Members of Class clsEVT

Methods

Initialize(PortNum as Integer) as Long

This method attempts to open the given COM Port and begin communications with the Radar.

Example:

```vbnet
Private WithEvents EVT as clsEVT ' Global declararion
......
Set EVT = new clsEVT ' Within a procedure
EVT.Initialize(1)
```

Return Value(s):

If successful, Initialize() returns 0. The Radar unit should now be ready to report target data. If an error occurred, Initialize() returns the appropriate VB error code.

Uninitialize()

This method abandons communications with the Radar Unit and closes the COM Port.

Example:

```vbnet
EVT.Uninitialize
```

Return Value(s):

This method does not return a value.

Properties

GoodPktCount (long)

Supplies the number of good data packets received from the Radar unit since the instance of clsEVT was created. This includes non-relevant data packets.

BadPktCount (long)

Supplies the number of bad data packets received from the Radar unit since the instance of clsEVT was created. These packets are discarded.
Events

TRMData(ByVal TargetID As Integer, ByVal Rate As Double, ByVal Range As Double, ByVal Azimuth As Double, ByVal TimeStamp As Long)

Reports one set of active target data.

TargetID - The value that distinctly identifies a target. This value has a range of 1 – 255.
Rate - The target's velocity in MPH. Precision: 0.1 ft/sec (signed)
Range - The target's range in ft. Precision: 0.1 ft Range: 0 – 6553.5 ft
Azimuth - The target's azimuth in radians. Precision: 0.002 radians (signed)
TimeStamp - Time Stamp of when the data was received.

DTData(ByVal TargetID As Integer, ByVal TimeStamp As Long)

Reports that a target has been dropped by the Radar unit.

* See TRMData event for description of parameters.

StatusMsg(ByVal MsgType As Long, ByVal MsgID As Long)

Reports a communication event

MsgType: Currently, the only implemented value for MsgType is 1. This signifies a communications port error.

MsgID: For MsgType = 1, the possible values for MsgID are:

1004 – The Communications Hardware detected a framing error.
1006 – Port Overrun. A character was not read from the hardware before the next character arrived and was lost.
1008 - Receive Buffer Overflow. There is no room in the receive buffer.