

## Version 3.02.02 (Windows)

**Version 3.00.00 (Windows CE)**

**Version 3.01.00 (Linux)**

[illegible]

| Operating System      | Target |        | Notes  |
|-----------------------|--------|--------|--|
|                       | 32-Bit | 64-Bit |  |
| Windows XP            | X      | (X)    | with 64-Bit OS: only with 32-Bit Runtime Environment |
| Windows Vista / 7 / 8 | X      | X      |  |
| Windows CE            | X      | -      |  |
| Linux                 | X      | (X)    | with 64-Bit OS: only with 32-Bit Runtime Environment |
| Apple Max OS X        | -      | -      | on request   |

## Note

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<sup>1</sup> x.y.z represents the actual version number

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## 1. Introduction

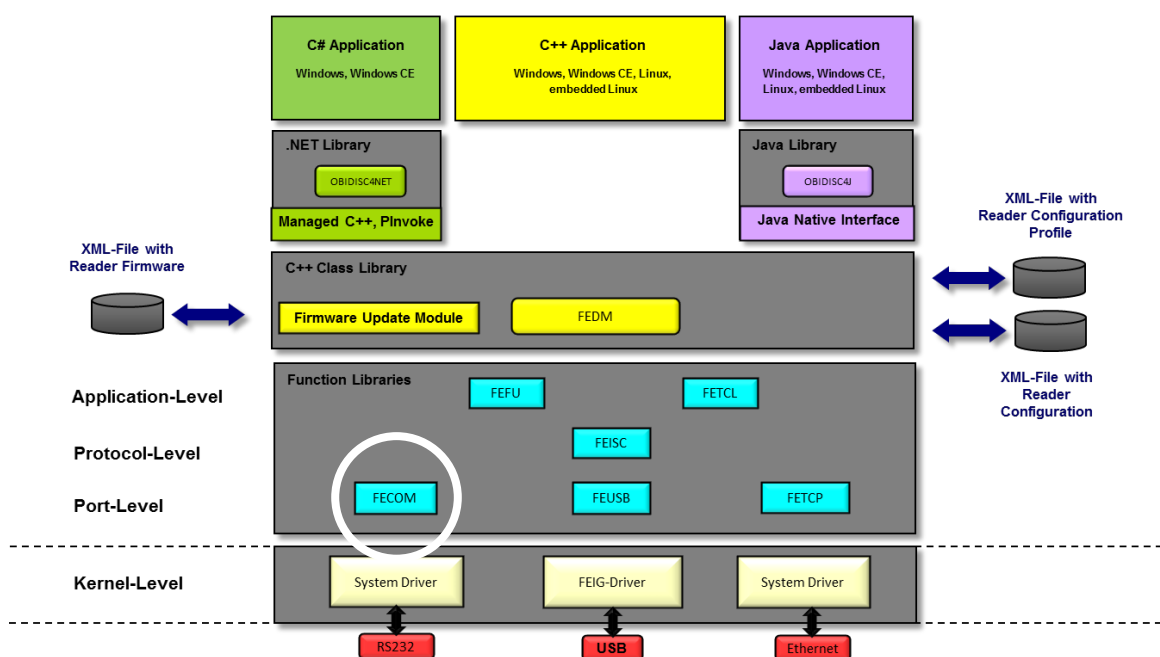
The ID FECOM support package is intended to assist in programming communications-oriented software and supports the languages ANSI-C, ANSI-C++ as well as any other language which can invoke C functions.

The support package provides a simple function interface for the serial interface of supported Operating Systems and has been especially designed for use together with other support packages (e.g. ID FERW, ID FERWA, ID FEISC).

This library package can be used with the following Operating Systems:

| Operating System      | Target |        | Notes  |
|-----------------------|--------|--------|--|
|                       | 32-Bit | 64-Bit |  |
| Windows XP            | X      | (X)    | with 64-Bit OS: only with 32-Bit Runtime Environment |
| Windows Vista / 7 / 8 | X      | X      |  |
| Windows CE            | X      | -      |  |
| Linux                 | X      | (X)    | with 64-Bit OS: only with 32-Bit Runtime Environment |
| Apple Max OS X        | -      | -      | on request   |

The library FECOM is part of the first level of a hierarchical structured, multi-tier FEIG library stack. It is only designed for the data exchange between the serial port driver of an Operating System with an application. The following picture shows the multi-tier library stack.



Applications, based on the layer of FECOM have to implement the protocol handling (building/splitting of protocol frames, CRC check and check of protocol frames). Thus, the implementation complexity is extensive and every Programmer should calculate the costs.

If the project forces to use only function libraries, the library FEISC from the next level should be chosen as the best API.



## 1.1. Shipment

This support package consists of files listed in the tables below. Normally, this package is shipped together with other libraries in a Software Development Kit (SDK) – e.g. ID ISC.SDK.Win.

### 1.1.1. Windows XP / Vista / 7 / 8

| File      | Use                                      |
|-----------|--|
| FECOM.DLL | DLL with all functions                   |
| FECOM.LIB | LIB file for linking with C/C++ projects |
| FECOM.H   | Header file for C/C++ projects           |

### 1.1.2. Windows CE

| File        | Use                                      |
|-------------|--|
| FECOMCE.DLL | DLL with all functions                   |
| FECOMCE.LIB | LIB file for linking with C/C++ projects |
| FECOM.H     | Header file for C/C++ projects           |

### 1.1.3. Linux

| File                           | Use                            |
|--------------------------------|--------------------------------|
| LIBFECOM.SO.x.y.z <sup>1</sup> | Function library               |
| FECOM.H                        | Header file for C/C++ projects |

<sup>1</sup> x.y.z represents the actual version number

## 2. Changes since the previous version

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- Windows / Windows CE:
  1. Bugfix for ScanThread to avoid stop of data reading after power-off and –on of a Reader
  
- Windows CE
  1. No changes
  
- Linux:
  1. No changes

Please note also the revision history in the Appendix to this document.

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## 3. Installation

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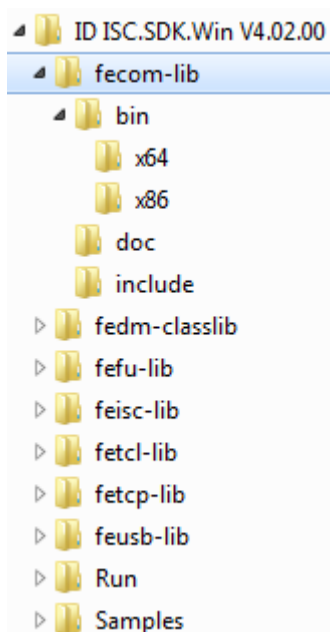
Normally, this package is shipped together with other libraries in a Software Development Kit (SDK). Copy the SDK into a directory of your choice.

The files of this library package can be found in the sub-directory fecom-lib.

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### 3.1. 32- and 64-Bit Windows XP/Vista/7/8

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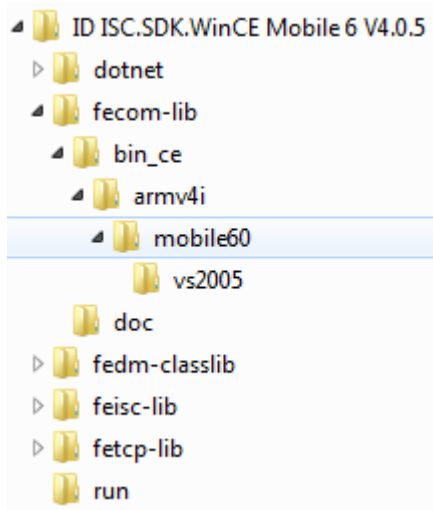
If you won't add your projects to the Samples path, we recommend the following steps:

- Copy FECOM.DLL into the directory of the application program (recommended) or into the Windows system directory.
- Copy FECOM.LIB into the project or LIB directory.
- Copy FECOM.H into the project or INCLUDE directory.

