

Receiving ASCII Messages with the ASCII Bobcat

PLEASE UPDATE THE EXECUTIVE IN THE OCELOT/LEOPARD TO v3.17 OR HIGHER BEFORE YOU BEGIN!

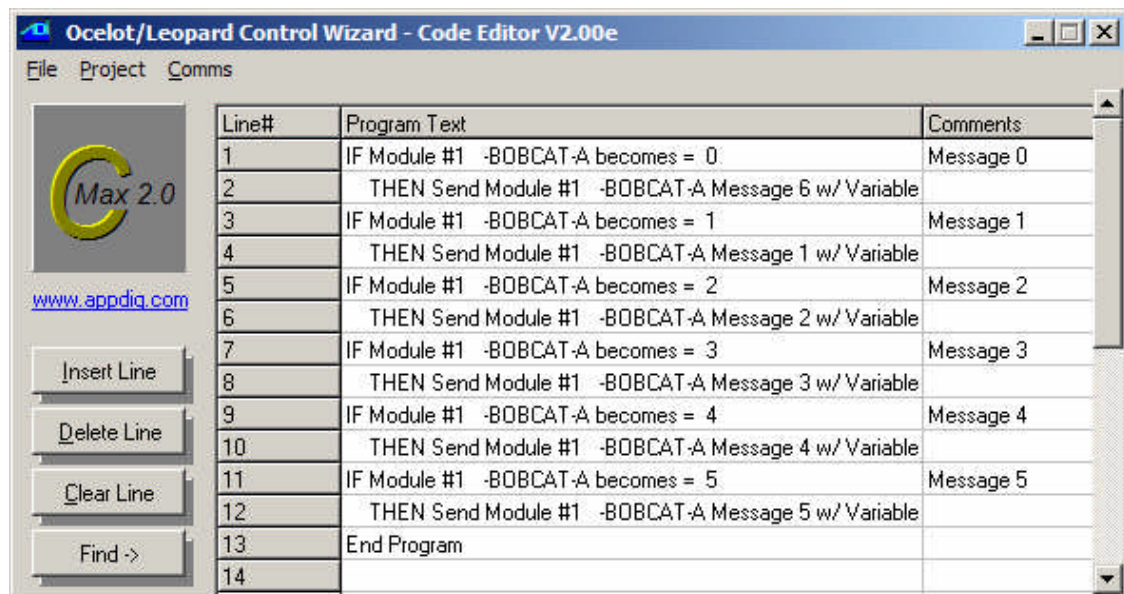
You must have an ASCII Bobcat with software version 8 loaded into it for the receive ASCII to work.

The ASCII Bobcat will now transmit and receive ASCII messages. Transmitting messages operates in the same way as previous releases.

Receiving messages does not return the actual message to the Ocelot/Leopard, but uses a search and match system due to the limited resources in the ASCII Bobcat. All messages that are to be transmitted or received must be loaded into the ASCII Bobcat before use. A terminating character must be loaded into parameter 8 for receiving any ASCII messages. The terminating character must be included in the stored messages in the ASCII Bobcat's message list. The default terminating character is a carriage return (\r, 0x0D).

Once the terminating character is received, the ASCII Bobcat will search its list of messages for a match. If a match is found, the ASCII Bobcat will return the number of the matched message. If no message is matched, the ASCII Bobcat will return a data number of 65534. When idle the ASCII Bobcat will return a data number of 65535.

The following code snippet is an example of receiving and transmitting ASCII Bobcat. When a matched message is found, the message is echoed back to the sender. Line 2 sends a message that contains an embedded data variable.



The screenshot shows a code editor window titled "Ocelot/Leopard Control Wizard - Code Editor V2.00e". The editor contains a table with columns for Line#, Program Text, and Comments. The code snippet is as follows:

Line#	Program Text	Comments
1	IF Module #1 -BOBCAT-A becomes = 0	Message 0
2	THEN Send Module #1 -BOBCAT-A Message 6 w/ Variable	
3	IF Module #1 -BOBCAT-A becomes = 1	Message 1
4	THEN Send Module #1 -BOBCAT-A Message 1 w/ Variable	
5	IF Module #1 -BOBCAT-A becomes = 2	Message 2
6	THEN Send Module #1 -BOBCAT-A Message 2 w/ Variable	
7	IF Module #1 -BOBCAT-A becomes = 3	Message 3
8	THEN Send Module #1 -BOBCAT-A Message 3 w/ Variable	
9	IF Module #1 -BOBCAT-A becomes = 4	Message 4
10	THEN Send Module #1 -BOBCAT-A Message 4 w/ Variable	
11	IF Module #1 -BOBCAT-A becomes = 5	Message 5
12	THEN Send Module #1 -BOBCAT-A Message 5 w/ Variable	
13	End Program	
14		

In our example we use the default terminating character of a carriage return. Following is an example of our ASCII message list that was sent to the Ocelot/Leopard.

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NOTE: Message 6 has an embedded data variable. This message type can only be used for transmitting messages, not receiving messages.

Ascii Messages

File

Message #	Message Text	Message Size
Message #0	Message 0^013	13
Message #1	Message 1^013	13
Message #2	Message 2^013	13
Message #3	Message 3^013	13
Message #4	Message 4^013	13
Message #5	Message 5^013	13
Message #6	Message data %2d ^013	21
Message #7		
Message #8		
Message #9		
Message #10		
Message #11		
Message #12		

Enter text exactly as you wish it to be sent. To send non-printable characters enter the decimal value of the character preceded by a caret ^. For example, to send a carriage return, enter ^013. Note that 3 numbers must always follow a ^.

Send To: Select a destination

Close