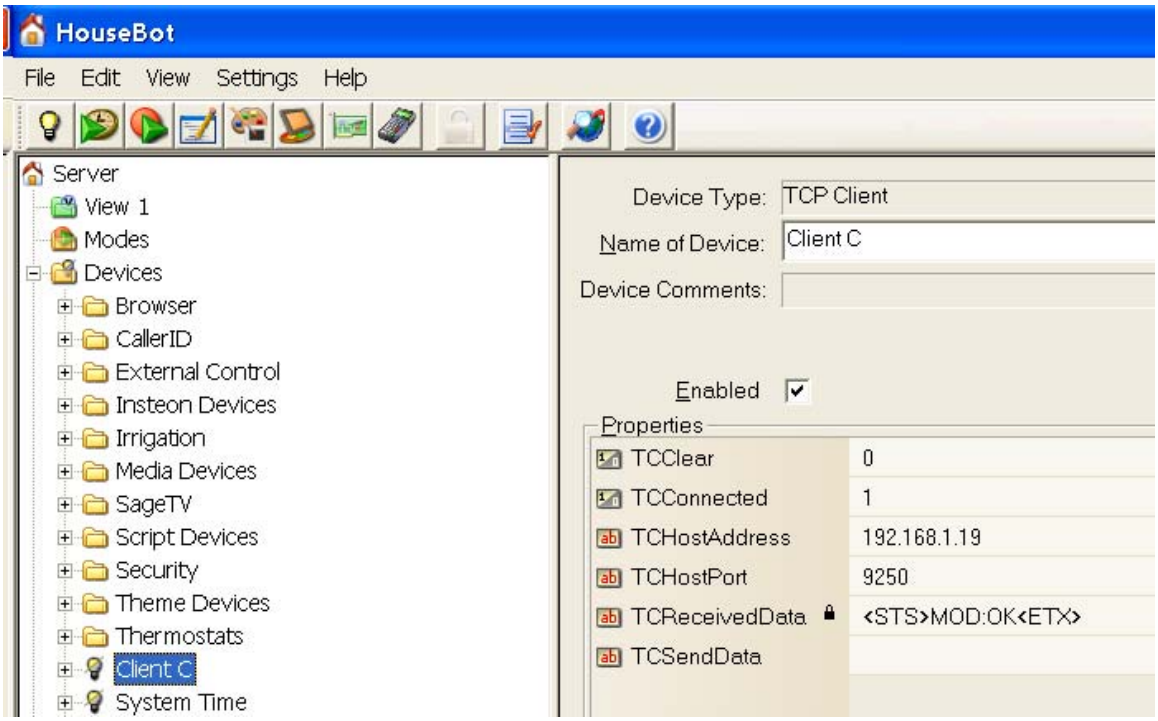
TCP Client Device 1.0.0.0

Set-Up

Place the TCPClient.dll and the HBDotNetBridge.dll in the Devices folder located at "C:\Program Files\HouseBot\Plugins\Devices". Place the HBDotNet.dll in the HouseBot folder located at "C:\Program Files\HouseBot". Restart HouseBot and create a Software Device and select TCP Client as the device type. You will need to populate the device with an appropriate IP address and port number after the device has been created. Ensure you have .Net Framework 3.5 or later installed.

Properties

An image of a TCP Client device with its properties is pictured below:



TCClear (boolean): if set to True, the buffer maintained by the device will be cleared the next time that data is received from the TCP server. After data has been pulled from the *TCReceivedData* property by an external script for processing, TCClear should be set to true to ensure duplicate data is not sent to the external script.

TCConnect (boolean): if set to True, the device will attempt to connect to the TCP server using the supplied IP address and port number. When set to false, the device will perform a graceful shut-down of the TCP socket in use and disconnect from the server.

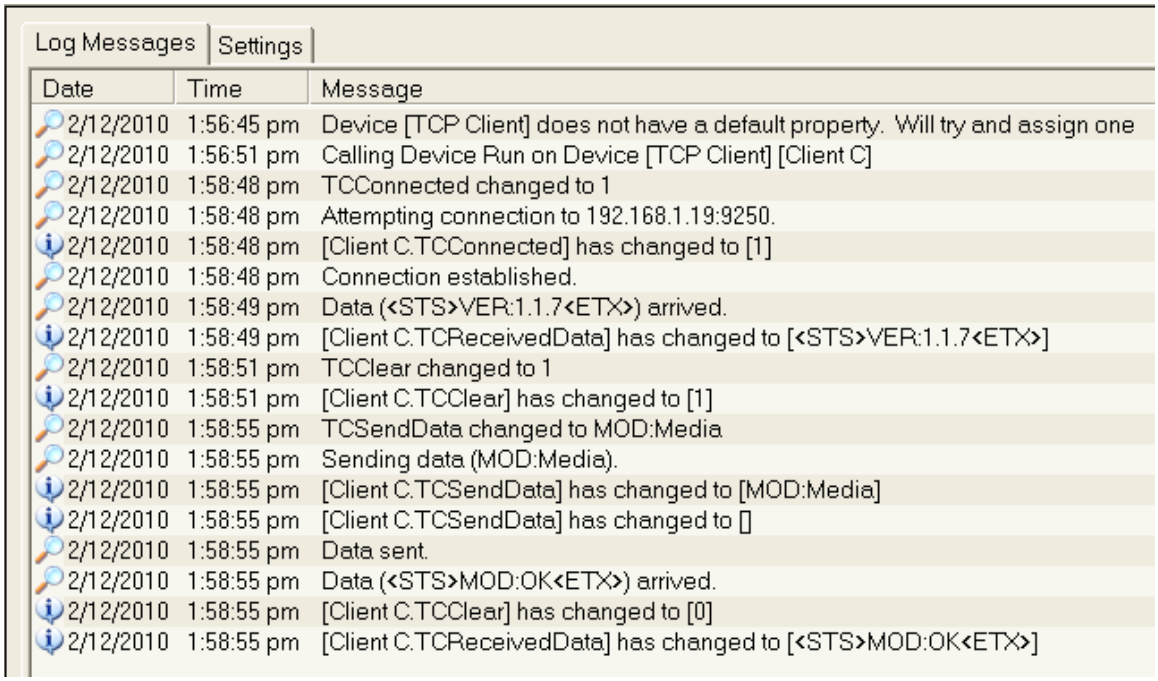
TCHostAddress (alphanumeric): the IP address of the TCP server to connect to.

TCHostPort (alphanumeric): the port number on the TCP server to connect to.

TCReceivedData (alphanumeric): the data that has been received from the TCP server. Data is concatenated together as it arrives and placed in this property. This property should be monitored by a task to run a script that can further interpret the data that has arrived. Once the script has pulled the data from *TCReceivedData*, *TCClear* should be flagged True (1) to allow the devices internal buffer to be cleared and prevent duplicate data from being sent to the processing script.

TCSendData (alphanumeric): the data to be sent to the TCP server for two-way communication. Once data is entered into this property value, a carriage return is added to it and it is sent to the TCP server. Any response from the server can be read via *TCReceivedData*.

The functions of the device are very basic. Debug logging is included extensively in the code so if you are having an issue with the device, ensure that you turn on device logging.



Enjoy!! Please post any questions to the forums at http://www.cebotics.com/forums

Osler