access both in terms of data analysis and equipment control. This very practical book describes the techniques used for interfacing a PC to a range of medical equipment used internationally in the areas of anaesthesia, intensive care, surgery, respiratory medicine and physiology and will constitute a valuable resource for a wide audience of equipment users in these fields.

Serial Port and Microcontrollers Grzegorz Niemirowski, 2013-06-17 Ever wanted to build own electronic devices? Would you like to connect them to other devices or a computer? Easiest way to achieve this is to use microcontrollers and RS-232 serial port. This book shows how to design own circuits based on AVR and STM32 microcontrollers and how to program the chips. You can learn how to handle serial transmission on microcontrollers and on a PC. The book contains practical examples and many useful tips. Hardware and software tools are described in details. There is also much

information about RS-485, and serial-to-USB adapters. Presented projects give practical knowledge about not only serial communication but also topics such as LED displays, LCDs, Bluetooth, and RC-5.

Mathematica ® in the Laboratory Samuel Dick, Alfred Riddle, Douglas Stein, 1997-05-28 How to use Mathematica to control laboratory experiments and analyse data.

Java I/O Elliotte Rusty Harold, 2006-05-16 All of Java's Input/Output (I/O) facilities are based on streams, which provide simple ways to read and write data of different types. Java provides many different kinds of streams, each with its own application. The universe of streams is divided into four large categories: input streams and output streams, for reading and writing binary data; and readers and writers, for reading and writing textual (character) data. You're almost certainly familiar with the basic kinds of streams--but did you know that there's a CipherInputStream for reading encrypted data? And a ZipOutputStream for automatically compressing data? Do you know how to use buffered streams effectively to make your I/O operations more efficient? Java I/O, 2nd Edition has been updated for Java 5.0 APIs and tells you all you ever need to know about streams--and probably more. A discussion of I/O wouldn't be complete without treatment of character sets and formatting. Java supports the Unicode standard, which provides definitions for the character sets of most written languages. Consequently, Java is the first programming language that lets you do I/O in virtually any language. Java also provides a sophisticated model for formatting textual and numeric data. Java I/O, 2nd Edition shows you how to control number formatting, use characters aside from the standard (but outdated) ASCII character set, and get a head start on writing truly multilingual software. Java I/O, 2nd Edition includes: Coverage of all I/O classes and related classes In-depth coverage of Java's number formatting facilities and its support for international character sets

C Programmer's Guide to Serial Communications Joe Campbell, 1987 Communications will play a central role in the computer applications of the next decade. The core of these applications is asynchronous serial communication. This book includes both theoretical and practical discussions of this topic, allowing programmers and technically advanced users to build their own C programming library of functions for serial communications.

The 8051/8052 Microcontroller Craig Steiner, 2005 This book was written with the novice or intermediate 8052 developer in mind. Assuming no prior knowledge of the 8052, it takes the reader step-by-step through the architecture including discussions and explanations of concepts such as internal RAM, external RAM, Special Function Registers (SFRs), addressing modes, timers, serial I/O, and interrupts. This is followed by an in-depth section on assembly language which explains each instruction in the 8052 instruction set as well as related concepts such as assembly language syntax, expressions, assembly language directives, and how to implement 16-bit mathematical functions. The book continues with a thorough explanation of the 8052 hardware itself, reviewing the function of each pin on the microcontroller and follows this with the design and explanation of a fully functional single board computer--every section of the schematic design is explained in detail to provide the reader with a full understanding of how everything is connected, and why. The book closes with a section on hardware interfacing and software examples in which the reader will learn about the

SBCMON monitor program for use on the single board computer, interfacing with a 4x4 keypad, communicating with a 16x2 LCD in direct-connect as well as memory-mapped fashion, utilizing an external serial EEPROM via the SPI protocol, and using the I2C communication standard to access an external real time clock. The book takes the reader with absolutely no knowledge of the 8052 and provides him with the information necessary to understand the architecture, design and build a functioning circuit based on the 8052, and write software to operate the 8052 in assembly language.

Fix Your Own PC Corey Sandler, 2007-06-12 Explains how to upgrade and repair processors, memory, connections, drives, multimedia cards, and peripherals.

Arduino Cookbook Michael Margolis, 2012 Create your own robots, toys, remote controllers, alarms, detectors, and more with the Arduino device. This simple microcontroller has become popular for building a variety of objects that interact with the physical world. These recipes provide solutions for the most common problems and questions Arduino users have.