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## 3.2. Windows CE

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If you won't add your projects to the Samples path, we recommend the following steps:

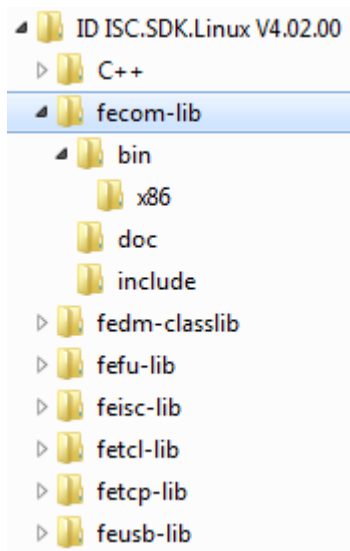
- Copy FECOMCE.DLL into the system directory of the Windows CE system.
- Copy FECOMCE.LIB into the project or LIB directory.
- Copy FECOM.H into the project or INCLUDE directory

Note: you cannot use the DLL together with eMbedded Visual Basic 3.0.

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### 3.3. 32- and 64-Bit Linux

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Choose one option for installation:

Option 1: If an install.sh is shipped inside the SDK root directory, execute this install script. It will copy all library files into the directory /usr/lib and creates symbolic links for each library file. The header file can be copied into a directory of your choice.

Option 2: Copy all files of this support package into a directory of your choice and create symbolic links for libfecom.so.x.y.z<sup>1</sup> in the directory /usr/lib with the following calls:

```
cd /usr/lib
```

```
ln -s /<your_directory>/libfecom.so.x.y.z libfecom.so.x
```

```
ln -s /< your_directory>/libfecom.so.x libfecom.so
```

```
ldconfig
```

**Note:** The library is compiled under SuSE Linux 11.1 with the GNU Compiler Collection V4.3.2.

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<sup>1</sup> x.y.z represents the version number

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## 4. Incorporating into the application program

### 4.1. Supported Development Tools

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| Operating System           | Development Tool                        | Supported                                    |
|----------------------------|---|--|
| Windows XP / Vista / 7 / 8 | Visual Studio 6                         | on request                                   |
|                            | Visual Studio 2005 / 2008 / 2010 / 2012 | yes, Professional Version or higher required |
|                            | Borland C++ Builder                     | on request                                   |
|                            | Embarcadero C++ Builder                 | on request                                   |
| Windows CE                 | eMbedded Visual C++ 4                   | yes  |
|                            | Visual Studio 2005 / 2008               | yes, Professional Version or higher required |
| Linux                      | GCC                                     | yes, for 32-Bit projects                     |

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### 4.2. Incorporating into Visual Studio

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1. Add Include path for the header file in project settings (category C/C++)
2. Add fetcp.lib (optional with path) in project settings (category Linker)

## 5. Programming Interface

### 5.1. Overview

The FECOM library encapsulates all the functions and parameters which the user needs in order to manage one or more serial ports open at the same time. The object-oriented internal structure (see Fig. 1) is intentionally configured as a function interface to the outside world. This gives it the advantage of being language-neutral.

The library has self-administration, thereby freeing the application program from having to buffer store any values, settings or other parameters. The driver manager in FECOM contains a list of all generated port objects, and each port object administers all the settings relevant to its port within its local memory.

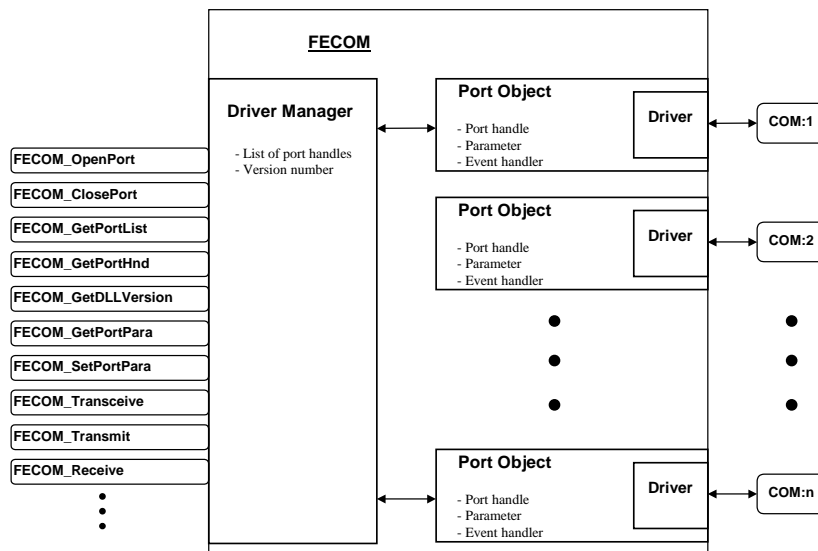


Fig. 1: Internal structure of FECOM

Before you can first communicate, a port object must be created. This is automatically done by the **FECOM\_OpenPort** function. If this function was executed without error, a return value is received with a handle that can be administered by the application program. Unambiguous identification of the opened port object is only possible with this handle. The handle(s) do not however have to be saved in the application program, since the library driver manager maintains a list internally of all opened COM Ports. This list can be called with the **FECOM\_GetPortList** function. The handles that one thereby receives successively can be used with the **FEDCOM\_GetPortPara** function to read out all the parameters pertaining to this port, including the port number.

A port object generated with **FECOM\_OpenPort** must always be deleted from memory using the **FECOM\_ClosePort** function, which also closes the COM port.

If an application is opened multiple times, each program (instance) receives an empty port list with the function call **FECOM\_GetPortList**. This prevents a mixing of access rights under different program instances. Of course a COM port can only be opened once, since it is physically present only once.

Every library function (exception: **FECOM\_GetDLLVersion**) has a return value which in case of error is always negative.

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## 5.2. Thread security

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In principle, all FEIG libraries are not fully thread safe. But respecting some guidance, a practical thread security can be realized allowing parallel execution of communication tasks. One should keep in mind, that all OBID® RFID-Reader works synchronously and can perform commands only in succession.

On the level of the transport layer (FECOM, FEUSB, FETCP) the communication with each port must be synchronized in the application, as the Reader works synchronously. Using multiple ports and so multiple Readers from different threads simultaneously is possible, as the internal port objects acts independently from each other.

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## 5.3. List of functions

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Note: UCHAR is used as an abbreviation (#define) for „unsigned char“. In Visual Basic and Delphi the byte is the compatible data type (see contents of FECOM.BAS/FECOM.PAS).

- **int FECOM\_OpenPort**( char\* cPortNr )
- **int FECOM\_ClosePort**( int iPortHnd )
- **int FECOM\_DetectPort**( int iPortNr )
- **int FECOM\_GetPortList**( int iNext )
- **void FECOM\_GetDLLVersion**( char\* cVersion )
- **int FECOM\_GetErrorText**( int iErrorCode, char\* cErrorText )
- **int FECOM\_GetLastError**( int iPortHnd , int\* iErrorCode, char\* cErrorText )
- **int FECOM\_GetPortHnd**( char\* cPortNr )
- **int FECOM\_GetPortPara**( int iPortHnd, char\* cPara, char\* cValue )
- **int FECOM\_SetPortPara**( int iPortHnd, char\* cPara, char\* cValue )
- **int FECOM\_DoPortCmd**( int iPortHnd, char\* cCmd, char\* cValue )
- **int FECOM\_AddEventHandler**( int iPortHnd, FECOM\_EVENT\_INIT\* pInit )
- **int FECOM\_DelEventHandler**( int iPortHnd, FECOM\_EVENT\_INIT\* pInit )
- **int FECOM\_Transceive**( int iPortHnd, UCHAR\* cSendProt, int iSendLen, UCHAR\* cRecProt, int iRecLen )
- **int FECOM\_Transmit**( int iPortHnd, UCHAR\* cSendProt, int iSendLen )
- **int FECOM\_Receive**( int iPortHnd, UCHAR\* cRecProt, int iRecLen )



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## 5.4. Event flagging for control lines

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Event handling mechanisms can be installed individually for each control lines of any opened port for the control lines DTR, RTS, CTS, DCD and DSR. As soon as a control line changes its state, the appropriate signaling is generated. This is a way to notify an application of the event asynchronous to the program sequence.

