

**Future Technology Devices  
International Ltd.**

**D2XX Programmer's Guide**

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# 1 Welcome to the FTD2XX Programmer's Guide

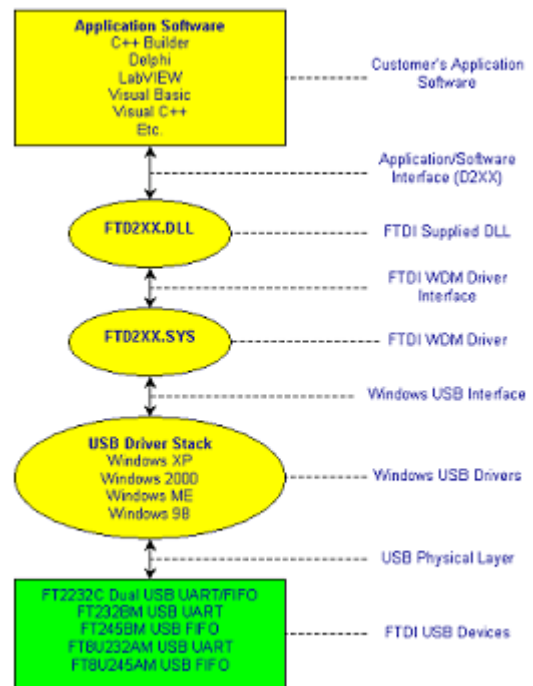
FTDIs "D2XX Direct Drivers" for Windows offer an alternative solution to our VCP drivers which allows application software to interface with FT2232C Dual USB UART/FIFO, FT232BM USB UART, FT245BM USB FIFO, FT8U232AM USB UART and FT8U245AM USB FIFO devices using a DLL instead of a Virtual COM Port.

The architecture of the D2XX drivers consists of a Windows WDM driver that communicates with the device via the Windows USB stack and a DLL which interfaces the application software (written in Visual C++, C++ Builder, Delphi, VB etc.) to the WDM driver. An INF installation file, uninstaller program and D2XX programmers guide complete the package.

The document is divided into four parts:

- **Classic Interface Functions** [57] which explains the original functions with some more recent additions
- **EEPROM Interface** [48] which allows application software to read/program the various fields in the 93C46/93C56/93C66 EEPROM including a user defined area which can be used for application specific purposes.
- **FT2232C, FT232BM & FT245BM Extended API Functions** [58] which allow control of the additional features in our 2<sup>nd</sup> generation device.
- **FT-Win32 API** [62] which is a more sophisticated alternative to the Classic Interface - our equivalent to the native Win 32 API calls that are used to control a legacy serial port. Using the FT-Win32 API, existing Windows legacy Comms applications can easily be converted to use the D2XX interface simply by replacing the standard Win32 API calls with the equivalent FT-Win32 API calls.

**Please note that the Classic Interface and the FT-Win32 API interface are alternatives.** Developers should choose one or the other: the two sets of functions should not be mixed.



## 2 Classic Interface Functions

### Introduction

An FTD2XX device is an FT2232C Dual USB UART/FIFO, FT232BM USB UART, FT245BM USB FIFO, FT8U232AM USB UART or FT8U245AM USB FIFO interfacing to Windows application software using FTDI's WDM driver FTD2XX.SYS. The FTD2XX.SYS driver has a programming interface exposed by the dynamic link library FTD2XX.DLL and this document describes that interface.

### Overview

[FT\\_ListDevices](#)<sup>[6]</sup> returns information about the FTDI devices currently connected. In a system with multiple devices this can be used to decide which of the devices the application software wishes to access (using [FT\\_OpenEx](#) below).

Before the device can be accessed, it must first be opened. [FT\\_Open](#)<sup>[9]</sup> and [FT\\_OpenEx](#)<sup>[10]</sup> return a handle that is used by all functions in the Classic Programming Interface to identify the device. When the device has been opened successfully, I/O can be performed using [FT\\_Read](#)<sup>[13]</sup> and [FT\\_Write](#)<sup>[15]</sup>. When operations are complete, the device is closed using [FT\\_Close](#)<sup>[12]</sup>.

Once opened, additional functions are available to reset the device ([FT\\_ResetDevice](#)<sup>[16]</sup>); purge receive and transmit buffers ([FT\\_Purge](#)<sup>[27]</sup>); set receive and transmit timeouts ([FT\\_SetTimeouts](#)<sup>[28]</sup>); get the receive queue status ([FT\\_GetQueueStatus](#)<sup>[29]</sup>); get the device status ([FT\\_GetStatus](#)<sup>[32]</sup>); set and reset the break condition ([FT\\_SetBreakOn](#)<sup>[30]</sup>, [FT\\_SetBreakOff](#)<sup>[31]</sup>); and set conditions for event notification ([FT\\_SetEventNotification](#)<sup>[33]</sup>).

For FT2232C devices used in UART mode, FT232BM and FT8U232AM devices, functions are available to set the Baud rate ([FT\\_SetBaudRate](#)<sup>[17]</sup>), and set a non-standard Baud rate ([FT\\_SetDivisor](#)<sup>[18]</sup>); set the data characteristics such as word length, stop bits and parity ([FT\\_SetDataCharacteristics](#)<sup>[19]</sup>); set hardware or software handshaking ([FT\\_SetFlowControl](#)<sup>[20]</sup>); set modem control signals ([FT\\_SetDtr](#)<sup>[21]</sup>, [FT\\_ClrDtr](#)<sup>[22]</sup>, [FT\\_SetRts](#)<sup>[23]</sup>, [FT\\_ClrRts](#)<sup>[24]</sup>); get modem status ([FT\\_GetModemStatus](#)<sup>[25]</sup>); set special characters such as event and error characters ([FT\\_SetChars](#)<sup>[26]</sup>).

For FT2232C device used in FIFO mode, FT245BM and FT8U245AM devices, these functions are redundant and can effectively be ignored.

### Reference

[Type definitions](#)<sup>[89]</sup> of the functional parameters and return codes used in the D2XX classic programming interface are contained in the [appendix](#)<sup>[88]</sup>.

## 2.1 FT\_ListDevices

Get information concerning the devices currently connected. This function can return information such as the number of devices connected, the device serial number and device description strings, and the location IDs of connected devices.

FT\_STATUS **FT\_ListDevices** (PVOID *pvArg1*, PVOID *pvArg2*, DWORD *dwFlags*)

### Parameters

<i>pvArg1</i>	Meaning depends on <i>dwFlags</i> .
<i>pvArg2</i>	Meaning depends on <i>dwFlags</i> .
<i>dwFlags</i>	Determines format of returned information.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

This function can be used in a number of ways to return different types of information.

In its simplest form, it can be used to return the number of devices currently connected. If *FT\_LIST\_NUMBER\_ONLY* bit is set in *dwFlags*, the parameter *pvArg1* is interpreted as a pointer to a DWORD location to store the number of devices currently connected.

It can be used to return device information: if *FT\_OPEN\_BY\_SERIAL\_NUMBER* bit is set in *dwFlags*, the serial number string will be returned; if *FT\_OPEN\_BY\_DESCRIPTION* bit is set in *dwFlags*, the product description string will be returned; if *FT\_OPEN\_BY\_LOCATION* bit is set in *dwFlags*, the Location ID will be returned; if none of these bits is set, the serial number string will be returned by default.

It can be used to return device string information for a single device. If *FT\_LIST\_BY\_INDEX* and *FT\_OPEN\_BY\_SERIAL\_NUMBER* or *FT\_OPEN\_BY\_DESCRIPTION* bits are set in *dwFlags*, the parameter *pvArg1* is interpreted as the index of the device, and the parameter *pvArg2* is interpreted as a pointer to a buffer to contain the appropriate string. Indexes are zero-based, and the error code *FT\_DEVICE\_NOT\_FOUND* is returned for an invalid index.

It can be used to return device string information for all connected devices. If *FT\_LIST\_ALL* and *FT\_OPEN\_BY\_SERIAL\_NUMBER* or *FT\_OPEN\_BY\_DESCRIPTION* bits are set in *dwFlags*, the parameter *pvArg1* is interpreted as a pointer to an array of pointers to buffers to contain the appropriate strings and the parameter *pvArg2* is interpreted as a pointer to a DWORD location to store the number of devices currently connected. Note that, for *pvArg1*, the last entry in the array of pointers to buffers should be a NULL pointer so the array will contain one more location than the number of devices connected.

The location ID of a device is returned if *FT\_LIST\_BY\_INDEX* and *FT\_OPEN\_BY\_LOCATION* bits are set in *dwFlags*. In this case the parameter *pvArg1* is interpreted as the index of the device, and the parameter *pvArg2* is interpreted as a pointer to a variable of type long to contain the location ID. Indexes are zero-based, and the error code *FT\_DEVICE\_NOT\_FOUND* is returned for an invalid index.

The location IDs of all connected devices are returned if *FT\_LIST\_ALL* and *FT\_OPEN\_BY\_LOCATION* bits are set in *dwFlags*. In this case, the parameter *pvArg1* is interpreted as a pointer to an array of variable of type long to contain the location IDs, and the parameter *pvArg2* is interpreted as a pointer to a DWORD location to store the number of devices currently connected.

