

# Serial App



## Introduction.

This page plug-in allows you to communicate with any device that is attached to your player computer and identified via a COM port.

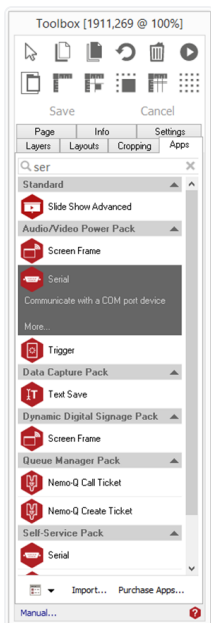
## Uses.

This could be used for controlling specific aspects of an RS232 enabled monitor/screen or for controlling other specific hardware.

## Using Serial app.

To access the app open an existing or new page and select the **'App'** tab of the page editor **'Toolbox'** (shown below). Apps are grouped within the relevant app packs and are displayed red if they have been licenced. For more information about licencing apps go to [Licensing apps](#).

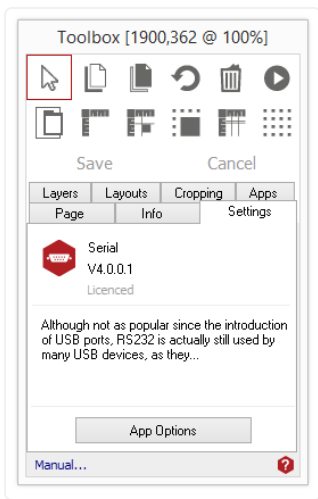
Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.



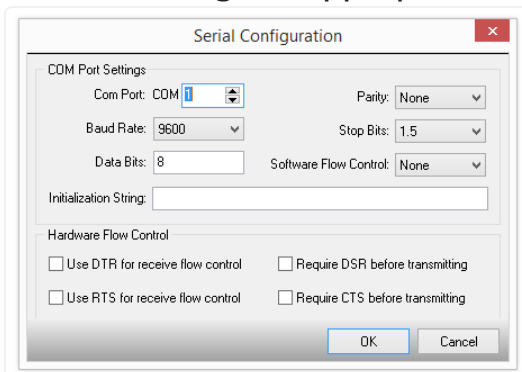
Once you have selected your app draw an area on your page where you would like the app to be shown.

The **'Settings'** tab within the Toolbox will automatically open when the app is added to the page.

From here you can set your app up by clicking on the **'App Options'** button.



## Understanding the App Options.



### Com Port Settings.

**Com Port:** Type in the number of the COM port you wish to communicate with.

**Baud Rate:** The baud rate (speed) to communicate with the port at.

**Data Bits:** The number of data bits used during communication.

**Parity:** The type of error correction parity used during communication.

**Stop Bits:** The number of stop bits used during communication.

**Software Flow Control:** Select what type of software based flow control should be enabled.

**Initialization String:** A string of data that will be sent to the COM port when the app loads. The string of data to be sent to the device connected to the com port. This can be the name of an Acquire Variable.

**Tip:** You can use special characters here by starting with an # then following it with the character number. For example sending #13#10 will send a carriage return and then a line feed.

**Hardware Flow Control:** In this section select what type of hardware flow control should be enabled, if any.