An event handling mechanism must be installed using the **FECOM\_AddEventHandler** function. You may select from among three various flagging methods: Message to a calling process, message to a window, or use of a callback function.

An installed event handling mechanism must be deleted using the **FECOM\_DelEventHandler** function.

The structure **FECOM\_EVENT\_INIT** contains the parameters required for flagging:

```
typedef struct _FECOM_EVENT_INIT
{
    UINT uiUse;      // Defines the event (e.g. FECOM_CTS_EVENT)
    UINT uiMsg;      // Message code for dwThreadID and hwndWnd (e.g. WM_USER_xyz)
    UINT uiFlag;      // Specifies use of the union (e.g. FECOM_WND_HWND)
    union
    {
        DWORD dwThreadID;      // for Thread-ID
        HWND hwndWnd;          // for Window-Handle
        void (*cbFct)(int, int); // for Callback-Function
        HANDLE hEvent;          // for Event-Handle
    }Method;1
} FECOM_EVENT_INIT;
```

The core element of the structure is the **union**, which contains either the ID of a process, the handle of a window, a function pointer or a Windows-API event. The flag form is selected using the *uiFlag* parameter. In the *uiUse* parameter you store an ID for the control line to which you want to assign the handling method. For message methods you must store the message code in *uiMsg*.

You may install more than one handling method for a control line. However, each *dwThreadID*, *hwndWnd*, *cbFct* or *hEvent* may only be used once per control line and port.

Independent of the event flag you may query the status of any control line using the **FECOM\_DoPortCmd** function.

---

<sup>1</sup> The name „Method“ of the union is only for C programmers. C++ programmers access the union directly through the structure.

### 5.4.1. FECOM\_OpenPort

|                            |  |
|----------------------------|--|
| <b>Function</b>            | Opens a serial port for communicating with an OBID Reader  |
| <b>Syntax</b>              | <b>int FECOM_OpenPort( char* cPortNr )</b>   |
| <b>Description</b>         | <p>The function uses standard parameters to open a serial port and internally stores a port structure for administering the parameters. For later changes to these parameters you can use the <b>FECOM_SetPortPara</b> function. Use <b>FECOM_GetPortPara</b> to read out these parameters. The returned handle <i>iPortHnd</i> identifies the port from the outside.</p> <p><i>cPortNr</i> is a null-terminated string with the address of the serial port (e.g. "1" for COM:1). Values between "1" and "256" are allowed.</p> <p>The serial port opened by <b>FECOM_OpenPort</b> must (!) be closed using the <b>FECOM_ClosePort</b> function. Otherwise the memory reserved by the DLL is not freed up.</p> |
| <b>Return value</b>        | If the serial port could be opened without error, a handle (>0) is returned. In case of error the function returns a value less than 0. The list of error codes can be found in the Appendix.  |
| <b>Standard-parameters</b> | The standard parameters for the serial interface are:<br>Baud: 9600; Frame: 8E1; Timeout: 600ms  |
| <b>Example</b>             | <pre> ... #include "fecom.h" ... ... char cPortNr[4]; itoa( 1, cPortNr, 10 );    // Convert Integer to Char ... int handle = FECOM_OpenPort( cPortNr );    // COM:1 should be opened if( handle &lt; 0 ) {     // code here for error condition } else {     // Communication through COM:1, if successful received data are in RecBuf     // code here for communication or other } </pre>  |

---

**5.4.2. FECOM\_ClosePort**

---

|                     |  |
|---------------------|--|
| <b>Function</b>     | Closes a serial port.  |
| <b>Syntax</b>       | <b>int FECOM_ClosePort( int iPortHnd )</b>   |
| <b>Description</b>  | The function closes the port defined in <i>iPortHnd</i> and frees up the reserved memory.  |
| <b>Return value</b> | The return value is 0 if the serial port was closed. In case of error the function returns a value less than 0. The list of error codes can be found in the Appendix.  |
| <b>Example</b>      | <pre>... #include "fecom.h" ... ... int Err; char cPortNr[4]; ... itoa( 1, cPortNr, 10 );    // Convert Integer to Char int handle = FECOM_OpenPort( cPortNr );    // COM:1 should be opened if( handle &lt; 0 ) {     // code here for error condition } ... ... ... if( handle &gt; 0 ) {     Err = FECOM_ClosePort( handle );     ... } ... ...</pre> |

---

**5.4.3. FECOM\_DetectPort**

---

|                     |  |
|---------------------|--|
| <b>Function</b>     | Checks whether a serial port is physically present.  |
| <b>Syntax</b>       | <b>int FECOM_DetectPort( int iPortNr )</b>   |
| <b>Description</b>  | <p>The function checks the serial port having the number iPortNr to see whether it is physically present. If the port is found, a 0 is returned, otherwise FECOM_ERR_PORT_NOT_FOUND.</p> <p>This function is ideal for application programs that can offer the user a list of the possible serial ports.</p> |
| <b>Return value</b> | If the port is found, a 0 is returned, otherwise FECOM_ERR_PORT_NOT_FOUND. In case of error, the function returns a value less than zero. The error code list can be found in the Appendix.  |
| <b>Example</b>      | <pre>... #include "fecom.h" ... for(int iPortNr=1; iPortNr&lt;257, ++iPortNr) {     if(0 == FECOM_DetectPort( iPortNr );     {         // Port is physically present     } }</pre>   |

#### 5.4.4. FECOM\_GetPortList

|                     |   |
|---------------------|---|
| <b>Function</b>     | Uses the <i>iNext</i> parameter to get the first or succeeding PortHandle from the internal list of opened serial ports   |
| <b>Syntax</b>       | <b>int FECOM_GetPortList( int iNext )</b>   |
| <b>Description</b>  | Returns a PortHandle from the internal list of PortHandles. If one enters a 0 for <i>iNext</i> , the first entry in the list is returned. If one enters a PortHandle contained in the list for <i>iNext</i> , the entry following that PortHandle is gotten and returned. In this way you can scroll through the list from front to back and call up all entries.   |
| <b>Return value</b> | <p>If an entry was found, the PortHandle is returned with the return value. Once the end of the internal list is reached, i.e. the entered PortHandle has no successor, a 0 is returned. If no port is opened, FECOM_ERR_EMPTY_LIST is returned.</p> <p>In case of error the function returns a value less than 0. The list of error codes can be found in the Appendix.</p>  |
| <b>Example</b>      | <pre>#include "fecom.h" ... // Function gets the parameters of all open COM-Ports void COMList( void ) {   int iNextHnd = FECOM_GetPortList( 0 ); // get the first handle     while( iNextHnd &gt; 0 )     {   // here e.g. code for reading out the COM parameters using FECOM_GetPortPara(...)         ...         iNextHnd = FECOM_GetPortList( iNextHnd ); // get next handle     }     ...     // here e.g. code for displaying the list     ... }</pre> |
| <b>Tip</b>          | <p>When closing all open COM ports it is convenient to use a loop such as in the example above. Bear in mind however that you cannot get the next in line from a closed port:</p> <pre>... iNextHnd = FECOM_GetPortList( 0 ); // get the first handle while( iNextHnd &gt; 0 ) {   iCloseHnd = iNextHnd;     iNextHnd = FECOM_GetPortList( iNextHnd ); // get next handle only     iError = FECOM_ClosePort( iCloseHnd );    // now close port } ...</pre>    |

