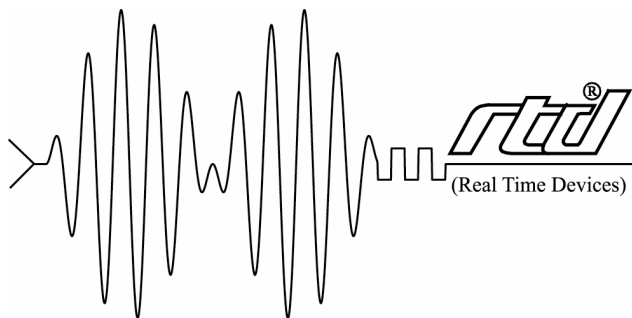


# APPLICATION NOTE

## Programming Serial Ports in RS422/RS485 Mode



RTD Embedded Technologies, Inc.

*"Accessing the Analog World"®*

SWM-640000012  
rev. B

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**RTD Embedded Technologies, INC.**

103 Innovation Blvd.  
State College, PA 16803-0906

Phone: +1-814-234-8087

FAX: +1-814-234-5218

E-mail

[sales@rtd.com](mailto:sales@rtd.com)

[techsupport@rtd.com](mailto:techsupport@rtd.com)

web site

<http://www.rtd.com>

### Revision History

03/26/2004	Revision A issued. New manual naming method.
06/11/2004	Revision B issued. Removed references to ANC115. Cleaned up formatting. Cleaned up copyright and trademarks. Added section for Linux

Published by:

RTD Embedded Technologies, Inc.  
103 Innovation Blvd.  
State College, PA 16803-0906

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## Introduction

All cpuModules and utilityModules CM310, CM312, CM313 designed by Real Time Devices have serial ports which support RS232 and RS422/485. RS-232 is a well known interface used to connect a computer to serial mice, modems and other devices. RS422/485 is less popular but it has some advantages such as cable length up to 4000 feet and the option to connect up to 32 computers/devices in a network. Due to the fact that there are no standard RS422/485 devices (like mice or modems) users need to develop their own protocol and software for serial communication with RS422/485. For more details on RS422/485 see a book: Jan Axelson "Serial Port Complete" ISBN 0965081923

## Programming

In software, using RS422/485 is very similar to using RS232. One difference is that when using interface RS422/485 several computers can be connected together. When connecting more than 2 nodes some form of arbitration is needed. The user must develop a protocol to make sure that no two devices send data at the same time. Usually, communication is initiated by a specified master computer. The other computer/device transmits data in reply to the master's request. All other computers/devices would stay in receiving mode with disabled sending (line break). To control sending, the RTS signal is used. On all RTD boards, a low RTS signal enables sending and high RTS disables it. Hardware flow control is not used for RS422/485 communications because RTS is in use.

## DOS Example Code

```
/******  
File Name:          DRV485.C  
Operating System:   ROM-DOS  
Compiler:           Borland C++ 3.1  
Version:            1.0
```

Sending a string of data. The first byte to be sent is the address of the recipient computer/device. All computers must check the address and ignore the message if it is different from its own.

PORT – IO address the serial port.

TERMINATION – end of transmitting byte = 0xC

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```
*****/
```

```
//send a string to the other computer  
//address - address of the other computer/device  
// commandString - pointer to a string to send  
// returns TRUE if string sent,  
// FALSE if error occur
```

```
BOOL sendString(char address, char* commandString) {  
    char byteToSend=0;  
    //flag that sets when TX buffer is ready to get more bytes  
    char checkbuffer = 0x20;  
    /* Turn RTS off to enable transmission*/  
    outportb(portVar.PORT + 4, 0x09);  
    outportb(portVar.PORT, address);  
    while (1) {  
        // wait for buffer ready or empty (depending on buffercheck)  
        // wait until buffer is ready  
        while((inportb(portVar.PORT+5) & checkbuffer) == 0x00);  
        if (TERMINATION==byteToSend) break;
```

```

        if (*commandString) {
            byteToSend = *commandString;
            commandString++;
        }
        else {
            byteToSend = TERMINATION;
            checkbuffer = 0x40;        //flag that sets when TX buffer is empty
        }
        outportb(portVar.PORT, byteToSend);
    }
    /* Turn RTS on to disable transmission */
    outportb(portVar.PORT + 4 , 0x0B);
    return TRUE;
}

```

## Windows Example Code

This code is a modified Visual C++ 6.0 example from the Microsoft Development Network (MSDN). The original example program can be downloaded from the following URL:

<http://msdn.microsoft.com/library/default.asp?url=/library/en-us/vcsample98/html/vcsmpserialsampleforcommunicationsdemonstration.asp>

```

/*****
File Name       : TTY.C
Operating System : Windows 95, 98, ME, NT, 2000, XP
Compiler        : Visual C++
Version         : 6.0

*   This is a part of the Microsoft Source Code Samples.
*   Copyright (C) 1993-1997 Microsoft Corporation.
*   All rights reserved.
*****/

```

To make this program work with interface RS422/485 need to modify the following code of the original program:

```

1) In function
BOOL NEAR SetupConnection( HWND hWnd )
Replace code:
    if (bSet)
        dcb.fDtrControl = DTR_CONTROL_HANDSHAKE ;
    else
        dcb.fDtrControl = DTR_CONTROL_ENABLE ;

```

with the following code:

```

    dcb.rRtsControl = RTS_CONTROL_DISABLE; //disable hardware flow control

```

```

2) In function
BOOL NEAR WriteCommBlock( HWND hWnd, LPSTR lpByte , DWORD dwBytesToWrite)

```

After code:

```

    if (NULL == (npTTYInfo = GETNPTTYINFO( hWnd )))
        return ( FALSE ) ;

```

need to insert the following code:

```
EscapeCommFunction( COMDEV(npTTYINFO), CLRRTS); // Clear RTS right before
                                                //starting transmitting
```

3) In function

```
DWORD FAR PASCAL CommWatchProc( LPSTR lpData )
```

Need to replace the following code:

```
if (!SetCommMask( COMDEV( npTTYInfo ), EV_RXCHAR ))
    return ( FALSE ) ;
```

With the following:

```
if (!SetCommMask( COMDEV( npTTYInfo ), EV_RXCHAR|EV_TXEMPTY ))
    return ( FALSE ) ; // Add the event to monitor: empty transmitting buffer
```

After the following code:

```
WaitCommEvent( COMDEV( npTTYInfo ), &dwEvtMask, NULL );
```

Need to add the following code:

```
if ((dwEvtMask & EV_TXEMPTY) == EV_TXEMPTY) {
    EscapeCommFunction( COMDEV( npTTYInfo ), SETRTS ) ; // Set RTS
                                                         //immediately after transmitting is done
}
```

## Linux Example Code

For an example of how to use RS422/485 serial port mode under Linux, please see the Software Product SWP-700020032 "RS422/485 Serial Port Mode Example Program for Linux" available from the RTD web site.