### Examples

The examples that follow use these variables.

```
FT_STATUS ftStatus;  
DWORD numDevs;
```

#### Get the number of devices currently connected

```
ftStatus = FT_ListDevices(&numDevs, NULL, FT_LIST_NUMBER_ONLY);  
if (ftStatus == FT_OK) {  
    // FT_ListDevices OK, number of devices connected is in numDevs  
}  
else {  
    // FT_ListDevices failed  
}
```

#### Get serial number of first device

```
DWORD devIndex = 0; // first device  
char Buffer[64]; // more than enough room!  
  
ftStatus =  
FT_ListDevices((PVOID)devIndex, Buffer, FT_LIST_BY_INDEX|FT_OPEN_BY_SERIAL_NUMBER);  
if (ftStatus == FT_OK) {  
    // FT_ListDevices OK, serial number is in Buffer  
}  
else {  
    // FT_ListDevices failed  
}
```

Note that indexes are zero-based. If more than one device is connected, incrementing *devIndex* will get the serial number of each connected device in turn.

#### Get device descriptions of all devices currently connected

```
char *BufPtrs[3]; // pointer to array of 3 pointers  
char Buffer1[64]; // buffer for description of first device  
char Buffer2[64]; // buffer for description of second device  
  
// initialize the array of pointers  
BufPtrs[0] = Buffer1;  
BufPtrs[1] = Buffer2;  
BufPtrs[2] = NULL; // last entry should be NULL  
  
ftStatus = FT_ListDevices(BufPtrs, &numDevs, FT_LIST_ALL|FT_OPEN_BY_DESCRIPTION);  
if (ftStatus == FT_OK) {  
    // FT_ListDevices OK, product descriptions are in Buffer1 and Buffer2, and  
    // numDevs contains the number of devices connected  
}  
else {  
    // FT_ListDevices failed  
}
```

Note that this example assumes that two devices are connected. If more devices are connected, then the size of the array of pointers must be increased and more description buffers allocated.

**Get locations of all devices currently connected**

```
long locIdBuf[16];

ftStatus = FT_ListDevices(locIdBuf, &numDevs, FT_LIST_ALL | FT_OPEN_BY_LOCATION);
if (ftStatus == FT_OK) {
    // FT_ListDevices OK, location IDs are in locIdBuf, and
    // numDevs contains the number of devices connected
}
else {
    // FT_ListDevices failed
}
```

Note that this example assumes that no more than 16 devices are connected. If more devices are connected, then the size of the array of pointers must be increased.

## 2.2 FT\_Open

Open the device and return a handle which will be used for subsequent accesses.

FT\_STATUS FT\_Open (int *iDevice*, FT\_HANDLE \**ftHandle*)

### Parameters

<i>iDevice</i>	Must be 0 if only one device is attached. For multiple devices 1, 2 etc.
<i>ftHandle</i>	Pointer to a variable of type FT_HANDLE where the handle will be stored. This handle must be used to access the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

Although this function can be used to open multiple devices by setting *iDevice* to 0, 1, 2 etc. there is no ability to open a specific device. To open named devices, use the function [FT\\_OpenEx](#)<sup>[10]</sup>.

### Example

This sample shows how to open a device.

```
FT_HANDLE ftHandle;
FT_STATUS ftStatus;

ftStatus = FT_Open(0,&ftHandle);
if (ftStatus == FT_OK) {
    // FT_Open OK, use ftHandle to access device
}
else {
    // FT_Open failed
}
```

## 2.3 FT\_OpenEx

Open the specified device and return a handle that will be used for subsequent accesses. The device can be specified by its serial number, device description or location.

This function can also be used to open multiple devices simultaneously. Multiple devices can be opened at the same time if they can be distinguished by serial number or device description. Alternatively, multiple devices can be opened at the same time using location IDs - location information derived from their physical locations on USB. Location IDs can be obtained using the utility USBView.

**FT\_STATUS FT\_OpenEx** (PVOID *pvArg1*, DWORD *dwFlags*, FT\_HANDLE *\*ftHandle*)

### Parameters

<i>pvArg1</i>	Meaning depends on <i>dwFlags</i> , but it will normally be interpreted as a pointer to a null terminated string.
<i>dwFlags</i>	FT_OPEN_BY_SERIAL_NUMBER or FT_OPEN_BY_DESCRIPTION.
<i>ftHandle</i>	Pointer to a variable of type FT_HANDLE where the handle will be stored. This handle must be used to access the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

The meaning of *pvArg1* depends on *dwFlags*: if *dwFlags* is *FT\_OPEN\_BY\_SERIAL\_NUMBER*, *pvArg1* is interpreted as a pointer to a null-terminated string that represents the serial number of the device; if *dwFlags* is *FT\_OPEN\_BY\_DESCRIPTION*, *pvArg1* is interpreted as a pointer to a null-terminated string that represents the device description; if *dwFlags* is *FT\_OPEN\_BY\_LOCATION*, *pvArg1* is interpreted as a long value that contains the location ID of the device.

*ftHandle* is a pointer to a variable of type *FT\_HANDLE* where the handle is to be stored. This handle must be used to access the device.

### Examples

The examples that follow use these variables.

```
FT_STATUS ftStatus;
FT_STATUS ftStatus2;
FT_HANDLE ftHandle1;
FT_HANDLE ftHandle2;
long dwLoc;
```

#### Open a device with serial number "FT000001"

```
ftStatus = FT_OpenEx("FT000001", FT_OPEN_BY_SERIAL_NUMBER, &ftHandle1);
if (ftStatus == FT_OK) {
```

```
        // success - device with serial number "FT000001" is open
    }
    else {
        // failure
    }
}
```

### Open a device with device description "USB Serial Converter"

```
ftStatus = FT_OpenEx("USB Serial Converter",FT_OPEN_BY_DESCRIPTION,&ftHandle1);
if (ftStatus == FT_OK) {
    // success - device with device description "USB Serial Converter" is open
}
else {
    // failure
}
```

### Open 2 devices with serial numbers "FT000001" and "FT999999"

```
ftStatus = FT_OpenEx("FT000001",FT_OPEN_BY_SERIAL_NUMBER,&ftHandle1);
ftStatus2 = FT_OpenEx("FT999999",FT_OPEN_BY_SERIAL_NUMBER,&ftHandle2);
if (ftStatus == FT_OK && ftStatus2 == FT_OK) {
    // success - both devices are open
}
else {
    // failure - one or both of the devices has not been opened
}
```

### Open 2 devices with descriptions "USB Serial Converter" and "USB Pump Controller"

```
ftStatus = FT_OpenEx("USB Serial Converter",FT_OPEN_BY_DESCRIPTION,&ftHandle1);
ftStatus2 = FT_OpenEx("USB Pump Controller",FT_OPEN_BY_DESCRIPTION,&ftHandle2);
if (ftStatus == FT_OK && ftStatus2 == FT_OK) {
    // success - both devices are open
}
else {
    // failure - one or both of the devices has not been opened
}
```

### Open a device at location 23

```
dwLoc = 0x23;
ftStatus = FT_OpenEx(dwLoc,FT_OPEN_BY_LOCATION,&ftHandle1);
if (ftStatus == FT_OK) {
    // success - device at location 23 is open
}
else {
    // failure
}
```

### Open 2 devices at locations 23 and 31

```
dwLoc = 0x23;
ftStatus = FT_OpenEx(dwLoc,FT_OPEN_BY_LOCATION,&ftHandle1);
dwLoc = 0x31;
ftStatus2 = FT_OpenEx(dwLoc,FT_OPEN_BY_LOCATION,&ftHandle2);
if (ftStatus == FT_OK && ftStatus2 == FT_OK) {
    // success - both devices are open
}
else {
    // failure - one or both of the devices has not been opened
}
```

## 2.4 FT\_Close

Close an open device.

FT\_STATUS **FT\_Close** (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.5 FT\_Read

Read data from the device.

**FT\_STATUS FT\_Read** (FT\_HANDLE *ftHandle*, LPVOID *lpBuffer*, DWORD *dwBytesToRead*, LPDWORD *lpdwBytesReturned*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpBuffer</i>	Pointer to the buffer that receives the data from the device.
<i>dwBytesToRead</i>	Number of bytes to be read from the device.
<i>lpdwBytesReturned</i>	Pointer to a variable of type DWORD which receives the number of bytes read from the device.

### Return Value

FT\_OK if successful, FT\_IO\_ERROR otherwise.

### Remarks

**FT\_Read** always returns the number of bytes read in *lpdwBytesReturned*.

This function does not return until *dwBytesToRead* have been read into the buffer. The number of bytes in the receive queue can be determined by calling [FT\\_GetStatus](#)<sup>[32]</sup> or [FT\\_GetQueueStatus](#)<sup>[29]</sup>, and passed to [FT\\_Read](#)<sup>[13]</sup> as *dwBytesToRead* so that the function reads the device and returns immediately.

When a read timeout value has been specified in a previous call to [FT\\_SetTimeouts](#)<sup>[28]</sup>, [FT\\_Read](#)<sup>[13]</sup> returns when the timer expires or *dwBytesToRead* have been read, whichever occurs first. If the timeout occurred, [FT\\_Read](#)<sup>[13]</sup> reads available data into the buffer and returns *FT\_OK*.

An application should use the function return value and *lpdwBytesReturned* when processing the buffer. If the return value is *FT\_OK*, and *lpdwBytesReturned* is equal to *dwBytesToRead* then [FT\\_Read](#)<sup>[13]</sup> has completed normally. If the return value is *FT\_OK*, and *lpdwBytesReturned* is less than *dwBytesToRead* then a timeout has occurred and the read has been partially completed. Note that if a timeout occurred and no data was read, the return value is still *FT\_OK*.

A return value of *FT\_IO\_ERROR* suggests an error in the parameters of the function, or a fatal error like USB disconnect has occurred.

