



Multi-window Serial Port Monitoring and Macro Automation

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1. Program

The program provides the opportunity for the simultaneous control and display of data traffic of multiple serial ports, or for the implementation of macro automation.

2. Menu Functions

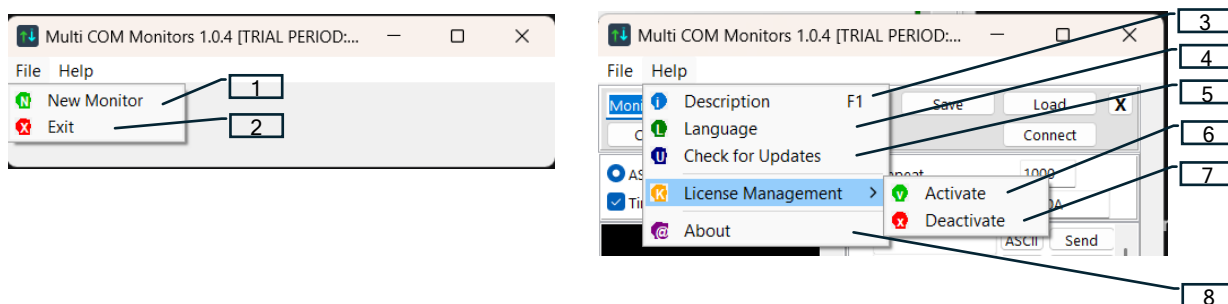


Image 1.

Menu :

1. New Monitor. Places a new monitor window on the screen. The position of the old monitor windows remains unchanged!
2. Exit. Closing the program.
3. Description. A brief description of the program.
4. Language. Selection from 18 languages.
5. Check for updates. Searching for a newer version..
6. Activation. Activation of the purchased program with the received license key.
7. Deactivation. Deactivation of the license on this machine. Afterward, the license can be transferred to another machine.
8. About. Contact details of the developer.



3. New Monitor Screen

4 windows fit per row on the screen, and a total of 2 rows can be formed. The additional ports appear at the bottom and become visible by scrolling.

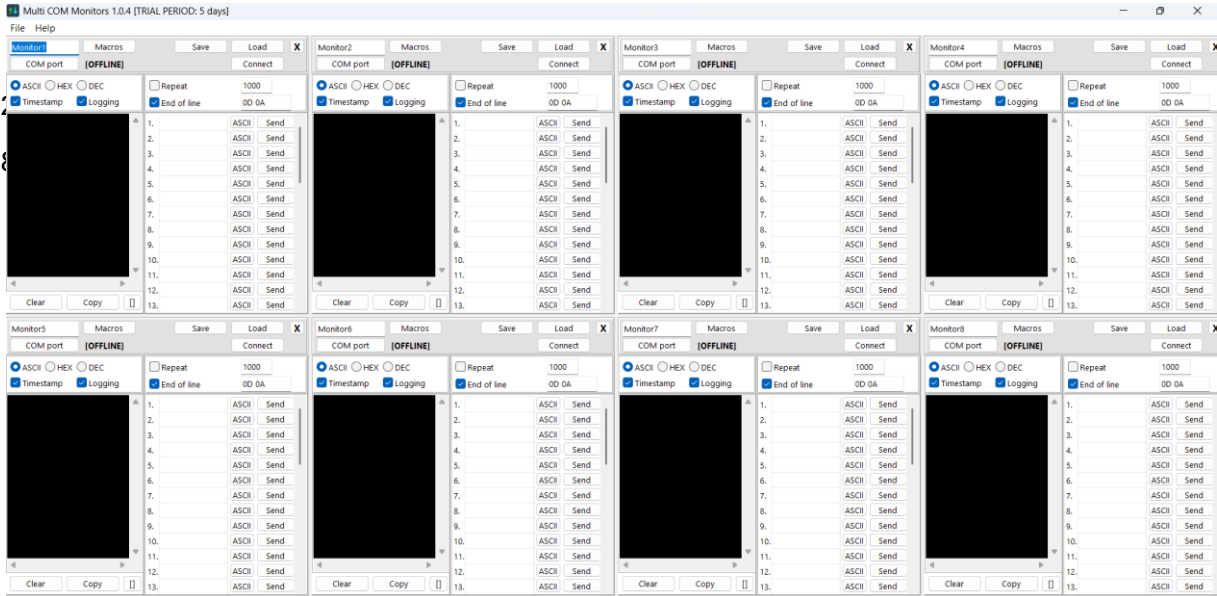


Image 2.

