



Data Simulation with the Sender Program

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The Sender program is designed to send data from a file to the COM port or Network port of your choice. We can use this in cases where reading data directly from the file fails or it does not match real conditions.

FIGURE 1. *Sender Interface*

1. Enter your Input file.

The Input file can be any existing file or valid COM port/NET port:

- **COM port format:**
COM1:9600,N,8,1
- **NET port format:**
 - NET:192.168.1.1
23:1000,
 - UDP,2000,
 - NET:192.168.1.1
23:1000,
 - TCP,2000

2. Choose the record detection scheme. You can enter any string. An unprintable character can be entered using “escape” sequences:

- **Hex character:** \x2F
- **Octal character:** \123
- **Special characters:** LF - \n, CR - \r, TAB - \t ...

3. Click [Start].

TABLE 1. *End of Sequence Method*

Line Len = L > 0	Record will be the first string with L characters on the end that match the selected string.
Line Len = 0	Record will be whatever is available in the buffer. This option is useful if input file is COM port/NET port

TABLE 2. *Begin of Sequence Method*

Line Len = L > 0	Record will be string of size L that starts with selected string.
Line Len = 0	Record is going to be first available character.

[Start] activates the timer, and the program sends a specified number of records at the specified rate. Sent records are visible in the status bar.

The **Hex** check box will help to see unprintable characters.

[Manual] will send only one package of the data.

The **Update Rate** is not very accurate because it is based on the Windows® timer message. It can be replaced with a thread timer for a more accurate pace.