### Example

This sample shows how to read all the data currently available.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;
DWORD EventDWord;
DWORD RxBytes;
DWORD TxBytes;
DWORD BytesReceived;
char RxBuffer[256];
```

```
FT_GetStatus(ftHandle, &RxBytes, &TxBytes, &EventDWord);
if (RxBytes > 0) {
    ftStatus = FT_Read(ftHandle, RxBuffer, RxBytes, &BytesReceived);
    if (ftStatus == FT_OK) {
        // FT_Read OK
    }
    else {
        // FT_Read Failed
    }
}
```

This sample shows how to read with a timeout of 5 seconds.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;
DWORD BytesReceived;
char RxBuffer[256];

FT_SetTimeouts(ftHandle, 5000, 0);
ftStatus = FT_Read(ftHandle, RxBuffer, RxBytes, &BytesReceived);
if (ftStatus == FT_OK) {
    if (BytesReceived == RxBytes) {
        // FT_Read OK
    }
    else {
        // FT_Read Timeout
    }
}
else {
    // FT_Read Failed
}
```

## 2.6 FT\_Write

Write data to the device.

FT\_STATUS **FT\_Write** (FT\_HANDLE *ftHandle*, LPVOID *lpBuffer*, DWORD *dwBytesToWrite*, LPDWORD *lpdwBytesWritten*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpBuffer</i>	Pointer to the buffer that contains the data to be written to the device.
<i>dwBytesToWrite</i>	Number of bytes to write to the device.
<i>lpdwBytesWritten</i>	Pointer to a variable of type DWORD which receives the number of bytes written to the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.7 FT\_ResetDevice

This function sends a reset command to the device.

FT\_STATUS FT\_ResetDevice (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.8 FT\_SetBaudRate

This function sets the Baud rate for the device.

FT\_STATUS FT\_SetBaudRate (FT\_HANDLE *ftHandle*, DWORD *dwBaudRate*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwBaudRate</i>	Baud rate.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.9 FT\_SetDivisor

This function sets the Baud rate for the device. It is used to set non-standard Baud rates.

FT\_STATUS FT\_SetDivisor (FT\_Handle *ftHandle*, USHORT *usDivisor*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>usDivisor</i>	Divisor.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

The application note "Setting Baud rates for the FT8U232AM" is available from the [Application Notes](#) section of the [FTDI website](#) describes how to calculate the divisor for a non-standard Baud rate.

## 2.10 FT\_SetDataCharacteristics

This function sets the data characteristics for the device.

FT\_STATUS FT\_SetDataCharacteristics (FT\_HANDLE *ftHandle*, UCHAR *uWordLength*, UCHAR *uStopBits*, UCHAR *uParity*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>uWordLength</i>	Number of bits per word - must be FT_BITS_8 or FT_BITS_7.
<i>uStopBits</i>	Number of stop bits - must be FT_STOP_BITS_1 or FT_STOP_BITS_2.
<i>uParity</i>	FT_PARITY_NONE, FT_PARITY_ODD, FT_PARITY_EVEN, FT_PARITY_MARK, FT_PARITY_SPACE.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.11 FT\_SetFlowControl

This function sets the flow control for the device.

FT\_STATUS **FT\_SetFlowControl** (FT\_HANDLE *ftHandle*, USHORT *usFlowControl*, UCHAR *uXon*, UCHAR *uXoff*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>usFlowControl</i>	Must be one of FT_FLOW_NONE, FT_FLOW_RTS_CTS, FT_FLOW_DTR_DSR or FT_FLOW_XON_XOFF.
<i>uXon</i>	Number of stop bits - must be FT_STOP_BITS_1 or FT_STOP_BITS_2.
<i>uXoff</i>	FT_PARITY_NONE, FT_PARITY_ODD, FT_PARITY_EVEN, FT_PARITY_MARK, FT_PARITY_SPACE.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.12 FT\_SetDtr

This function sets the Data Terminal Ready (DTR) control signal.

FT\_STATUS FT\_SetDtr (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Example

This sample shows how to set DTR.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;

ftStatus = FT_SetDtr(ftHandle);
if (ftStatus == FT_OK) {
    // FT_SetDtr OK
}
else {
    // FT_SetDtr failed
}
```

## 2.13 FT\_ClrDtr

This function clears the Data Terminal Ready (DTR) control signal.

FT\_STATUS FT\_ClrDtr (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Example

This sample shows how to clear DTR.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;

ftStatus = FT_ClrDtr(ftHandle);
if (ftStatus == FT_OK) {
    // FT_ClrDtr OK
}
else {
    // FT_ClrDtr failed
}
```

## 2.14 FT\_SetRts

This function sets the Request To Send (RTS) control signal.

FT\_STATUS FT\_SetRts (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Example

This sample shows how to set RTS.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;

ftStatus = FT_SetRts(ftHandle);
if (ftStatus == FT_OK) {
    // FT_SetRts OK
}
else {
    // FT_SetRts failed
}
```

## 2.15 FT\_ClrRts

This function clears the Request To Send (RTS) control signal.

FT\_STATUS FT\_ClrRts (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Example

This sample shows how to clear RTS.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;

ftStatus = FT_ClrRts(ftHandle);
if (ftStatus == FT_OK) {
    // FT_ClrRts OK
}
else {
    // FT_ClrRts failed
}
```

## 2.16 FT\_GetModemStatus

Gets the modem status from the device.

FT\_STATUS FT\_GetModemStatus (FT\_HANDLE *ftHandle*, LPDWORD *lpdwModemStatus*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpdwModemStatus</i>	Pointer to a variable of type DWORD which receives the modem status from the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.17 FT\_SetChars

This function sets the special characters for the device.

FT\_STATUS **FT\_SetChars** (FT\_HANDLE *ftHandle*, UCHAR *uEventCh*, UCHAR *uEventChEn*, UCHAR *uErrorCh*, UCHAR *uErrorChEn*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>uEventCh</i>	Event character.
<i>uEventChEn</i>	0 if event character disabled, non-zero otherwise.
<i>uErrorCh</i>	Error character.
<i>uErrorChEn</i>	0 if error character disabled, non-zero otherwise.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.18 FT\_Purge

This function purges receive and transmit buffers in the device.

FT\_STATUS **FT\_Purge** (FT\_HANDLE *ftHandle*, DWORD *dwMask*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwMask</i>	Any combination of FT_PURGE_RX and FT_PURGE_TX.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.19 FT\_SetTimeouts

This function sets the read and write timeouts for the device.

**FT\_STATUS FT\_SetTimeouts** (FT\_HANDLE *ftHandle*, DWORD *dwReadTimeout*, DWORD *dwWriteTimeout*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwReadTimeout</i>	Read timeout in milliseconds.
<i>dwWriteTimeout</i>	Write timeout in milliseconds.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Example

This sample shows how to set a read timeout of 5 seconds and a write timeout of 1 second.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;

ftStatus = FT_SetTimeouts(ftHandle,5000,1000);
if (ftStatus == FT_OK) {
    // FT_SetTimeouts OK
}
else {
    // FT_SetTimeouts failed
}
```

## 2.20 FT\_GetQueueStatus

Gets the number of characters in the receive queue.

FT\_STATUS FT\_GetQueueStatus (FT\_HANDLE *ftHandle*, LPDWORD  
*lpdwAmountInRxQueue*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpdwAmountInRxQueue</i>	Pointer to a variable of type DWORD which receives the number of characters in the receive queue.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 2.21 FT\_SetBreakOn

Sets the BREAK condition for the device.

FT\_STATUS FT\_SetBreakOn (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Example

This sample shows how to set the BREAK condition for the device.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;

ftStatus = FT_SetBreakOn(ftHandle);
if (ftStatus == FT_OK) {
    // FT_SetBreakOn OK
}
else {
    // FT_SetBreakOn failed
}
```

## 2.22 FT\_SetBreakOff

Resets the BREAK condition for the device.

FT\_STATUS FT\_SetBreakOff (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Example

This sample shows how to reset the BREAK condition for the device.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;

ftStatus = FT_SetBreakOff(ftHandle);
if (ftStatus == FT_OK) {
    // FT_SetBreakOff OK
}
else {
    // FT_SetBreakOff failed
}
```

## 2.23 FT\_GetStatus

Gets the device status including number of characters in the receive queue, number of characters in the transmit queue, and the current event status.

FT\_STATUS **FT\_GetStatus** (FT\_HANDLE *ftHandle*, LPDWORD *lpdwAmountInRxQueue*, LPDWORD *lpdwAmountInTxQueue*, LPDWORD *lpdwEventStatus*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpdwAmountInRxQueue</i>	Pointer to a variable of type DWORD which receives the number of characters in the receive queue.
<i>lpdwAmountInTxQueue</i>	Pointer to a variable of type DWORD which receives the number of characters in the transmit queue.
<i>lpdwEventStatus</i>	Pointer to a variable of type DWORD which receives the current state of the event status.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

For an example of how to use this function, see the sample code in [FT\\_SetEventNotification](#)<sup>[33]</sup>.

## 2.24 FT\_SetEventNotification

Sets conditions for event notification.

FT\_STATUS FT\_SetEventNotification (FT\_HANDLE *ftHandle*, DWORD *dwEventMask*, PVOID *pvArg*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwEventMask</i>	Conditions that cause the event to be set.
<i>pvArg</i>	Interpreted as the handle of an event.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

An application can use this function to setup conditions which allow a thread to block until one of the conditions is met. Typically, an application will create an event, call this function, then block on the event. When the conditions are met, the event is set, and the application thread unblocked.

*dwEventMask* is a bit-map that describes the events the application is interested in. *pvArg* is interpreted as the handle of an event which has been created by the application. If one of the event conditions is met, the event is set.

If *FT\_EVENT\_RXCHAR* is set in *dwEventMask*, the event will be set when a character has been received by the device. If *FT\_EVENT\_MODEM\_STATUS* is set in *dwEventMask*, the event will be set when a change in the modem signals has been detected by the device.

### Example

This example shows how to wait for a character to be received or a change in modem status.

First, create the event and call **FT\_SetEventNotification**.

