Using MSCOMM with VC++

Using the ActiveX control MSCOMM from with a Visual C++ program is a little different than using many of the other ActiveX controls because of the variant data type that must be used with the Output and Input accessors. The ColeVariant class must be used with the character strings that are sent to the serial port or read from the serial port.

Below is an example of sending a character string that contains the word “What” followed by the control code 0x00.

```c++
CString strOutput = "What";
UCHAR myData = 0x00;
strOutput += myData;

m_Comm.SetPortOpen(true); //must open port
m_Comm.SetOutput(CColeVariant(strOutput));
```

If you need to send a long sequence of code through the port it is still best to build one CString and send it as indicated above. Just build the string and then send it! “CString have a maximum length of 2G characters”.

To read data from the port we usually read it inside of the OnOnComm function that is inserted to capture receiver data. The following shows how to read the information and place it into a string called strInput.

```c++
COleVariant myVar;
myVar = m_Comm.GetInput();
CString strInput(myVar.bstrVal);
```

Note that the OnOnComm event is only called when some communication event occurs. You can look at GetCommEvent() to see if it contains a 2 for a receive event. If the receive event occurred your can get the received data as above and flag your program that data has been received. Make sure you set the MSCOMM properties to read 1 character from the input buffer and that you have selected binary input mode.