---

#### 5.4.5. FECOM\_GetDLLVersion

---

|                     |   |
|---------------------|---|
| <b>Function</b>     | Gets the version number of the DLL/SO   |
| <b>Syntax</b>       | <b>void FECOM_GetDLLVersion( char* cVersion )</b>   |
| <b>Description</b>  | <p>The function returns the version number of the DLL/SO.</p> <p><i>cVersion</i> is an empty, null-terminated string for returning the version number. The string should be able to hold at least 256 characters.</p> <p>The string is filled with the current version number (e.g. „03.02.02“). Newer versions may provide additional information.</p> |
| <b>Return value</b> | without   |
| <b>Example</b>      | <pre>... #include "fecom.h" ... ... char cVersion[256]; FECOM_GetDLLVersion( cVersion )     // code here for displaying version number ... ...</pre>  |

---

#### 5.4.6. FECOM\_GetErrorText

---

|                     |   |
|---------------------|---|
| <b>Function</b>     | Gets error text for error code  |
| <b>Syntax</b>       | <b>int FECOM_GetErrorText( int iErrorCode, char* cErrorText )</b>   |
| <b>Description</b>  | <p>This function uses <i>cErrorText</i> to send the English error text associated with the <i>iErrorCode</i>.</p> <p>The buffer for <i>cErrorText</i> should be able to hold at least 256 characters.</p>     |
| <b>Return value</b> | If there is no error the function returns zero, and if error a value less than zero. The list of error codes can be found in the Appendix.  |
| <b>Example</b>      | <pre>... #include "fecom.h" #include "fecomdef.h" ... ... char cErrorText[256]; ...  int iBack = FECOM_GetErrorText(FECOM_ERR_EMPTY_LIST, cErrorText )     // code here for displaying the text ... ...</pre> |

---

**5.4.7. FECOM\_GetLastError**

---

|                     |   |
|---------------------|---|
| <b>Function</b>     | Gets the last error code and transfers error text.  |
| <b>Syntax</b>       | <b>int FECOM_GetLastError( int iPortHnd , int* iErrorCode, char* cErrorText )</b>   |
| <b>Description</b>  | <p>The function uses <i>iErrorCode</i> to transfer the last error code of the port selected by <i>iPortHnd</i> and uses <i>cErrorText</i> to transfer the associated English-language error text.</p> <p>The buffer for <i>cErrorText</i> should to able to hold at least 256 characters.</p> |
| <b>Return value</b> | If there is no error the function returns zero, and if error a value less than zero. The list of error codes can be found in the Appendix.  |
| <b>Example</b>      | <pre>... #include "fecom.h" ... ... char cErrorText[256]; int iErrorCode = 0; ...  int iBack = FECOM_GetLastError( iPortHnd, &amp;iErrorCode, cErrorText )     // code here for displaying the text ... ...</pre>   |

---

**5.4.8. FECOM\_GetPortHnd**

---

|                     |  |
|---------------------|--|
| <b>Function</b>     | Gets the port handle of a serial port opened with FECOM.DLL.   |
| <b>Syntax</b>       | <b>int FECOM_GetPortHnd( char* cPortNr )</b>   |
| <b>Description</b>  | <p>As a rule you set the COM port number in a program, whereas internally the program uses a handle. This function can be used to easily get the PortHandle of an already open serial port.</p> <p>This function is an „inverse“ of <b>FECOM_GetPortPara( iPortHnd, "PortNr", Value )</b>, which gets the number of the COM port for the PortHandle.</p> <p><i>cPortNr</i> is a null-terminated string with the address of the serial port (e.g. "1" for COM:1). Values between 1 and 256 are allowed.</p> |
| <b>Return value</b> | If the serial port for the transmitted <i>cPortNr</i> is found, the PortHandle (>0) is returned. If the searched for port number <i>cPortNr</i> could not be found in the port list, a 0 is returned. In case of error the function returns a value less than 0. The list of error codes can be found in the Appendix.   |
| <b>Example</b>      | <pre>... #include "fecom.h" ... char cPortNr[4]; ... itoa( 1, cPortNr, 10 ); // Convert Integer to Char int handle = FECOM_OpenPort( cPortNr );    // COM:1 should be opened if( handle &lt; 0 ) {     // code here for error condition } else {     // handle is gotten again using PortNr     handle = FECOM_GetPortHnd( cPortNr ); }</pre>  |



### 5.4.9. FECOM\_GetPortPara

|                        |  |
|------------------------|--|
| <b>Function</b>        | Gets a parameter from the serial port specified in <i>iPortHnd</i> .   |
| <b>Syntax</b>          | <b>Int FECOM_GetPortPara( int iPortHnd, char* cPara, char* cValue )</b>  |
| <b>Description</b>     | <p>The function gets the current value of a parameter.</p> <p><i>cPara</i> is a null-terminated string with the parameter code.</p> <p><i>cValue</i> is an empty, null-terminated string for returning the parameter value. The string should be able to hold at least 128 characters.</p>   |
| <b>Parameter codes</b> | <p>The parameter codes are: Baud, Frame, Timeout, ErrCode, ErrStr, TxTimeControl, TxDelayTime, CharTimeoutMpy, Performance, Language, UseOBID, LogFile and PortNr. The latter returns the physical number of the serial port.</p> <p>The parameter Language sets the language inside the DLL and is a global parameter. This means, that iPortHnd is insignificant and should be set to 0.</p> |
| <b>Return value</b>    | If there is no error the function returns the value 0 and in case of error a value less than 0. The list of error codes can be found in the Appendix.  |
| <b>Cross-reference</b> | For additional information see: <a href="#">6.2. List of Parameter Codes</a> .   |
| <b>Example</b>         | <pre> ... #include "fecom.h" ... ... char cValue[128]; ... if( !FECOM_GetPortPara( handle, "Baud", cValue ) ) {     // code here for displaying the COM parameter     ... } ... ... } </pre>   |

## 5.4.10. FECOM\_SetPortPara

|                        |   |   |                      |              |
|------------------------|---|---|----------------------|--------------|
| <b>Function</b>        | Sets a serial port parameter to a new value.  |   |                      |              |
| <b>Syntax</b>          | <b>int FECOM_SetPortPara( int iPortHnd, char* cPara, char* cValue )</b>   |   |                      |              |
| <b>Description</b>     | The function transfers a new parameter to the serial port specified in <i>iPortHnd</i> . This reinitializes the serial port in question and deletes the send and receive buffers.<br><br><i>cPara</i> is a null-terminated string with the parameter code.<br><br><i>cValue</i> is a null-terminated string with the new parameter value. |   |                      |              |
|                        | <b>Parameter code</b>   | <b>Value range</b>                                | <b>Default value</b> | <b>Units</b> |
|                        | Baud  | 300...115200                                      | 9600                 | bit/s        |
|                        | Frame   | 7N1, 7E1, 7O1,<br>7N2, 7E2, 7O2,<br>8N1, 8E1, 8O1 | 8E1                  |              |
|                        | Timeout   | 0...99999   | 600                  | ms           |
|                        | TxTimeControl   | 0, 1  | 1                    | -            |
|                        | TxDelayTime   | 0...999   | 5                    | ms           |
|                        | CharTimeoutMpy  | 1...99  | 1                    | -            |
|                        | Performance   | 0, 1  | 1                    | -            |
|                        | Language  | 7, 9  | 9                    | -            |
|                        | UseOBID   | 0, 1  | 0                    | -            |
|                        | LogFile (only Windows)  | 0, 1  | 0                    | -            |
|                        | LogLevel (only Windows)   | 0..2  | 0                    | -            |
| <b>Return value</b>    | If the serial port was able to be successfully initialized with the new parameter value, a 0 is returned. In case of error the function returns a value less than 0. The list of error codes can be found in the Appendix.  |   |                      |              |
| <b>Cross-reference</b> | For additional information see: <a href="#">6.2. List of Parameter Codes</a> .  |   |                      |              |
| <b>Example</b>         | <pre> ... #include "fecom.h" ... ... int Err; char cPortNr[4]; ... itoa( 1, cPortNr, 10 );    // Convert Integer to Char int handle = FECOM_OpenPort( cPortNr );    // COM:1 should be opened if( handle &gt; 0 ) {     Err = FECOM_SetPortPara( handle, "Baud", "4800" );     ... } ... </pre>   |   |                      |              |

