

# UART Class

- BufferedSerial Class

Public Member Functions	
	<b>BufferedSerial</b> (PinName tx, PinName rx, int baud=MBED_CONF_PLATFORM_DEFAULT_SERIAL_BAUD_RATE) Create a <b>BufferedSerial</b> port, connected to the specified transmit and receive pins, with a particular baud rate. <a href="#">More...</a>
	<b>BufferedSerial</b> (const serial_pinmap_t &static_pinmap, int baud=MBED_CONF_PLATFORM_DEFAULT_SERIAL_BAUD_RATE) Create a <b>BufferedSerial</b> port, connected to the specified transmit and receive pins, with a particular baud rate. <a href="#">More...</a>
short	<b>poll</b> (short events) const final Equivalent to POSIX <b>poll()</b> . <a href="#">More...</a>
ssize_t	<b>write</b> (const void *buffer, size_t length) override Write the contents of a buffer to a file. <a href="#">More...</a>
ssize_t	<b>read</b> (void *buffer, size_t length) override Read the contents of a file into a buffer. <a href="#">More...</a>
int	<b>close</b> () override Close a file. <a href="#">More...</a>
int	<b>isatty</b> () override Check if the file in an interactive terminal device. <a href="#">More...</a>
off_t	<b>seek</b> (off_t offset, int whence) override Move the file position to a given offset from from a given location. <a href="#">More...</a>
int	<b>sync</b> () override Flush any buffers associated with the file. <a href="#">More...</a>
int	<b>set_blocking</b> (bool blocking) override Set blocking or non-blocking mode The default is blocking. <a href="#">More...</a>
bool	<b>is_blocking</b> () const override Check current blocking or non-blocking mode for file operations. <a href="#">More...</a>

int	<b>enable_input</b> (bool enabled) override Enable or disable input. <a href="#">More...</a>
int	<b>enable_output</b> (bool enabled) override Enable or disable output. <a href="#">More...</a>
void	<b>sigio</b> (Callback< void()> func) override Register a callback on state change of the file. <a href="#">More...</a>
void	<b>set_data_carrier_detect</b> (PinName dcd_pin, bool active_high=false) Setup interrupt handler for DCD line. <a href="#">More...</a>
void	<b>set_baud</b> (int baud) Set the baud rate. <a href="#">More...</a>
void	<b>set_format</b> (int bits=8, Parity parity=BufferedSerial::None, int stop_bits=1) Set the transmission format used by the serial port. <a href="#">More...</a>
void	<b>set_flow_control</b> (Flow type, PinName flow1=NC, PinName flow2=NC) Set the flow control type on the serial port. <a href="#">More...</a>
virtual off_t	<b>tell</b> () Get the file position of the file. <a href="#">More...</a>
virtual void	<b>rewind</b> () Rewind the file position to the beginning of the file. <a href="#">More...</a>
virtual off_t	<b>size</b> () Get the size of the file. <a href="#">More...</a>
virtual int	<b>truncate</b> (off_t length) Truncate or extend a file. <a href="#">More...</a>
bool	<b>writable</b> () const Definition depends on the subclass implementing <b>FileHandle</b> . <a href="#">More...</a>
bool	<b>readable</b> () const Definition depends on the subclass implementing <b>FileHandle</b> . <a href="#">More...</a>