```
FT_HANDLE ftHandle; // handle of an open device
FT_STATUS ftStatus;
HANDLE hEvent;
DWORD EventMask;

hEvent = CreateEvent(
    NULL,
    false, // auto-reset event
    false, // non-signalled state
    ""
);
EventMask = FT_EVENT_RXCHAR | FT_EVENT_MODEM_STATUS;
ftStatus = FT_SetEventNotification(ftHandle, EventMask, hEvent);
```

Sometime later, block the application thread by waiting on the event, then when the event has occurred, determine the condition that caused the event, and process it accordingly.

```
WaitForSingleObject(hEvent, INFINITE);

DWORD EventDWord;
DWORD RxBytes;
DWORD TxBytes;

FT_GetStatus(ftHandle, &RxBytes, &TxBytes, &EventDWord);
if (EventDWord & FT_EVENT_MODEM_STATUS) {
    // modem status event detected, so get current modem status
    FT_GetModemStatus(ftHandle, &Status);
    if (Status & 0x00000010) {
        // CTS is high
    }
    else {
        // CTS is low
    }
    if (Status & 0x00000020) {
        // DSR is high
    }
    else {
        // DSR is low
    }
}
if (RxBytes > 0) {
    // call FT_Read() to get received data from device
}
```

## 2.25 FT\_IoCtl

Undocumented function.

FT\_STATUS **FT\_IoCtl** (FT\_HANDLE *ftHandle*, DWORD *dwIoControlCode*, LPVOID *lpInBuf*,  
DWORD *nInBufSize*, LPVOID *lpOutBuf*, DWORD *nOutBufSize*,  
LPDWORD *lpBytesReturned*, LPOVERLAPPED *lpOverlapped*)

## 2.26 FT\_SetWaitMask

Undocumented function.

FT\_STATUS **FT\_SetWaitMask** (FT\_HANDLE *ftHandle*, DWORD *dwMask*)

## 2.27 FT\_WaitOnMask

Undocumented function.

FT\_STATUS FT\_WaitOnMask (FT\_HANDLE *ftHandle*, DWORD *dwMask*)

## 2.28 FT\_GetDeviceInfo

Get device information.

**FT\_STATUS FT\_GetDeviceInfo** (FT\_HANDLE *ftHandle*, FT\_DEVICE \**pftType*, LPDWORD *lpdwID*, PCHAR *pcSerialNumber*, PCHAR *pcDescription*, PVOID *pvDummy*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>pftType</i>	Pointer to unsigned long to store device type.
<i>lpdwId</i>	Pointer to unsigned long to store device ID.
<i>pcSerialNumber</i>	Pointer to buffer to store device serial number as a null-terminated string.
<i>pcDescription</i>	Pointer to buffer to store device description as a null-terminated string.
<i>pvDummy</i>	Reserved for future use - should be set to NULL.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

This function is used to return the device type, device ID, device description and serial number.

The device ID is encoded in a DWORD - the most significant word contains the vendor ID, and the least significant word contains the product ID. So the returned ID 0x04036001 corresponds to the device ID VID\_0403&PID\_6001.

### Example

This example shows how to get information about a device.

```
FT_HANDLE ftHandle; // valid handle returned from FT_OpenEx
FT_DEVICE ftDevice;
FT_STATUS ftStatus;
DWORD deviceID;
char SerialNumber[16];
char Description[64];

ftStatus = FT_GetDeviceInfo(
    ftHandle,
    &ftDevice,
    &deviceID,
    SerialNumber,
    Description,
    NULL
);
if (ftStatus == FT_OK) {
    if (ftDevice == FT_DEVICE_232BM)
        ; // device is FT232BM
    else if (ftDevice == FT_DEVICE_232AM)
```

```
        ; // device is FT8U232AM
    else if (ftDevice == FT_DEVICE_100AX)
        ; // device is FT8U100AX
    else
        ; // unknown device (this should not happen!)
        // deviceID contains encoded device ID
        // SerialNumber, Description contain 0-terminated strings
    }
else {
    // FT_GetDeviceType FAILED!
}
```

## 2.29 FT\_SetResetPipeRetryCount

Set the ResetPipeRetryCount.

FT\_STATUS FT\_SetResetPipeRetryCount (FT\_HANDLE *ftHandle*, DWORD *dwCount*)

### Parameters

*ftHandle* Handle of the device.  
*dwCount* Unsigned long containing required ResetPipeRetryCount.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

This function is used to set the ResetPipeRetryCount. ResetPipeRetryCount controls the maximum number of times that the driver tries to reset a pipe on which an error has occurred. ResetPipeRequestRetryCount defaults to 50. It may be necessary to increase this value in noisy environments where a lot of USB errors occur.

### Example

This example shows how to set the ResetPipeRetryCount to 100.

```
FT_HANDLE ftHandle;    // valid handle returned from FT_OpenEx
FT_STATUS ftStatus;
DWORD dwRetryCount;

dwRetryCount = 100;
ftStatus = FT_SetResetPipeRetryCount(ftHandle,dwRetryCount);
if (ftStatus == FT_OK) {
    // ResetPipeRetryCount set to 100
}
else {
    // FT_SetResetPipeRetryCount FAILED!
}
```

## 2.30 FT\_StopInTask

Stops the driver's IN task.

FT\_STATUS FT\_StopInTask (FT\_HANDLE ftHandle)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

This function is used to put the driver's IN task (read) into a wait state. It can be used in situations where data is being received continuously, so that the device can be purged without more data being received. It is used together with [FT\\_RestartInTask](#)<sup>[42]</sup> which sets the IN task running again.

### Example

This example shows how to use FT\_StopInTask.

```
FT_HANDLE ftHandle;    // valid handle returned from FT_OpenEx
FT_STATUS ftStatus;

do {
    ftStatus = FT_StopInTask(ftHandle);
} while (ftStatus != FT_OK);

//
// Do something - for example purge device
//

do {
    ftStatus = FT_RestartInTask(ftHandle);
} while (ftStatus != FT_OK);
```

## 2.31 FT\_RestartInTask

Restart the driver's IN task.

FT\_STATUS FT\_RestartInTask (FT\_HANDLE ftHandle)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

This function is used to restart the driver's IN task (read) after it has been stopped by a call to [FT\\_StopInTask](#)<sup>[47]</sup>.

### Example

This example shows how to use FT\_RestartInTask.

```
FT_HANDLE ftHandle;    // valid handle returned from FT_OpenEx
FT_STATUS ftStatus;

do {
    ftStatus = FT_StopInTask(ftHandle);
} while (ftStatus != FT_OK);

//
// Do something - for example purge device
//

do {
    ftStatus = FT_RestartInTask(ftHandle);
} while (ftStatus != FT_OK);
```

## 2.32 FT\_ResetPort

Send a reset command to the port.

FT\_STATUS FT\_ResetPort (FT\_HANDLE ftHandle)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

This function is used to attempt to recover the port after a failure. It is not equivalent to an unplug-replug event.

### Example

This example shows how to reset the port.

```
FT_HANDLE ftHandle;    // valid handle returned from FT_OpenEx
FT_STATUS ftStatus;

ftStatus = FT_ResetPort(ftHandle);
if (ftStatus == FT_OK) {
    // Port has been reset
}
else {
    // FT_ResetPort FAILED!
}
```

## 2.33 FT\_CyclePort

Send a cycle command to the USB port.

FT\_STATUS FT\_CyclePort (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

The effect of this function is the same as disconnecting then reconnecting the device from USB. Possible use of this function is in situations where a fatal error has occurred and it is difficult, or not possible, to recover without unplugging and replugging the USB cable. This function can also be used after re-programming the EEPROM to force the FTDI device to read the new EEPROM contents which previously required a physical disconnect-reconnect.

As the current session is not restored when the driver is reloaded, the application must be able to recover after calling this function.

### Example

This example shows how to cycle the port.