## 5.4.11. FECOM\_DoPortCmd

|                     |  |                             |
|---------------------|--|-----------------------------|
| <b>Function</b>     | Executes a command on a serial port.   |                             |
| <b>Syntax</b>       | <b>int FECOM_DoPortCmd( int iPortHnd, char* cCmd, char* cValue )</b>   |                             |
| <b>Description</b>  | <p>The function executes a command at the serial port named in <i>iPortHnd</i>.</p> <p><i>cCmd</i> is a null-terminated string with the command code.</p> <p><i>cValue</i> is a null-terminated string with the new parameter value or for the return value (e.g., status of a control line).</p> <p>If a return value is expected in <i>cValue</i>, the buffer should be able to hold at least 16 characters.</p> |                             |
|                     | <b>Command</b>   | <b>Function</b>             |
|                     | FlushInQ   | Flushes input buffer        |
|                     | FlushOutQ  | Flushes output buffer       |
|                     | SetDTR   | Sets DTR line „ON“ or „OFF“ |
|                     | SetRTS   | Sets RTS line „ON“ or „OFF“ |
|                     | GetDTR   | Gets DTR-Status             |
|                     | GetRTS   | Gets RTS-Status             |
|                     | GetCTS   | Gets CTS-Status             |
|                     | GetDCD   | Gets DCD-Status             |
|                     | GetDSR   | Gets DSR-Status             |
| <b>Return value</b> | If the command was executed without error, a 0 is returned. In case of error the function returns a value less than 0.   |                             |
| <b>1. Example</b>   | <pre>#include "fecom.h" ... int Err; char cPortNr[4]; ... itoa( 1, cPortNr, 10 );    // Convert Integer to Char int handle = FECOM_OpenPort( cPortNr );    // COM:1 should be opened if( handle &gt; 0 ) {     Err = FECOM_DoPortCmd( handle, "FlushInQ", "" );     ... } ...</pre>  |                             |
| <b>2. Example</b>   | <pre>#include "fecom.h" ... int Err; char cValue[16]; ... Err = FECOM_DoPortCmd( handle, "GetCTS", cValue ); if( strcmp(cValue, "ON")==0 ) // Compares strings {     // CTS is set } ...</pre>   |                             |

### 5.4.12. FECOM\_AddEventHandler

|                    |  |
|--------------------|--|
| <b>Function</b>    | Installs an event handling mechanism   |
| <b>Syntax</b>      | <b>int FECOM_AddEventHandler( int iPortHnd, FECOM_EVENT_INIT* pInit )</b>  |
| <b>Description</b> | <p>The function installs one of four possible event handling methods. This method is used when the state of the control line for which the method was installed changes. This allows asynchronous response to events in an application program.</p> <p>The event handling method is established only for the port identified by <i>iPortHnd</i>. This means that if necessary you may have to repeat this installation for each opened port.</p> <p><u>1<sup>st</sup> Method: Message to thread (not for Linux)</u></p> <p>This method is used for exchanging messages between Threads<sup>1</sup>. The thread uses the API function GetCurrentThreadID() to get the thread identifier and transfers this as the parameter dwThreadID in the <b>FECOM_EVENT_INIT</b> structure.</p> <p>The thread must provide a message handling function for receiving the message that was sent by FECOM with the API function PostThreadMessage(..). The message code is freely selectable.</p> <p>The <b>FECOM_EVENT_INIT</b> structure is filled as follows:</p> <pre> uiUse = FECOM_xyz_EVENT           // see Defines FECOM.H uiMsg = WM_USER + ...             // freely selectable, but higher than WM_USER<sup>2</sup> uiFlag = FECOM_THREAD_ID dwThreadID = GetCurrentThreadID() </pre> <p>The MessageMap function in the application is given in the 1<sup>st</sup> parameter (WPARAM) the port number and in the 2<sup>nd</sup> parameter (LPARAM) the status of the control line (0 = not set; 1 = set).</p> <p><u>2<sup>nd</sup> Method: Message to window (not for Linux)</u></p> <p>This method is used when the message needs to be sent directly to a window. The corresponding window uses the API function GetWindow(..)<sup>3</sup> to get the handle and transfer it as the parameter hwndWnd in the <b>FECOM_EVENT_INIT</b> structure. The window must provide a message handling function for receiving the message that was sent by FECOM with the API function PostThreadMessage(..). The message code is freely selectable.</p> <p>The <b>FECOM_EVENT_INIT</b> structure is filled as follows:</p> <pre> uiUse = FECOM_xyz_EVENT           // see Defines FECOM.H uiMsg = WM_USER + ...             // freely selectable, but higher than WM_USER<sup>2</sup> uiFlag = FECOM_WND_HWND hwndWnd = GetWindow(...) </pre> <p>The MessageMap function in the application is given in the 1<sup>st</sup> parameter (WPARAM) the port number and in the 2<sup>nd</sup> parameter (LPARAM) the status of the control line (0 = not set; 1 = set).</p> |

<sup>1</sup> Parallel execution path independent of the application program. The application program itself is a thread.

<sup>2</sup> See Windows documentation for the SDK platform

<sup>3</sup> When using MFC CWnd you can also use the GetSafeHwnd() method.

|                        |   |
|------------------------|---|
|                        | <p><u>3<sup>rd</sup> method: Invoking a callback function</u></p> <p>In the callback method a function pointer for an event is installed. When the status of an appropriate control line changes, FECOM invokes the function. The content of the function can be freely determined. The transfer parameters are however specified: In the first parameter the port number is transferred and in the 2<sup>nd</sup> parameter the status of the control line (0 = not set, 1 = set).</p> <p>Die <b>FECOM_EVENT_INIT</b> structure is filled as follows:</p> <pre> uiUse = FECOM_xyz_EVENT           // see Defines FECOM.H uiMsg not needed uiFlag = FECOM_EVENT cbFct = (void*)&amp;YourFunctionName<sup>1</sup> </pre> <p><u>4<sup>th</sup> method: Setting an event (not for Linux)</u></p> <p>For the event method an event handle is installed for an event. When the state of an affected control line changes, the event is set by FECOM using the API-Function SetEvent(...). On the application side you wait for the event with the API-Function WaitForSingleObject(...). Since you cannot distinguish how the state of the affected control line changed, you must use the function <b>FECOM_DoPortCmd</b> to query the state. The set event must be reset again by the application program using the API-Function ResetEvent(...).</p> <p>The <b>FECOM_EVENT_INIT</b> structure is filled in as follows:</p> <pre> uiUse = FECOM_xyz_EVENT           // see Defines FECOM.H uiMsg is not needed uiFlag = FECOM_EVENT hEvent = CreateEvent(...); </pre> <p>An installed event handling method is deleted using the function <b>FECOM_DeEventHandler</b>.</p> <p>When closing a port, all the event handling methods stored for this port are lost.</p> |
| <b>Cross-reference</b> | <p>For additional information see: <u>5.3. Event flagging for control lines</u>, 5.3.13. <b>FECOM_DeEventHandler</b>, <u>6.3. List of constants for the FECOM_EVENT_INIT structure</u>.</p>   |
| <b>Return value</b>    | <p>If there is no error the function returns zero, and if error a value less than zero. The list of error codes can be found in the Appendix.</p>   |