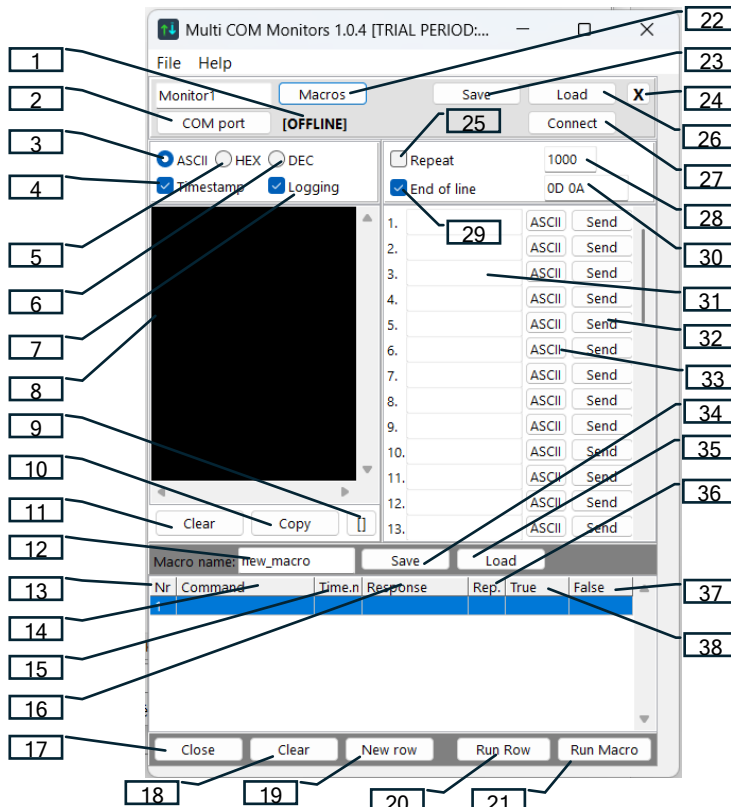



Image 3.



Legend for the technical descriptions (1-38):

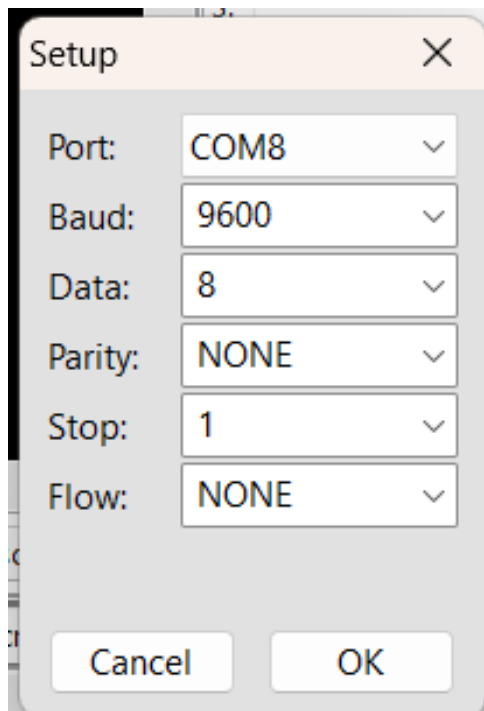
1. OFFLINE. Indication of COM port status.
2. COM port. Opening a new serial monitor window.
3. ASCII. Text reception, non-printable characters appear as hexadecimal bytes (#FA).
4. Timestamp. Attaching a timestamp to the incoming data.
5. HEX. The received data in hexadecimal format, separated by spaces.
6. DEC. The received data in decimal format, separated by spaces.
7. Logging. Saving all received and sent data into a log file.
8. Window for displaying the sent and received data.
9.  Enlarging / reducing the reception window.
10. Copy. Copying the content of the terminal to the clipboard.
11. Clear. Clearing the display of the terminal.
12. Name of the saved or loaded macro table.
13. Row No. Number of the macro row.
14. Command. Macro command to be sent.
15. Time.ms. Waiting time for the response in milliseconds.
16. Response. Expected response pattern for verification.
17. Close. Closing the macro panel.
18. Delete. Deleting all macro rows from the table.
19. New row. Adding a new row to the table.
20. Run row. Starting the entire macro process.
21. Run macro. Immediate execution of the selected macro row.
22. Macros. Opening / closing the macro table.
23. Save. Saving settings to a file.
24. X. Closing the monitor window.
25. Repeat. Selecting the repeat function.
26. Load. Loading settings from a file.
27. Connect. Connecting / disconnecting the COM port.
28. Repetition delay in milliseconds.
29. End of Line. Adding end-of-line characters to the sent data.
30. Line Terminators (EOL).



