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# **trio-serial**

*Release 0.1.0*

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This project is an adaption of the [pyserial](#) project for trio.



## INSTALLATION

```
$ pip install trio-serial
```





EXAMPLE

```
from trio import run
from trio_serial import SerialStream

async def main():
    async with SerialStream("/dev/ttyUSB0") as ser:
        for i in range(10):
            buf = await ser.receive_some()
            await ser.send_all(buf)
            await ser.send_all(buf)

run(main)
```



## API REFERENCE

```
class trio_serial.abstract.AbstractSerialStream(port, *, exclusive=False, baudrate=115200,  
                                               bytesize=8, parity=<Parity.NONE: 1>,  
                                               stopbits=<StopBits.ONE: 1>, xonxoff=False,  
                                               rtscts=False)
```

Operating system independant public interface of `SerialStream`.

Create new `SerialStream` object.

### Parameters

- **port** (*str*) – Name of port. Format depends on implementation. This could be “/dev/ttyUSB0” on Linux or “COM7” on Windows.
- **exclusive** (*bool*) – Lock port for exclusive use
- **baudrate** (*int*) – Initial Port speed
- **bytesize** (*int*) – Number of bits per byte
- **parity** (`Parity`) – Parity
- **stopbits** (`StopBits`) – Number of stop bits
- **xonxoff** (*bool*) – Software Flow Control with XON/XOFF
- **rtscts** (*bool*) – Hardware Flow Control with RTS/CTS

**Return type** None

**abstractmethod** `await aclose()`

Cleanly close the port.

Do nothing if already closed.

**Return type** None

**abstractmethod** `await aopen()`

Open the port and configure it with the initial state from `__init__()`.

**Return type** None

**abstractmethod** `await discard_input()`

Discard any unread input.

**Return type** None

**abstractmethod** `await discard_output()`

Discard any unwritten output.

**Return type** None

**abstractmethod** `await get_cts()`

Retrieve current *Clear To Send* state.

**Returns** Current CTS state

**Return type** bool

**abstractmethod** `await get_hangup()`

Retrieve current *Hangup on Close* state.

**Returns** Current *Hangup on Close* state

**Return type** bool

**abstractmethod** `await get_rts()`

Retrieve current *Ready To Send* state.

**Returns** Current RTS state

**Return type** bool

**property** `port: str`

Get the port name.

**Returns** port name or device

**await** `receive_some(max_bytes=None)`

Receive between 1 and `max_bytes` bytes from the serial port.

**Parameters** `max_bytes` (*Optional[int]*) – Maximum number of bytes to receive.

**Return type** bytes

**await** `send_all(data)`

Send data to the serial port. `:param data:` Data to send

**Parameters** `data` (*ByteString*) –

**Return type** None

**abstractmethod** `await send_break(duration=0.25)`

Transmit a continuous stream of zero-valued bits for a specific duration.

**Params:** `duration:` Number of seconds

**Parameters** `duration` (*float*) –

**Return type** None

**abstractmethod** `await set_hangup(value)`

Set *Hangup on Close* state.

**Parameters** `value` (*bool*) – New *Hangup on Close* state

**Return type** None

**abstractmethod** `await set_rts(value)`

Set *Ready To Send* state.

**Parameters** `value` (*bool*) – New *Ready To Send* state

**Return type** None

**await** `wait_send_all_might_not_block()`

Wait until sending might not block (it still might block).

**Return type** None

**class** trio\_serial.abstract.**Parity**(*value*)

Enumeration of parity types.

**EVEN** = 2

Even parity

**MARK** = 4

Parity bit always 1

**NONE** = 1

No parity

**ODD** = 3

Odd parity

**SPACE** = 5

Parity bit always 0

**class** trio\_serial.abstract.**StopBits**(*value*)

Enumeration of stop bit lengths.

**ONE** = 1

One bit

**ONE\_POINT\_FIVE** = 2

One and a half bits

**TWO** = 3

Two bits



## CONTRIBUTING AND SUPPORT

Please create a new [Issue](#) or [Pull request](#) on GitHub to contribute changes or ask questions.





## DEVELOPMENT AND TESTING

To test the package locally, run: .. code-block:: console

```
$ /path/to/pip install -U .
```

where pip could be in a virtual environment.



## CHANGELOG

### 6.1 0.3.0 - 2021-05-15

- Fix cleanup issue when running in sync context. Remove `close` method. (#4)

### 6.2 0.2.1 - 2021-04-09

- Do not handle modem bits (e.g. `rts`) in constructor / `aopen`. Use `set_rts()/get_rts()` instead. (#2)
- Add new methods to control “hangup on close”:
  - `get_hangup()`
  - `set_hangup()`

### 6.3 0.1.2 - 2021-02-07

- More relaxed dependencies

### 6.4 0.1.1 - 2021-01-31

- Add new methods:
  - `port()`
  - `discard_input()`
  - `discard_output()`
  - `send_break()`

## 6.5 0.1.0 - 2020-12-21

- Initial release.

**LICENSE**

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