<sup>1</sup> The function has the prototype: void YourFunctionName(int, int)

## 5.4.13. FECOM\_DelEventHandler

|                        |  |
|------------------------|--|
| <b>Function</b>        | Deletes an event handling mechanism  |
| <b>Syntax</b>          | <b>int FECOM_DelEventHandler( int iPortHnd, FECOM_EVENT_INIT* plnit )</b>  |
| <b>Description</b>     | <p>The function deletes an event handling mechanism which was previously installed using <b>FECOM_AddEventHandler</b>. The <b>FECOM_EVENT_INIT</b> structure is where you specify in detail the event handling mechanism to be deleted.</p> <p><u>Deleting the 1<sup>st</sup> method: Message to Thread (not for Linux)</u></p> <p>The <b>FECOM_EVENT_INIT</b> structure is filled as follows:</p> <pre> uiUse = FECOM_xyz_EVENT           // see Defines in FECOM.H uiMsg not needed uiFlag = FECOM_THREAD_ID dwThreadID = GetCurrentThreadID() </pre> <p><u>Deleting the 2<sup>nd</sup> method: Message to Window (not for Linux)</u></p> <p>The <b>FECOM_EVENT_INIT</b> structure is filled as follows:</p> <pre> uiUse = FECOM_xyz_EVENT           // see Defines in FECOM.H uiMsg not needed uiFlag = FECOM_WND_HWND hwndWnd = GetWindow(...) </pre> <p><u>Deleting the 3<sup>rd</sup> method: Invoking a callback function</u></p> <p>The <b>FECOM_EVENT_INIT</b> structure is filled as follows:</p> <pre> uiUse = FECOM_xyz_EVENT           // see Defines FECOM.H uiMsg not needed uiFlag = FECOM_CALLBACK cbFct = (void*)&amp;YourFunctionName </pre> <p><u>Deleting the 4<sup>th</sup> method: Setting an event (not for Linux)</u></p> <p>The <b>FECOM_EVENT_INIT</b> structure is filled as follows:</p> <pre> uiUse = FECOM_xyz_EVENT           // see Defines FECOM.H uiMsg not needed uiFlag = FECOM_EVENT hEvent = IhrEventHandle; </pre> |
| <b>Cross-reference</b> | For additional information see: <a href="#">5.3. Event flagging for control lines</a> , <a href="#">5.3.12. FECOM_AddEventHandler</a> , <a href="#">6.3. List of constants for the FECOM_EVENT_INIT structure</a> .  |
| <b>Return value</b>    | If there is no error the function returns zero, and if error a value less than zero. The list of error codes can be found in the Appendix.   |

#### 5.4.14. FECOM\_Transceive

|                     |  |
|---------------------|--|
| <b>Function</b>     | Function for communication (Transmit and Receive) through the port.  |
| <b>Syntax</b>       | <b>int FECOM_Transceive( int iPortHnd, UCHAR* cSendProt, int iSendLen, UCHAR* cRecProt, int iRecLen )</b>  |
| <b>Description</b>  | <p>The function sends the data contained in <i>cSendProt</i> through the serial port to an attached device and stores the received data in <i>cRecProt</i>.</p> <p>The number of characters in <i>cSendProt</i> must be transferred in the <i>iSendLen</i> parameter.</p> <p>The <i>iRecLen</i> parameter must be used to indicate the maximum length of the <i>cRecProt</i> buffer. If the number of characters received exceeds the value transferred in <i>iRecLen</i>, the function is ended with an error. The characters received up to the point of the cancel are stored in <i>cRecProt</i>.</p> <p>Prior to communication the transmit and receive buffers are deleted.</p> <p>The parameter TxDelayTime<sup>1</sup> can be used to delay the send protocol until the time TxDelayTime has elapsed since the last receive protocol.</p> |
| <b>Return value</b> | If there are no errors, the function returns the length of the receive protocol, and in case of error it returns a value less than 0. The list of error codes can be found in the Appendix.  |
| <b>Example</b>      | <pre>#include "fecom.h" ... int iSendLen; int iRecProtLen; char cPortNr[4]; ... itoa( 1, cPortNr, 10 );    // Convert Integer to Char UCHAR cSendBuf[256];      // Adjust buffer size to transmit data if needed UCHAR cRecBuf[256];       // Adjust buffer size to receive data if needed ... int handle = FECOM_OpenPort( cPortNr );    // COM:1 should be opened if( handle &lt; 0 ) {     // code here for error condition } else {     // the transmit protocol is gotten for example with a function and stored in SendBuf     iSendLen = GetSendProtocol( cSendBuf );     // Communication through COM:1, if successful, the receive data are located in RecBuf     iRecProtLen = FECOM_Transceive( handle, cSendBuf, iSendLen, cRecBuf, 256 );     if( cRecProtLen &lt; 0 )     {         // Communication error     } }</pre>           |

<sup>1</sup> See Section 5.3.10. FECOM\_SetPortPara

### 5.4.15. FECOM\_Transmit

|                     |   |
|---------------------|---|
| <b>Function</b>     | Function for sending a protocol through the port.   |
| <b>Syntax</b>       | <b>int FECOM_Transmit( int iPortHnd, UCHAR* cSendProt, int iSendLen )</b>   |
| <b>Description</b>  | <p>The function sends the data contained in <i>cSendProt</i> through the serial port to an attached device and does <u>not</u> wait for a reply protocol.</p> <p>The number of characters in <i>cSendProt</i> must be indicated in the <i>iSendLen</i> parameter.</p> <p>Before the protocol is sent the transmit buffer is deleted. Any characters which are still waiting for the output are lost.</p> <p>The function does not revert until all the characters have been output through the port.</p>  |
| <b>Return value</b> | In case of error the Function returns 0, or in case of error a value less than 0. The list of error codes can be found in the Appendix.   |
| <b>Example</b>      | <pre> ... #include "fecom.h" ... ... int iErr; int iSendLen; char cPortNr[4]; ... itoa( 1, cPortNr, 10 );    // Convert Integer to Char UCHAR cSendBuf[256];      // Buffer size may need to be adjusted to the send data ... int handle = FECOM_OpenPort( cPortNr );    // COM:1 should be opened if( handle &lt; 0 ) {     // code here for error condition } else {     // the transmit protocol is gotten for example with a function and stored in SendBuf     iSendLen = GetSendProtocol( cSendBuf );     // Communication through COM:1     iErr = FECOM_Transmit( handle, cSendBuf, iSendLen );     if( iErr &lt; 0 )     {         // Communication error     } } </pre> |



