

# Programme visual C++

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// Comunaication.cpp : Defines the entry point for the console
application.
//
#include "CArdCom.h"
#include "stdafx.h"
//usage example
int _tmain(int argc, _TCHAR* argv[])
{
    CArdCom TEST;
    //startting communication
    if(!TEST.Init("COM2",115200,8,NOPARITY,ONESTOPBIT)) printf("error
opening\n"); //or faster with defaults: TEST.Init("COM6",115200)
    else printf("opening ok\n");
    /*WARRNING: Understanding of message is dependent on
implementation on arduino side and need to be implemented there!! */
    //set/reset pin
    if(!TEST.SetPin(20)) printf("not sent or NCK\n");
    if(!TEST.ResetPin(20)) printf("not sent or NCK\n");
    //or this way if you have your own identifier and values*/
    if(!TEST.SendMessageArd("SET20")) printf("not sent or NCK\n");
    if(!TEST.SendMessageArd("RES20")) printf("not sent or NCK\n");
    //exmple with data in bytes, !!do not use 0x00-0x03!!, please
    read the head in CArdCom.h
    char message[20];
    sprintf_s(message,20,"LIG%c%c%c",0x12,0xFF,0xA1);
    //or sprintf_s(message,20,"LGT%c%c%c",12,255,161);
    if(!TEST.SendMessageArd(message)) printf("not sent or NCK\n");
    //ending
    TEST.~CArdCom();
    system("pause");
    return 0;
}
```