

Click to verify



The issue with serial communication using QSerialPort and the CC25530 hardware lies in the way the data is being sent. The problem arises from the fact that the `write()` function does not return a value indicating success or failure. In the given code, after sending the data, the program checks if the write operation was successful by checking if the result of `qSerPort.write("R1#")` equals -1. However, this approach is incorrect because the `write()` function returns the number of bytes actually written, which can be less than the total size of the data due to various reasons such as buffer overflows or hardware limitations. To fix the issue, you need to use a different approach to verify if the data has been sent successfully. One way to do this is by checking the return value of `qSerPort.write()` more thoroughly. For example, instead of just checking if the result equals -1, you can check the actual number of bytes written and compare it with the expected size. Here's an updated version of the `on\_btn\_Led1\_clicked()` function that demonstrates this approach: ``cpp void SerialLedCirc:on_btn_Led1_clicked() { QString strButFlag = ((QPushButton*)sender())->text(); //串口写函数 QString strData = "R0#"; if(strButFlag == "开") { ui->btn_Led1->setText("关"); ui->lbl_Led1->setPixmap(QPixmap(":/new/img/redled.png")); int bytesWritten; if(qSerPort.write(&strData[0], 2) != -1) { bytesWritten = qSerPort.bytesAvailable(); if(bytesWritten == 2) { ui->pT_MessageDis->setStyleSheet("color:green"); ui->pT_MessageDis->appendPlainText("发送: R0#"); qSerPort.write(&strData[1], 1); } else { ui->pT_MessageDis->setStyleSheet("color:red"); ui->pT_MessageDis->appendPlainText("发送失败, 串口未发现!!!"); } } else { ui->pT_MessageDis->setStyleSheet("color:red"); ui->pT_MessageDis->appendPlainText("发送失败, 串口未发现!!!"); } } } `` In this updated version, the `write()` function is called twice for each data packet. The first call sends the entire data string, and then the second call sends only the last character of the string. After sending both characters, the program checks if the actual number of bytes written matches the expected size. By using this approach, you can verify that the data has been sent successfully and handle any potential errors that may occur during the communication process. ###ARTICLE

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