### 5.4.16. FECOM\_Receive

|                     |  |
|---------------------|--|
| <b>Function</b>     | Function for receiving a protocol through the port.  |
| <b>Syntax</b>       | <b>int FECOM_Receive( int iPortHnd, UCHAR* cRecProt, int iRecLen )</b>   |
| <b>Description</b>  | <p>The function expects data received through the serial port within the Timeout time (see <a href="#">6.2. List of Parameter Codes</a>), reads them out and stores them in the receive buffer <i>cRecProt</i>.</p> <p>The <i>iRecLen</i> parameter must be used to indicate the maximum length of the <i>cRecProt</i> buffer. If the number of characters received exceeds the value transferred in <i>iRecLen</i>, the function is ended with an error. The characters received up to the point of the cancel are stored in <i>cRecProt</i>.</p> <p>The function does <u>not</u> delete the receive buffer. This ensures that characters which arrived previously are not lost.</p>  |
| <b>Return value</b> | If there is not error the function returns the length of the receive protocol, or in case of error a value less than 0. The list of error codes can be found in the Appendix.  |
| <b>Example</b>      | <pre> ... #include "fecom.h" #include "fecomdef.h" ... ... int iRecProtLen; char cPortNr[4]; ... itoa( 1, cPortNr, 10 );    // Convert Integer to Char UCHAR cRecBuf[256];       // Buffer size may need to be adjusted to the receive data ... int handle = FECOM_OpenPort( cPortNr );    // COM:1 should be opened if( handle &lt; 0 ) {     // code here for error condition } else {     // Communication through COM:1, if successful the receive data will be located in RecBuf     iRecProtLen = FECOM_Receive( handle, cRecBuf, 256 );     if( iRecProtLen &lt; 0 )     {         // Communication error or buffer overflow         if( iRecProtLen == FECOM_ERR_OVL_RECBUF )         {             // Buffer overflow: Data in RecBuf are valid receive data             ...         }     } } </pre> |

## 6. Appendix

### 6.1. Error codes

| Error constants                  | Value | Description  |
|----------------------------------|-------|--|
| FECOM_ERR_NEWPORT_FAILURE        | -1000 | Error in generating a new port object. Lack of memory may be the cause.  |
| FECOM_ERR_EMPTY_LIST             | -1001 | Port handle list is empty (no port objects stored)   |
| FECOM_ERR_POINTER_IS_NULL        | -1002 | A pointer is null, thus invalid  |
| FECOM_ERR_NO_MEMORY              | -1003 | Lack of memory   |
| FECOM_ERR_UNSUPPORTED_HARDWARE   | -1004 | Unsupported hardware. The error is reported whenever the hardware used does not support a counter with high resolution |
| FECOM_ERR_PORT_NOT_FOUND         | -1005 | Return value of FECOM_DetectPort, if the transferred port is not existent.   |
| FECOM_ERR_NO_PORT                | -1010 | Port could not be opened   |
| FECOM_ERR_NO_CONNECT             | -1011 | Timeout when opening the port. Port was not opened   |
| FECOM_ERR_LINK_ID                | -1012 | The parameter cPortNr in the FECOM OpenPort function is defective  |
| FECOM_ERR_PORT_IS_OPEN           | -1013 | The port is already open   |
| FECOM_ERR_UNKNOWN_HND            | -1020 | The transferred port handle is unknown   |
| FECOM_ERR_HND_IS_NULL            | -1021 | The transferred port handle is 0   |
| FECOM_ERR_HND_IS_NEGATIVE        | -1022 | The transferred port handle is negative  |
| FECOM_ERR_NO_HND_FOUND           | -1023 | No port handle found in the port handle list   |
| FECOM_ERR_TIMEOUT                | -1030 | Timeout when reading from the port   |
| FECOM_ERR_NO_SENDPROTOCOL        | -1031 | No send protocol transferred   |
| FECOM_ERR_RECEIVE_PROCESS        | -1032 | Error in receive process   |
| FECOM_ERR_INIT_COMM_PROCESS      | -1033 | Error in initializing the port   |
| FECOM_ERR_FLUSH_INPUT_BUFFER     | -1034 | Error in flushing the input buffer   |
| FECOM_ERR_FLUSH_OUTPUT_BUFFER    | -1035 | Error in flushing the output buffer  |
| FECOM_ERR_CHANGE_PORT_PARA       | -1036 | Error in changing a port parameter   |
| FECOM_ERR_TRANSMIT_PROCESS       | -1037 | Error in the transmit process  |
| FECOM_ERR_RECEIVE_NOISE_DATA     | -1038 | Checksum error and/or parity error or not identifiable data stream   |
| FECOM_ERR_UNKNOWN_PARAMETER      | -1050 | Transfer parameter unknown   |
| FECOM_ERR_PARAMETER_OUT_OF_RANGE | -1051 | Transfer parameter too large or too small  |

| Error constants               | Value | Description   |
|-------------------------------|-------|---|
| FECOM_ERR_ODD_PARAMETERSTRING | -1052 | An unsupported option was invoked by a transfer parameter               |
| FECOM_ERR_PORTNR_OUT_OF_RANGE | -1053 | The transferred port number is not within the allowed range of 1 to 256 |
| FECOM_ERR_UNKNOWN_ERRORCODE   | -1054 | Unknown error code  |
| FECOM_ERR_OVL_RECBUF          | -1070 | Receive buffer overflow   |

## 6.2. List of Parameter Codes

| Parameter code | Value range                                       | Default | Units | Description   |
|----------------|---|---------|-------|---|
| Baud           | 300...115200                                      | 9600    | bit/s | Baud rate for the port  |
| Frame          | 7N1, 7E1, 7°1,<br>7N2, 7E2, 7°2,<br>8N1, 8E1, 8°1 | 8E1     | -     | Character frame (data bits, parity, stop bits)  |
| Timeout        | 0...99999   | 1000    | ms    | Maximum wait time for receive protocol  |
| PortNr         | 1...256   | 0       | -     | Number of the COM port  |
| TxTimeControl  | 0, 1  | 1       | -     | When set (1), there is an internal delay before the next send protocol is sent at least until TxDelayTime (mx) has elapsed since the last receive protocol.<br><br>If not set (0), the send protocol is always output as soon as possible.  |
| TxDelayTime    | 0...999   | 5       | ms    | Minimum time span between the last receive and the next send protocol. Only applies if TxTimeControl=1  |
| CharTimeoutMpy | 1...99  | 1       | -     | Since Version 2.00.00 the character timeout is calculated internally. The character timeout specifies after how much time after receipt of the last character the receive process is ended. With some PCs there may be repeated protocol length errors because the wait time is too short. In this case you may use this parameter to multiply the wait time.<br><br><b>Note:</b> This option is disabled by the option UseOBID |
| Performance    | 0, 1  | 1       | -     | Determines the performance of the internal communication process. In normal case, Performance is set to 1. For maximum of communication power, Performance is set to 0. But in this case, other threads and applications will be delayed.   |
| Language       | 7 - german<br>9 - english                         | 9       | -     | Sets the language for text resources  |
| UseOBID        | 0, 1  | 0       | -     | Activates internally a specialized receive algorithm adopted to OBID protocol frames to increase the communication performance.<br><br><b>Important note:</b> Do not use this option while receiving data from a Reader working in Scan-Mode.   |

|          |      |   |   |  |
|----------|------|---|---|--|
| LogFile  | 0, 1 | 0 | - | <b>only for Windows:</b> activates an error log. The Logfile is located in the same directory as FECOM.DLL and the filename is FeCom_LogFile_Vxx.yy.zz_COMx.txt.                         |
| LogLevel | 0..2 | 0 | - | <b>only for Windows:</b> defines the amount of log data.<br><br><b>Important note:</b> With the highest LogLevel a great amount of data is written to the Logfile! Be care in this case! |
|          |      |   |   |  |

Instead of the following parameter codes the function **FECOM\_GetLastError** should be used

|         |   |   |   |                                 |
|---------|---|---|---|---------------------------------|
| ErrCode | - | - | - | Returns the last error code     |
| ErrStr  | - | - | - | Returns text for the last error |
|         |   |   |   |                                 |