```
FT_HANDLE ftHandle;    // valid handle returned from FT_OpenEx
FT_STATUS ftStatus;

ftStatus = FT_CyclePort(ftHandle);
if (ftStatus == FT_OK) {
    // Port has been cycled.
}
else {
    // FT_CyclePort FAILED!
}
```

## 3 EEPROM Programming Interface Functions

### Introduction

FTDI has included EEPROM programming support in the D2XX library. This section describes that interface.

### Overview

Functions are provided to program the EEPROM ([FT\\_EE\\_Program](#)<sup>[51]</sup>, [FT\\_EE\\_ProgramEx](#)<sup>[52]</sup>, [FT\\_WriteEE](#)<sup>[47]</sup>), read the EEPROM ([FT\\_EE\\_Read](#)<sup>[49]</sup>, [FT\\_EE\\_ReadEx](#)<sup>[50]</sup>, [FT\\_ReadEE](#)<sup>[46]</sup>) and erase the EEPROM ([FT\\_EraseEE](#)<sup>[48]</sup>).

Unused space in the EEPROM is called the User Area (EEUA). Functions are provided to access the EEUA. [FT\\_EE\\_UASize](#)<sup>[55]</sup> gets its size, [FT\\_EE\\_UAWrite](#)<sup>[54]</sup> writes data into it and [FT\\_EE\\_UARead](#)<sup>[53]</sup> is used to read its contents.

### Reference

[Type definitions](#)<sup>[89]</sup> of the functional parameters and return codes used in the D2XX EEPROM programming interface are contained in the [appendix](#)<sup>[88]</sup>.

### 3.1 FT\_ReadEE

Read a value from an EEPROM location.

FT\_STATUS FT\_ReadEE (FT\_HANDLE *ftHandle*, DWORD *dwWordOffset*, LPWORD *lpwValue*)

#### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwWordOffset</i>	EEPROM location to read from.
<i>lpwValue</i>	Pointer to the value read from the EEPROM.

#### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

## 3.2 FT\_WriteEE

Write a value to an EEPROM location.

FT\_STATUS FT\_WriteEE (FT\_HANDLE *ftHandle*, DWORD *dwWordOffset*, WORD *wValue*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwWordOffset</i>	EEPROM location to write to.
<i>wValue</i>	Value to write to EEPROM.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### 3.3 FT\_EraseEE

Erase the EEPROM.

FT\_STATUS FT\_EraseEE (FT\_HANDLE *ftHandle*)

#### Parameters

*ftHandle* Handle of the device.

#### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

#### Remarks

This function will erase the entire contents of an EEPROM, including the user area.

### 3.4 FT\_EE\_Read

Read the contents of the EEPROM.

FT\_STATUS FT\_EE\_Read (FT\_HANDLE *ftHandle*, PFT\_PROGRAM\_DATA *lpData*)

#### Parameters

*ftHandle* Handle of the device.  
*lpData* Pointer to structure of type FT\_PROGRAM\_DATA.

#### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

#### Remarks

This function interprets the parameter *pvArgs* as a pointer to a struct of type *FT\_PROGRAM\_DATA* that contains storage for the data to be read from the EEPROM.

The function does not perform any checks on buffer sizes, so the buffers passed in the *FT\_PROGRAM\_DATA* struct must be big enough to accommodate their respective strings (including null terminators). The sizes shown in the following example are more than adequate and can be rounded down if necessary. The restriction is that the Manufacturer string length plus the Description string length is less than or equal to 40 characters.

#### Example

```
FT_HANDLE ftHandle;
FT_STATUS ftStatus = FT_Open(0,&ftHandle);
if (ftStatus != FT_OK) {
    // FT_Open FAILED!
}

FT_PROGRAM_DATA ftData;char ManufacturerBuf[32];
char ManufacturerIdBuf[16];
char DescriptionBuf[64];
char SerialNumberBuf[16];

ftData.Manufacturer = ManufacturerBuf;
ftData.ManufacturerId = ManufacturerIdBuf;
ftData.Description = DescriptionBuf;
ftData.SerialNumber = SerialNumberBuf;

ftStatus = FT_EE_Read(ftHandle,&ftData);
if (ftStatus == FT_OK) {
    // FT_EE_Read OK, data is available in ftData
}
else {
    // FT_EE_Read FAILED!
}
```

### 3.5 FT\_EE\_ReadEx

Read the contents of the EEPROM and pass strings separately.

FT\_STATUS FT\_EE\_ReadEx (FT\_HANDLE *ftHandle*, PFT\_PROGRAM\_DATA *pData*, char \**Manufacturer*, char \**ManufacturerId*, char \**Description*, char \**SerialNumber*)

#### Parameters

<i>ftHandle</i>	Handle of the device.
<i>pData</i>	Pointer to a structure of type FT_PROGRAM_DATA.
* <i>Manufacturer</i>	Pointer to a null-terminated string containing the manufacturer name.
* <i>ManufacturerId</i>	Pointer to a null-terminated string containing the manufacturer ID.
* <i>Description</i>	Pointer to a null-terminated string containing the device description.
* <i>SerialNumber</i>	Pointer to a null-terminated string containing the device serial number.

#### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

#### Remarks

This variation of the standard [FT\\_EE\\_Read](#)<sup>[49]</sup> function was included to provide support for languages such as LabVIEW where problems can occur when string pointers are contained in a structure.

This function interprets the parameter *pvArgs* as a pointer to a struct of type FT\_PROGRAM\_DATA that contains storage for the data to be read from the EEPROM.

The function does not perform any checks on buffer sizes, so the buffers passed in the FT\_PROGRAM\_DATA structure must be big enough to accommodate their respective strings (including null terminators). The sizes shown in the following example are more than adequate and can be rounded down if necessary. The restriction is that the Manufacturer string length plus the Description string length is less than or equal to 40 characters.

The string parameters in the FT\_PROGRAM\_DATA structure should be passed as DWORDs to avoid overlapping of parameters. All string pointers are passed out separately from the FT\_PROGRAM\_DATA structure.

## 3.6 FT\_EE\_Program

Program the EEPROM.

FT\_STATUS FT\_EE\_Program (FT\_HANDLE *ftHandle*, PFT\_PROGRAM\_DATA *lpData*)

### Parameters

*ftHandle* Handle of the device.  
*lpData* Pointer to structure of type FT\_PROGRAM\_DATA.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

This function interprets the parameter *pvArgs* as a pointer to a struct of type FT\_PROGRAM\_DATA that contains the data to write to the EEPROM. The data is written to EEPROM, then read back and verified.

If the SerialNumber field in FT\_PROGRAM\_DATA is NULL, or SerialNumber points to a NULL string, a serial number based on the ManufacturerId and the current date and time will be generated.

If *pvArgs* is NULL, the device will be programmed with the default data {0x0403, 0x6001, "FTDI", "FT", "USB HS Serial Converter", "", 44, 1, 0, 1, FALSE, FALSE, FALSE, FALSE, FALSE, FALSE, 0}

### Example

```
FT_PROGRAM_DATA ftData = {
    0x0403,
    0x6001, "FTDI", "FT", "USB HS Serial Converter", "FT000001", 44, 1, 0, 1,
    FALSE,
    FALSE,
    FALSE,
    FALSE,
    FALSE,
    FALSE,
    FALSE,
    0 };FT_HANDLE ftHandle;

FT_STATUS ftStatus = FT_Open(0,&ftHandle);
if (ftStatus == FT_OK) {
    ftStatus = FT_EE_Program(ftHandle,&ftData);
    if (ftStatus == FT_OK) {
        // FT_EE_Program OK!
    }
    else {
        // FT_EE_Program FAILED! }
}
```

### 3.7 FT\_EE\_ProgramEx

Program the EEPROM and pass strings separately.

FT\_STATUS FT\_EE\_ProgramEx (FT\_HANDLE *ftHandle*, PFT\_PROGRAM\_DATA *pData*, char \**Manufacturer*, char \**ManufacturerId*, char \**Description*, char \**SerialNumber*)

#### Parameters

<i>ftHandle</i>	Handle of the device.
<i>pData</i>	Pointer to a structure of type FT_PROGRAM_DATA.
* <i>Manufacturer</i>	Pointer to a null-terminated string containing the manufacturer name.
* <i>ManufacturerId</i>	Pointer to a null-terminated string containing the manufacturer ID.
* <i>Description</i>	Pointer to a null-terminated string containing the device description.
* <i>SerialNumber</i>	Pointer to a null-terminated string containing the device serial number.

#### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

#### Remarks

This variation of the [FT\\_EE\\_Program](#)<sup>[5]</sup> function was included to provide support for languages such as LabVIEW where problems can occur when string pointers are contained in a structure.

This function interprets the parameter *pvArgs* as a pointer to a struct of type FT\_PROGRAM\_DATA that contains the data to write to the EEPROM. The data is written to EEPROM, then read back and verified.

The string pointer parameters in the FT\_PROGRAM\_DATA structure should be allocated as DWORDs to avoid overlapping of parameters. The string parameters are then passed in separately.

If the SerialNumber field is NULL, or SerialNumber points to a NULL string, a serial number based on the ManufacturerId and the current date and time will be generated.

If *pvArgs* is NULL, the device will be programmed with the default data {0x0403, 0x6001, "FTDI", "FT", "USB HS Serial Converter", "", 44, 1, 0, 1, FALSE, FALSE, FALSE, FALSE, FALSE, FALSE, 0}

## 3.8 FT\_EE\_UARead

Read the contents of the EEUA.

**FT\_STATUS FT\_EE\_UARead** (FT\_HANDLE *ftHandle*, PCHAR *pucData*, DWORD *dwDataLen*, LPDWORD *lpdwBytesRead*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>pucData</i>	Pointer to a buffer that contains storage for data to be read.
<i>dwDataLen</i>	Size, in bytes, of buffer that contains storage for the data to be read.
<i>lpdwBytesRead</i>	Pointer to a DWORD that receives the number of bytes read..

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

This function interprets the parameter *pucData* as a pointer to an array of bytes of size *dwDataLen* that contains storage for the data to be read from the EEUA. The actual number of bytes read is stored in the DWORD referenced by *lpdwBytesRead*.

If *dwDataLen* is less than the size of the EEUA, then *dwDataLen* bytes are read into the buffer. Otherwise, the whole of the EEUA is read into the buffer.

An application should check the function return value and *lpdwBytesRead* when **FT\_EE\_UARead** returns.

### Example