31. Data to be sent.
32. Send. Send button.
33. ASCII/HEX/DEC selector. Format of sending data.
 - ASCII: Sending data as simple text. Inserting Hex byte e.g.: ozt#0A#Bbku.
 - HEX: Sending data in hexadecimal format (00..FF), separated by spaces (e.g. 0D 0A).
 - DEC: Sending data in decimal format (0..255), separated by spaces (e.g. 13 10 255).
34. Save. Saving the macro table.
35. Load. Loading the macro table.
36. Repeat. Number of repetitions if the expected response has not arrived.
37. False. Jump here in case of error or timeout.
38. True. Jump here in case of a successful response.

4. Monitor Operation

Each monitor window possesses an independent serial port and a macro table.



Kép 4.



The received data (corresponding to the current settings: ASCII, HEX/DEC, Timestamp, Logging) appear in blue color in the reception window. A unique name can be assigned to every monitor window. The configuration data of the window can be saved and loaded. The reception window can be enlarged or reduced with the "[]" button, its content can be copied with the "Copy" button, and can be deleted with the "Delete" button.

5. Macro Operation

The macro table can be displayed or hidden with the "Macros" button, its content can be saved and loaded. An unlimited number of macro rows can be defined. During execution, the command gets sent with the "Run row" or "Run macro" button. Following this, the execution waits for the arrival of the specified response for the time specified in the "Time ms" field.

The execution is „True”, if:

- the specified response byte sequence can be found in the received response, or
- no response is specified.

In case of successful execution, the execution jumps to the row number specified in the "True" field. In case of unsuccessful execution, the system jumps to the row specified in the "False" field. If a jump happens to an empty row, the macro execution stops! By enabling the Logging function at startup, every activity gets saved, and every data stream can be retrieved!

Macro automation is particularly useful for processes where multiple commands must be issued for the final result, one has to wait for a variable time after the commands for the response, and depending on the content of the incoming response, the next command must be different. Such processes are typically: testing of telephone modem chips, GPS chips, LoRa modules and experimentation with command sequences.



6. License Management

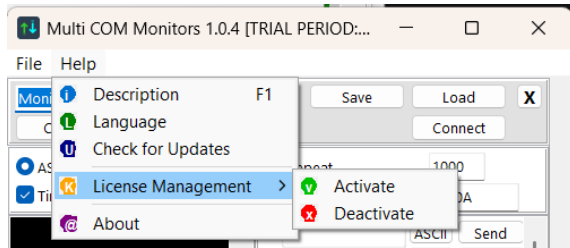


Image 5.

Activation:

To unlock the full functionality of the software, you have to activate your copy with the license key received at the time of purchase.

Usage:

- Select the Activation item,
- enter the unique license key into the input field,
- then click on the confirmation button.

Requirements: An active internet connection is required for the first activation for the verification of the key with our servers. Result: Following the activation, every professional function becomes available, and the data of the license appear in the management window.

Deactivation:

The Deactivation function is essential if you would like to transfer the license to another computer.

Usage:

Before the removal of the software or moving to a new PC, select the Deactivation item. This process releases the license from the current hardware, and returns it to the license pool. A szoftver eltávolítása vagy új PC-re való költözés előtt válassza az Inaktiválás pontot. Ez a folyamat felszabadítja a licenct a jelenlegi hardverről, és visszajuttatja azt a licensztárba.

Why it is necessary:

Since every license key is bound to a defined number of simultaneous installations, the deactivation of the software on the old machine ensures that you can successfully activate it on a new machine.

Result:

The software returns to the „Unregistered” state on the current machine, so the license key becomes usable elsewhere.