#### Obsolete parameters

|                 |           |      |    |  |
|-----------------|-----------|------|----|--|
| CharTimeout     | 0...99999 | 20   | ms | Maximum wait time for next character in the receive protocol                           |
| SleepTime       | 0...999   | 0    | ms | Wait time after the send protocol and before reading the receive protocol <sup>1</sup> |
| PortOpenTimeout | 0...99999 | 5000 | ms | Maximum wait time for opening a COM port   |

<sup>1</sup> See 5.3.14. FECOM\_Transceive

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### 6.3. List of constants for the FECOM\_EVENT\_INIT structure

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The constant definitions are contained in the file FECOM.H, FECOM.BAS or FECOM.PAS.

| Constant        | Value | Use    | Description                       |
|-----------------|-------|--------|-----------------------------------|
| FECOM_THREAD_ID | 1     | uiFlag | Event flag with thread message    |
| FECOM_WND_HWND  | 2     | uiFlag | Event flag with window message    |
| FECOM_CALLBACK  | 3     | uiFlag | Event flag with callback function |
| FECOM_EVENT     | 4     | uiFlag | Event flag with Windows API event |
|                 |       |        |                                   |
| FECOM_CTS_EVENT | 1     | uiUse  | Flag for CTS change               |
| FECOM_DCD_EVENT | 2     | uiUse  | Flag for DCD change               |
| FECOM_DSR_EVENT | 3     | uiUse  | Flag for DSR change               |
| FECOM_RTS_EVENT | 4     | uiUse  | Flag for RTS change               |
| FECOM_DTR_EVENT | 5     | uiUse  | Flag for DTR change               |

## 6.4. Revision history

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### V3.02.01

- Windows / Windows CE:
  2. Length limit of Send Buffer for FECOM\_Transmit increased from 256 to 65535

### V3.02.00

- Windows / Windows CE:
  3. Migration of the development environment from Visual Studio 2008 to Visual Studio 2010
  4. Improved thread safeness
  5. DLL without MFC
  6. First release of 64-Bit version
  7. Dynamic binding to Log-Manager
- Windows CE
  2. No changes
- Linux:
  2. No changes

### V3.00.00

- Windows / Windows CE:
  8. Migration of the development environment from Visual Studio 6 to Visual Studio 2008.
  9. Adaptation of the Callback declaration in ***struct \_FECOM\_EVENT\_INIT*** concerning the calling convention. Thus, this version of FECOM is not compatible with the previous version and with applications compiled against the previous version of FECOM. Code modifications are not necessary, but re-compilation of applications is mandatory.
- Linux:
  3. No changes

### V2.08.12

- Windows:
  10. Improvements to reduce kernel load for virtual COM-Ports

- Windows CE: No changes
  1. Improved communication performance when using of specialized receive algorithm adopted to OBID protocol frames by enabling with the parameter "UseOBID". This option is set automatically by the library of the protocol layer (FEISC since V5.07.10).
- Linux:
  4. Adaption to latest Kernel versions for serial communication to prevent timeouts.

#### V2.08.09

- Windows:
  2. Bugfix for handling Standard Protocol Frames (OBID i-scan® und OBID® classic-pro).
- Windows CE: No changes
  3. Maximal protocol length increased from 255 to 65535.
- Linux:
  5. Adaption to latest Kernel versions for serial communication to prevent timeouts.

#### V2.08.08

- Windows:
  4. New Parameters (LogFile, LogLevel) to activate error logging.
  5. Improved communication performance when using of specialized receive algorithm adopted to OBID protocol frames by enabling with the parameter "UseOBID". This option is set automatically by the library of the protocol layer (FEISC since V5.07.10, FERW and FERWA since V2.04.00).
  6. Preset of Timeout to 1000ms
  7. Improvements for Multicore-CPU's
- Windows CE: No changes
- Linux:
  6. Preset of Timeout to 1000ms
  7. The option "UseOBID" is set automatically by the library of the protocol layer (FEISC since V5.07.10).



V2.08.05

- Windows:
  1. New Parameter (LogFile) to activate error logging.
  2. Improved communication performance when using of specialized receive algorithm adopted to OBID protocol frames by enabling with the parameter "UseOBID".
  3. Preset of Timeout to 1000ms
- Windows CE: No changes
- Linux: No Changes

V2.08.04

- Windows: Improvements for remote access with Windows Server

V2.08.02

- Windows: Improved thread security while opening and closing of ports.
- Linux: Improved communication performance when using of specialized receive algorithm adopted to OBID protocol frames by enabling with the parameter UseOBID.
- Increase of the upper range of the parameter CharTimeoutMpy to 99.

V2.08.00

- The Linux library is compiled with GCC 3.3.3 under SuSE Linux 9.1

V2.07.00

- New baudrates 230400 and 460800.

V2.06.08

- Fixing of small bugs.

V2.06.06

- First Linux Release (SuSE Linux 8.2, GNU Compiler Collection V2.3.3-23, glibc V2.3.2-6)

V2.06.00

- Integration of a Java interface for the OBID® Java library
- new error code: -1006

V2.05.00

- The new version is 100% downward compatible with the previous version.
- First Windows CE Version

V2.04.04

- The new version is 100% downward compatible with the previous version.
- Move of all constants from the file fecomdef.h to the file fecom.h. The file fecomdef.h is now dispensable.
- The function **FECOM\_GetPortHnd** returns for port number 256 a port handle.

V2.04.00

- The new version is 100% downward compatible with the previous version.
- New function: **FECOM\_DetectPort**.

V2.03.00

- The new version is 100% downward compatible with the previous version.
- internal version.

V2.02.00

- The new version is 100% downward compatible with the previous version.
- New parameters: Performance and Language
- The problem with the port number 256 is removed

V2.00.01

- The new version is 100% backward compatible with the previous version.
- New parameter CharTimeoutMpy

V2.00.00

- The new version is 100% backward compatible with the previous version.
- FECOM is no longer dependent on other files.

- The performance of the receive routine in the DLL was significantly increased: The functions `FECOM_Receive` and `FECOM_Transceive` now revert with a minimum delay after receipt of the protocol.
- New control parameters: `TxTimeControl` and `TxDelayTime` for targeted delay of transmission protocols.
- The parameters `CharTimeout`, `PortOpenTimeout` and `SleepTime` are obsolete.
- It is now possible to open ports having a number greater than 9.
- Event handling for events has been expanded.
- FECOM can be dynamically linked under C/C++. The function declarations are found in the header file `FECOM.H`.
- Renaming of the error codes:  
`FECOM_ERR_READ_PROTOCOL` in `FECOM_ERR_RECEIVE_PROCESS`

#### V1.01.00

- The function **FECOM\_DoPortCmd** permits setting and querying of the following control lines:

| Control line | Set | Query status |
|--------------|-----|--------------|
| DTR          | X   | X            |
| RTS          | X   | X            |
| CTS          | -   | X            |
| DCD          | -   | X            |
| DSR          | -   | X            |

- In addition you can link the status change of a control line with a flag. For more detailed information, see Section [5.3. Event flagging for control lines](#).
- The function **FECOM\_GetLastError** returns the last error code and an error text.
- The function **FECOM\_GetErrorText** returns the error text for any desired error code.

#### V1.00.09

- New parameters for **FECOM\_GetPortPara**: `ERRCODE`, `ERRSTR`

Versions 1.00.07 and 1.00.08 were internal preliminary versions

#### V1.00.06

- Version 1.00.06 was modified internally only with respect to better performance and stability.

- Version 1.00.06 is in all functions invoke-compatible with the previous versions 1.00.02 – 1.00.05
- Version 1.00.06 is no longer invoke-compatible with Version 1.00.01 in the following functions:
  1. FECOM\_OpenPort
  2. FECOM\_GetPortHnd

Both functions now expect a pointer to a string, whereas the previous version expects a byte value!