```
FT_HANDLE ftHandle;
FT_STATUS ftStatus = FT_Open(0,&ftHandle);

if (ftStatus != FT_OK) {
    // FT_Open FAILED!
}

char Buffer[64];
DWORD BytesRead;

ftStatus = FT_EE_UARead(ftHandle,Buffer,64,&BytesRead);
if (ftStatus == FT_OK) {
    // FT_EE_UARead OK
    // User Area data stored in Buffer
    // Number of bytes read from EEUA stored in BytesRead
}
else {
    // FT_EE_UARead FAILED!
}
```

### 3.9 FT\_EE\_UAWrite

Write data into the EEUA.

FT\_STATUS FT\_EE\_UAWrite (FT\_HANDLE *ftHandle*, PCHAR *pucData*, DWORD *dwDataLen*)

#### Parameters

<i>ftHandle</i>	Handle of the device.
<i>pucData</i>	Pointer to a buffer that contains the data to be written.
<i>dwDataLen</i>	Size, in bytes, of buffer that contains the data to be written.

#### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

#### Remarks

This function interprets the parameter *lpData* as a pointer to an array of bytes of size *dwDataLen* that contains the data to be written to the EEUA. It is a programming error for *dwDataLen* to be greater than the size of the EEUA.

#### Example

```
FT_HANDLE ftHandle;
FT_STATUS ftStatus = FT_Open(0,&ftHandle);

if (ftStatus != FT_OK) {
    // FT_Open FAILED!
}

char *Buffer = "hello, world";

ftStatus = FT_EE_UAwrite(ftHandle,Buffer,12);
if (ftStatus == FT_OK) {
    // FT_EE_UAwrite OK
    // User Area contains "hello, world"
}
else {
    // FT_EE_UAwrite FAILED!
}
```

### 3.10 FT\_EE\_UASize

Get size of EEUA.

FT\_STATUS FT\_EE\_UASize (FT\_HANDLE *ftHandle*, LPDWORD *lpdwSize*)

#### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpdwSize</i>	Pointer to a DWORD that receives the size, in bytes, of the EEUA.
<i>dwDataLen</i>	Size, in bytes, of buffer that contains the data to be written.

#### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

#### Example

```
FT_HANDLE ftHandle;
FT_STATUS ftStatus = FT_Open(0,&ftHandle);

if (ftStatus != FT_OK) {
    // FT_Open FAILED!
}

DWORD EEUA_Size;

ftStatus = FT_EE_UASize(ftHandle,&EEUA_Size);
if (ftStatus == FT_OK) {
    // FT_EE_UASize OK
    // EEUA_Size contains the size, in bytes, of the EEUA
}
else {
    // FT_EE_UASize FAILED!
}
```

## 4 FT2232C, FT232BM & FT245BM Extended API Functions

### Introduction

FTDI's FT2232C Dual USB UART/FIFO (3<sup>rd</sup> generation), FT232BM USB UART (2<sup>nd</sup> generation) and FT245BM USB FIFO (2<sup>nd</sup> generation) offer extra functionality, including programmable features, to their predecessors. The programmable features are supported by extensions to the D2XX driver, and the programming interface is exposed by FTD2XX.DLL.

### Overview

New features include a programmable receive buffer timeout and bit bang mode. The receive buffer timeout is controlled via the latency timer functions [FT\\_GetLatencyTimer](#)<sup>[57]</sup> and [FT\\_SetLatencyTimer](#)<sup>[58]</sup>. Bit bang mode and other FT2232C bit modes are controlled via the functions [FT\\_GetBitMode](#)<sup>[59]</sup> and [FT\\_SetBitMode](#)<sup>[60]</sup>. Before these functions can be accessed, the device must first be opened. The Win32API function, CreateFile, returns a handle that is used by all functions in the programming interface to identify the device.

### Reference

[Type definitions](#)<sup>[89]</sup> of the functional parameters and return codes used in the D2XX extended programming interface are contained in the [appendix](#)<sup>[88]</sup>.

## 4.1 FT\_GetLatencyTimer

Get the current value of the latency timer.

FT\_STATUS FT\_GetLatencyTimer (FT\_HANDLE *ftHandle*, PCHAR *pucTimer*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>pucTimer</i>	Pointer to unsigned char to store latency timer value.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

In the FT8U232AM and FT8U245AM devices, the receive buffer timeout that is used to flush remaining data from the receive buffer was fixed at 16 ms. In the FT2232C, FT232BM and FT245BM, this timeout is programmable and can be set at 1 ms intervals between 2ms and 255 ms. This allows the device to be better optimized for protocols requiring faster response times from short data packets.

### Example

```
HANDLE ftHandle; // valid handle returned from FT_W32_CreateFile
FT_STATUS ftStatus;
UCHAR LatencyTimer;

ftStatus = FT_GetLatencyTimer(ftHandle, &LatencyTimer);
if (ftStatus == FT_OK) {
    // LatencyTimer contains current value
} else {
    // FT_GetLatencyTimer FAILED!
}
```

## 4.2 FT\_SetLatencyTimer

Set the latency timer.

FT\_STATUS FT\_SetLatencyTimer (FT\_HANDLE *ftHandle*, UCHAR *ucTimer*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>ucTimer</i>	Required value, in milliseconds, of latency timer. Valid range is 2 - 255.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

In the FT8U232AM and FT8U245AM devices, the receive buffer timeout that is used to flush remaining data from the receive buffer was fixed at 16 ms. In the FT2232C, FT232BM and FT245BM, this timeout is programmable and can be set at 1 ms intervals between 2ms and 255 ms. This allows the device to be better optimized for protocols requiring faster response times from short data packets.

### Example

```
HANDLE ftHandle; // valid handle returned from FT_W32_CreateFile
FT_STATUS ftStatus;
UCHAR LatencyTimer = 10;

ftStatus = FT_SetLatencyTimer(ftHandle, LatencyTimer);
if (ftStatus == FT_OK) {
    // LatencyTimer set to 10 milliseconds}
else {
    // FT_SetLatencyTimer FAILED!}
```

### 4.3 FT\_GetBitMode

Gets the instantaneous value of the data bus.

FT\_STATUS FT\_GetBitMode (FT\_HANDLE *ftHandle*, PUCHAR *pucMode*)

#### Parameters

<i>ftHandle</i>	Handle of the device.
<i>pucMode</i>	Pointer to unsigned char to store bit mode value.

#### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

#### Remarks

For a description of available bit modes for the FT2232C, see the application note "Bit Modes Functions for the FT2232C".

For a description of Bit Bang Mode for the FT232BM and FT245BM, see the application note "FT232BM/FT245BM Bit Bang Mode".

These application notes are available for download from the [Application Notes](#) page in the [Documents](#) section of the [FTDI website](#).

#### Example

```
HANDLE ftHandle; // valid handle returned from FT_W32_CreateFile
UCHAR BitMode;
FT_STATUS ftStatus;

ftStatus = FT_GetBitMode(ftHandle,&BitMode);
if (ftStatus == FT_OK) {
    // BitMode contains current value}
else {
    // FT_GetBitMode FAILED!}
```

## 4.4 FT\_SetBitMode

Set the value of the bit mode.

FT\_STATUS FT\_SetBitMode (FT\_HANDLE *ftHandle*, UCHAR *ucMask*, UCHAR *ucEnable*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>ucMask</i>	Required value for bit mode mask.
<i>ucEnable</i>	Enable value, 0 = FLASE, 1 = TRUE.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

For a description of available bit modes for the FT2232C, see the application note "Bit Modes Functions for the FT2232C".

For a description of Bit Bang Mode for the FT232BM and FT245BM, see the application note "FT232BM/FT245BM Bit Bang Mode".

These application notes are available for download from the [Application Notes](#) page in the [Documents](#) section of the [FTDI website](#).

### Example

```
HANDLE ftHandle; // valid handle returned from FT_W32_CreateFile
FT_STATUS ftStatus;
UCHAR Mask = 0xff;
UCHAR Enable = 1;

ftStatus = FT_SetBitMode(ftHandle,Mask,Enable);
if (ftStatus == FT_OK) {
    // 0xff written to device }
else {
    // FT_SetBitMode FAILED!}
```

## 4.5 FT\_SetUSBParameters

Set the USB request transfer size.

FT\_STATUS FT\_SetUSBParameters (FT\_HANDLE *ftHandle*, DWORD *dwInTransferSize*,  
DWORD *dwOutTransferSize*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwInTransferSize</i>	Transfer size for USB IN request.
<i>dwOutTransferSize</i>	Transfer size for USB OUT request.

### Return Value

FT\_OK if successful, otherwise the return value is an FT error code.

### Remarks

Previously, USB request transfer sizes have been set at 4096 bytes and have not been configurable. This function can be used to change the transfer sizes to better suit the application requirements.

Note that, at present, only *dwInTransferSize* is supported.

### Example