Synthesis and Optimization of FPGA-Based Systems Valery Sklyarov, Ioulia Skliarova, Alexander Barkalov, Larysa Titarenko, 2014-03-14 The book is composed of two parts. The first part introduces the concepts of the design of digital systems using contemporary field-programmable gate arrays (FPGAs). Various design techniques are discussed and illustrated by examples. The operation and effectiveness of these techniques is demonstrated through experiments that use relatively cheap prototyping boards that are widely available. The book begins with easily understandable introductory sections, continues with commonly used digital circuits, and then gradually extends to more advanced topics. The advanced topics include novel techniques where parallelism is applied extensively. These techniques involve not only core reconfigurable logical elements, but also use embedded blocks such as memories and digital signal processing slices and interactions with general-purpose and application-specific computing systems. Fully synthesizable specifications are provided in a hardware-description language (VHDL) and are ready to be tested and incorporated in engineering designs. A number of practical applications are discussed from areas such as data processing and vector-based computations (e.g. Hamming weight counters/comparators). The second part of the book covers the more theoretical aspects of finite state machine synthesis with the main objective of reducing basic FPGA resources, minimizing delays and achieving greater optimization of circuits and systems.

OS X and iOS Kernel Programming Ole Henry Halvorsen, Douglas Clarke, 2012-01-29 OS X and iOS Kernel Programming combines essential operating system and kernel architecture knowledge with a highly practical approach that will help you write effective kernel-level code. You'll learn fundamental concepts such as memory management and thread synchronization, as well as the I/O Kit framework. You'll also learn how to write your own kernel-level extensions, such as device drivers for USB and Thunderbolt devices, including networking, storage and audio drivers. OS X and iOS Kernel Programming provides an incisive and complete introduction to the XNU kernel, which runs iPhones, iPads, iPods, and Mac OS X servers and clients. Then, you'll expand your horizons to examine Mac OS X and iOS system architecture. Understanding Apple's operating systems will allow you to write efficient device drivers, such as those covered in the book, using I/O Kit. With OS X and iOS Kernel Programming, you'll: Discover classical kernel architecture topics such as memory management and thread synchronization Become well-

versed in the intricacies of the kernel development process by applying kernel debugging and profiling tools Learn how to deploy your kernel-level projects and how to successfully package them Write code that interacts with hardware devices Examine easy to understand example code that can also be used in your own projects Create network filters Whether you're a hobbyist, student, or professional engineer, turn to OS X and iOS Kernel Programming and find the knowledge you need to start developing

Designing Embedded Internet Devices Dan Eisenreich, Brian DeMuth, 2003 Embedded internet and internet appliances are the focus of great attention in the computing industry, as they are seen as the future of computing. The design of such devices presents many technical challenges. This book is the first guide available that describes how to design internet access and communications capabilities into embedded systems. It takes an integrated hardware/software approach using the Java programming language and industry-standard microcontrollers. Numerous illustrations and code examples enliven the text. This book shows how to build various sensors and control devices that connect to the TINI interfaces, explains how to write programs that control them in Java, and then ties them all together in practical applications. Included is a discussion on how these technologies work, where to get detailed specifications, and ideas for the reader to pursue beyond the book. The first guide to designing internet access and communications capabilities into embedded systems Takes an integrated hardware/software approach using the Java programming language an industry-standard

Communication System Design Using DSP Algorithms Steven A. Tretter, 1995-08-31 Primary focus is on communications systems.

GPS For Dummies Joel McNamara, 2007-05-29 GPS For Dummies gives new meaning to finding yourself. In fact, with a GPS (global positioning system) receiver, you can determine precisely where you are anywhere on this planet. If you're are planning on buying a GPS receiver or if you have one and want to get your money's worth, this guide tells you what you need to know, including: Basic GPS principles and concepts such as waypoints, routes, tracks, and coordinate systems Recommended features for GPS receivers to be used in various types of activities, including hiking, mountain biking, cross country skiing, geocaching, hunting, ATVing, mapping, and more How to do digital mapping on your computer, including software packages you can use to work with aerial photos, topographic maps, and road maps The main providers of digital map data for the U.S. and their Web sites The scoop on geocaching—a high-tech treasure hunt Written by Joel McNamara, avid outdoorsman, adventure racer, search and rescue team member, and author of Secrets of Computer Espionage, GPS for Dummies is ideal for both ordinary travelers and exotic explorers. It covers a world of GPS info such as: Choosing features for a GPS receiver, including the screen, an alarm, built-in maps, an electric compass, an altimeter, antennas, interface modes, and more Systems for traveling on the main roads and systems for exploring off the beaten path Using GPS with a PDA (personal digital assistant) Computer requirements for different mapping choices Topographic map software from Maptech, DeLorme, and National Geographic that's for off-road use Using Web-hosted mapping services, including street maps, topographic maps, aerial photos, and U.S. government-produced maps Incorporating GPS receivers into outdoor workouts, with tips for specific sports including cycling, golf, rowing, and more A companion Web site has links to all kinds of free maps and

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