```
HANDLE ftHandle; // valid handle returned from FT_W32_CreateFile
FT_STATUS ftStatus;
DWORD InTransferSize = 16384;

ftStatus = FT_SetUSBParameters(ftHandle, InTransferSize, 0);
if (ftStatus == FT_OK) {
    // In transfer size set to 16 Kbytes}
else {
    // FT_SetUSBParameters FAILED!}
```

## 5 FT-Win32 API Functions

### Introduction

The D2XX interface also incorporates functions based on Win32 API and Win32 COMM API calls. This facilitates the porting of communications applications from VCP to D2XX.

### Overview

Before the device can be accessed, it must first be opened. [FT\\_W32\\_CreateFile](#)<sup>[63]</sup> returns a handle that is used by all functions in the programming interface to identify the device. When the device has been opened successfully, I/O can be performed using [FT\\_W32\\_ReadFile](#)<sup>[66]</sup> and [FT\\_W32\\_WriteFile](#)<sup>[69]</sup>. When operations are complete, the device is closed using [FT\\_W32\\_CloseHandle](#)<sup>[65]</sup>.

### Reference

[Type definitions](#)<sup>[89]</sup> of the functional parameters and return codes used in the FT-Win32 interface are contained in the [appendix](#)<sup>[88]</sup>.

## 5.1 FT\_W32\_CreateFile

Open the specified device and return a handle which will be used for subsequent accesses. The device can be specified by its serial number, device description, or location.

This function must be used if overlapped I/O is required.

**FT\_HANDLE FT\_W32\_CreateFile** (LPCSTR *lpzName*, DWORD *dwAccess*, DWORD *dwShareMode*, LPSECURITY\_ATTRIBUTES *lpSecurityAttributes*, DWORD *dwCreate*, DWORD *dwAttrsAndFlags*, HANDLE *hTemplate*)

### Parameters

<i>lpzName</i>	Pointer to a null terminated string that contains the name of the device. The name of the device can be its serial number or description as obtained from the FT_ListDevices function.
<i>dwAccess</i>	Type of access to the device. Access can be GENERIC_READ, GENERIC_WRITE or both.
<i>dwShareMode</i>	How the device is shared. This value must be set to 0.
<i>lpSecurityAttributes</i>	This parameter has no effect and should be set to NULL.
<i>dwCreate</i>	This parameter must be set to OPEN_EXISTING.
<i>dwAttrsAndFlags</i>	File attributes and flags. This parameter is a combination of FILE_ATTRIBUTE_NORMAL, FILE_FLAG_OVERLAPPED if overlapped I/O is used, FT_OPEN_BY_SERIAL_NUMBER if <i>lpzName</i> is the devices serial number, and FT_OPEN_BY_DESCRIPTION if <i>lpzName</i> is the devices description.
<i>hTemplate</i>	This parameter must be NULL

### Return Value

If the function is successful, the return value is a handle.  
If the function is unsuccessful, the return value is the Win32 error code INVALID\_HANDLE\_VALUE.

### Remarks

The meaning of *pvArg1* depends on *dwAttrsAndFlags*: if FT\_OPEN\_BY\_SERIAL\_NUMBER or FT\_OPEN\_BY\_DESCRIPTION is set in *dwAttrsAndFlags*, *pvArg1* contains a pointer to a null terminated string that contains the device's serial number or description; if FT\_OPEN\_BY\_LOCATION is set in *dwAttrsAndFlags*, *pvArg1* is interpreted as a value of type long that contains the location ID of the device.

*dwAccess* can be GENERIC\_READ, GENERIC\_WRITE or both; *dwShareMode* must be set to 0; *lpSecurityAttributes* must be set to NULL; *dwCreate* must be set to OPEN\_EXISTING; *dwAttrsAndFlags* is a combination of FILE\_ATTRIBUTE\_NORMAL, FILE\_FLAG\_OVERLAPPED if overlapped I/O is used, FT\_OPEN\_BY\_SERIAL\_NUMBER or FT\_OPEN\_BY\_DESCRIPTION or FT\_OPEN\_BY\_LOCATION; *hTemplate* must be NULL.

## Examples

The examples that follow use these variables.

```
FT_STATUS ftStatus;
FT_HANDLE ftHandle;
char Buf[64];
```

### Open a device for overlapped I/O using its serial number

```
ftStatus = FT_ListDevices(0, Buf, FT_LIST_BY_INDEX | FT_OPEN_BY_SERIAL_NUMBER);

ftHandle = FT_W32_CreateFile(Buf, GENERIC_READ | GENERIC_WRITE, 0, 0,
                             OPEN_EXISTING,
                             FILE_ATTRIBUTE_NORMAL | FILE_FLAG_OVERLAPPED |
                             FT_OPEN_BY_SERIAL_NUMBER,
                             0);

if (ftHandle == INVALID_HANDLE_VALUE)
    ; // FT_W32_CreateDevice failed
```

### Open a device for non-overlapped I/O using its description

```
ftStatus = FT_ListDevices(0, Buf, FT_LIST_BY_INDEX | FT_OPEN_BY_DESCRIPTION);

ftHandle = FT_W32_CreateFile(Buf, GENERIC_READ | GENERIC_WRITE, 0, 0,
                             OPEN_EXISTING,
                             FILE_ATTRIBUTE_NORMAL | FT_OPEN_BY_DESCRIPTION,
                             0);

if (ftHandle == INVALID_HANDLE_VALUE)
    ; // FT_W32_CreateDevice failed
```

### Open a device for non-overlapped I/O using its location

```
long locID;

ftStatus = FT_ListDevices(0, &locID, FT_LIST_BY_INDEX | FT_OPEN_BY_LOCATION);

ftHandle = FT_W32_CreateFile((PVOID) locID, GENERIC_READ | GENERIC_WRITE, 0, 0,
                             OPEN_EXISTING,
                             FILE_ATTRIBUTE_NORMAL | FT_OPEN_BY_LOCATION,
                             0);

if (ftHandle == INVALID_HANDLE_VALUE)
    ; // FT_W32_CreateDevice failed
```

## 5.2 FT\_W32\_CloseHandle

Close the specified device.

**BOOL FT\_W32\_CloseHandle** (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

If the function is successful, the return value is nonzero.

If the function is unsuccessful, the return value is zero.

### Example

This example shows how to close a device after opening it for non-overlapped I/O using its description.

```
FT_STATUS ftStatus;
FT_HANDLE ftHandle;
char Buf[64];

ftStatus = FT_ListDevices(0, Buf, FT_LIST_BY_INDEX | FT_OPEN_BY_DESCRIPTION);
ftHandle = FT_W32_CreateFile(Buf, GENERIC_READ | GENERIC_WRITE, 0, 0,
OPEN_EXISTING,
FILE_ATTRIBUTE_NORMAL | FT_OPEN_BY_DESCRIPTION,
0);
if (ftHandle == INVALID_HANDLE_VALUE){
    // FT_W32_CreateDevice failed}
else {
    // FT_W32_CreateFile OK, so do some work, and eventually ...
    FT_W32_CloseHandle(ftHandle);
}
```

## 5.3 FT\_W32\_ReadFile

Read data from the device.

BOOL **FT\_W32\_ReadFile** (FT\_HANDLE *ftHandle*, LPVOID *lpBuffer*, DWORD *dwBytesToRead*, LPDWORD *lpdwBytesReturned*, LPOVERLAPPED *lpOverlapped*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpBuffer</i>	Pointer to a buffer that receives the data from the device.
<i>dwBytesToRead</i>	Number of bytes to read from the device.
<i>lpdwBytesReturned</i>	Pointer to a variable that receives the number of bytes read from the device.
<i>lpOverlapped</i>	Pointer to an overlapped structure.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

This function supports both non-overlapped and overlapped I/O.

#### Non-overlapped I/O

The parameter, *lpOverlapped*, must be NULL for non-overlapped I/O.

This function always returns the number of bytes read in *lpdwBytesReturned*.

This function does not return until *dwBytesToRead* have been read into the buffer. The number of bytes in the receive queue can be determined by calling [FT\\_GetStatus](#)<sup>[32]</sup> or [FT\\_GetQueueStatus](#)<sup>[29]</sup>, and passed as *dwBytesToRead* so that the function reads the device and returns immediately.

When a read timeout has been setup in a previous call to [FT\\_W32\\_SetCommTimeouts](#)<sup>[84]</sup>, this function returns when the timer expires or *dwBytesToRead* have been read, whichever occurs first. If a timeout occurred, any available data is read into *lpBuffer* and the function returns a non-zero value.

An application should use the function return value and *lpdwBytesReturned* when processing the buffer. If the return value is non-zero and *lpdwBytesReturned* is equal to *dwBytesToRead* then the function has completed normally. If the return value is non-zero and *lpdwBytesReturned* is less than *dwBytesToRead* then a timeout has occurred, and the read request has been partially completed. Note that if a timeout occurred and no data was read, the return value is still non-zero.

A return value of *FT\_IO\_ERROR* suggests an error in the parameters of the function, or a fatal error like USB disconnect has occurred.

### Overlapped I/O

When the device has been opened for overlapped I/O, an application can issue a request and perform some additional work while the request is pending. This contrasts with the case of non-overlapped I/O in which the application issues a request and receives control again only after the request has been completed.

The parameter, *lpOverlapped*, must point to an initialized OVERLAPPED structure.

If there is enough data in the receive queue to satisfy the request, the request completes immediately and the return code is non-zero. The number of bytes read is returned in *lpdwBytesReturned*.

If there is not enough data in the receive queue to satisfy the request, the request completes immediately, and the return code is zero, signifying an error. An application should call [FT\\_W32\\_GetLastError](#)<sup>[77]</sup> to get the cause of the error. If the error code is `ERROR_IO_PENDING`, the overlapped operation is still in progress, and the application can perform other processing. Eventually, the application checks the result of the overlapped request by calling [FT\\_W32\\_GetOverlappedResult](#)<sup>[78]</sup>.

If successful, the number of bytes read is returned in *lpdwBytesReturned*.

### Example

This example shows how to read 256 bytes from the device using non-overlapped I/O.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile for non-overlapped i/o
char Buf[256];
DWORD dwToRead = 256;
DWORD dwRead;

if (FT_W32_ReadFile(ftHandle, Buf, dwToRead, &dwRead, &osWrite)) {
    if (dwToRead == dwRead){
        // FT_W32_ReadFile OK}
    else{
        // FT_W32_ReadFile timeout}
    }
else{
    // FT_W32_ReadFile failed}
```

This example shows how to read 256 bytes from the device using overlapped I/O.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile for overlapped i/o
char Buf[256];
DWORD dwToRead = 256;
DWORD dwRead;
OVERLAPPED osRead = { 0 };

if (!FT_W32_ReadFile(ftHandle, Buf, dwToRead, &dwRead, &osWrite)) {
    if (FT_W32_GetLastError(ftHandle) == ERROR_IO_PENDING) {
        // write is delayed so do some other stuff until ...
        if (!FT_W32_GetOverlappedResult(ftHandle, &osRead, &dwRead, FALSE)){
            // error}
        else {
            if (dwToRead == dwRead){
                // FT_W32_ReadFile OK}
            else{
                // FT_W32_ReadFile timeout}
            }
        }
    }
else {
    // FT_W32_ReadFile OK
```

}

## 5.4 FT\_W32\_WriteFile

Write data to the device.

**BOOL FT\_W32\_WriteFile** (FT\_HANDLE *ftHandle*, LPVOID *lpBuffer*, DWORD *dwBytesToWrite*, LPDWORD *lpdwBytesWritten*, LPOVERLAPPED *lpOverlapped*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpBuffer</i>	Pointer to the buffer that contains the data to write to the device.
<i>dwBytesToWrite</i>	Number of bytes to be written to the device.
<i>lpdwBytesWritten</i>	Pointer to a variable that receives the number of bytes written to the device.
<i>lpOverlapped</i>	Pointer to an overlapped structure.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

This function supports both non-overlapped and overlapped I/O.

#### Non-overlapped I/O

The parameter, *lpOverlapped*, must be NULL for non-overlapped I/O.

This function always returns the number of bytes written in *lpdwBytesWritten*.

This function does not return until *dwBytesToWrite* have been written to the device.

When a write timeout has been setup in a previous call to [FT\\_W32\\_SetCommTimeouts](#)<sup>[84]</sup>, this function returns when the timer expires or *dwBytesToWrite* have been written, whichever occurs first. If a timeout occurred, *lpdwBytesWritten* contains the number of bytes actually written, and the function returns a non-zero value.

An application should always use the function return value and *lpdwBytesWritten*. If the return value is non-zero and *lpdwBytesWritten* is equal to *dwBytesToWrite* then the function has completed normally. If the return value is non-zero and *lpdwBytesWritten* is less than *dwBytesToWrite* then a timeout has occurred, and the write request has been partially completed. Note that if a timeout occurred and no data was written, the return value is still non-zero.

#### Overlapped I/O

When the device has been opened for overlapped I/O, an application can issue a request and perform some additional work while the request is pending. This contrasts with the case of non-overlapped I/O in which the application issues a request and receives control again only after the request has been completed.

The parameter, *lpOverlapped*, must point to an initialized OVERLAPPED structure.

This function completes immediately, and the return code is zero, signifying an error. An application should call [FT\\_W32\\_GetLastError](#)<sup>[74]</sup> to get the cause of the error. If the error code is ERROR\_IO\_PENDING, the overlapped operation is still in progress, and the application can perform other processing. Eventually, the application checks the result of the overlapped request by calling [FT\\_W32\\_GetOverlappedResult](#)<sup>[75]</sup>.

If successful, the number of bytes written is returned in *lpdwBytesWritten*.

### Example

This example shows how to write 128 bytes to the device using non-overlapped I/O.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile for overlapped i/o
char Buf[128]; // contains data to write to the device
DWORD dwToWrite = 128;
DWORD dwWritten;

if (FT_W32_WriteFile(ftHandle, Buf, dwToWrite, &dwWritten, &osWrite)) {
    if (dwToWrite == dwWritten){
        // FT_W32_WriteFile OK
    }
    else{
        // FT_W32_WriteFile timeout
    }
}
else{
    // FT_W32_WriteFile failed
}
```

This example shows how to write 128 bytes to the device using overlapped I/O.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile for overlapped i/o
char Buf[128]; // contains data to write to the device
DWORD dwToWrite = 128;
DWORD dwWritten;
OVERLAPPED osWrite = { 0 };

if (!FT_W32_WriteFile(ftHandle, Buf, dwToWrite, &dwWritten, &osWrite)) {
    if (FT_W32_GetLastError(ftHandle) == ERROR_IO_PENDING) {
        // write is delayed so do some other stuff until ...
        if (!FT_W32_GetOverlappedResult(ftHandle, &osWrite, &dwWritten, FALSE)){
            // error
        }
        else {
            if (dwToWrite == dwWritten){
                // FT_W32_WriteFile OK
            }
            else{
                // FT_W32_WriteFile timeout
            }
        }
    }
}
else {
    // FT_W32_WriteFile OK
}
```

## 5.5 FT\_W32\_GetLastError

Gets the last error that occurred on the device.

BOOL FT\_W32\_GetLastError (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

This function is normally used with overlapped I/O. For a description of its use, see [FT\\_W32\\_ReadFile](#)<sup>[66]</sup> and [FT\\_W32\\_WriteFile](#)<sup>[69]</sup>.

## 5.6 FT\_W32\_GetOverlappedResult

Gets the result of an overlapped operation.

BOOL **FT\_W32\_GetOverlappedResult** (FT\_HANDLE *ftHandle*, LPOVERLAPPED *lpOverlapped*, LPDWORD *lpdwBytesTransferred*, BOOL *bWait*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpOverlapped</i>	Pointer to an overlapped structure.
<i>lpdwBytesTransferred</i>	Pointer to a variable that receives the number of bytes transferred during the overlapped operation.
<i>bWait</i>	Set to TRUE if the function does not return until the operation has been completed.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

This function is used with overlapped I/O. For a description of its use, see [FT\\_W32\\_ReadFile](#)<sup>[66]</sup> and [FT\\_W32\\_WriteFile](#)<sup>[69]</sup>.

## 5.7 FT\_W32\_ClearCommBreak

Puts the communications line in the non-BREAK state.

BOOL FT\_W32\_ClearCommBreak (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Example

This example shows how put the line in the non-BREAK state.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile

if (!FT_W32_ClearCommBreak(ftHandle)){
    // FT_W32_ClearCommBreak failed}
else{
    // FT_W32_ClearCommBreak OK}
```

## 5.8 FT\_W32\_ClearCommError

Gets information about a communications error and get current status of the device.

**BOOL FT\_W32\_ClearCommError** (FT\_HANDLE *ftHandle*, LPDWORD *lpdwErrors*, LPFTCOMSTAT *lpftComstat*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpdwErrors</i>	Variable that contains the error mask.
<i>lpftComstat</i>	Pointer to FTCOMSTAT structure.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Example

This example shows how to use this function.

```
static COMSTAT oldCS = {0};
static DWORD dwOldErrors = 0;

FT_HANDLE ftHandle; // setup by FT_W32_CreateFile
COMSTAT newCS;
DWORD dwErrors;
BOOL bChanged = FALSE;

if (!FT_W32_ClearCommError(ftHandle, &dwErrors, (FTCOMSTAT *)&newCS))
    ; // FT_W32_ClearCommError failed

if (dwErrors != dwOldErrors) {
    bChanged = TRUE;
    dwErrorsOld = dwErrors;
}

if (memcmp(&oldCS, &newCS, sizeof(FTCOMSTAT))) {
    bChanged = TRUE;
    oldCS = newCS;
}

if (bChanged) {
    if (dwErrors & CE_BREAK)
        ; // BREAK condition detected
    if (dwErrors & CE_FRAME)
        ; // Framing error detected
    if (dwErrors & CE_RXOVER)
        ; // Receive buffer has overflowed
    if (dwErrors & CE_TXFULL)
        ; // Transmit buffer full
    if (dwErrors & CE_OVERRUN)
        ; // Character buffer overrun
    if (dwErrors & CE_RXPARITY)
        ; // Parity error detected
    if (newCS.fCtsHold)
        ; // Transmitter waiting for CTS
    if (newCS.fDsrHold)
        ; // Transmitter is waiting for DSR
    if (newCS.fRlsdHold)
```

```
    ; // Transmitter is waiting for RLSD
if (newCS.fXoffHold)
    ; // Transmitter is waiting because XOFF was received
if (newCS.fXoffSent)
    ; //
if (newCS.fEof)
    ; // End of file character has been received
if (newCS.fTxim)
    ; // Tx immediate character queued for transmission
// newCS.cbInQue contains number of bytes in receive queue
// newCS.cbOutQue contains number of bytes in transmit queue
}
```

## 5.9 FT\_W32\_EscapeCommFunction

Perform an extended function.

**BOOL FT\_W32\_EscapeCommFunction** (FT\_HANDLE *ftHandle*, DWORD *dwFunc*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwFunc</i>	The extended function to perform can be one of the following values:
<i>CLRDTR</i>	Clear the DTR signal
<i>CLRRTS</i>	Clear the RTS signal
<i>SETDTR</i>	Set the DTR signal
<i>SETRTS</i>	Set the RTS signal
<i>SETBREAK</i>	Set the BREAK condition
<i>CLRBREAK</i>	Clear the BREAK condition

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Example

This example shows how to use this function.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile  
  
FT_W32_EscapeCommFunction(ftHandle, CLRRTS);  
FT_W32_EscapeCommFunction(ftHandle, SETRTS);
```

## 5.10 FT\_W32\_GetCommModemStatus

This function gets the current modem control value.

**BOOL FT\_W32\_GetCommModemStatus** (FT\_HANDLE *ftHandle*, LPDWORD *lpdwStat*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpdwStat</i>	Pointer to a variable to contain modem control value. The modem control value can be a combination of the following:
<i>MS_CTS_ON</i>	Clear to Send (CTS) is on
<i>MS_DSR_ON</i>	Data Set Ready (DSR) is on
<i>MS_RING_ON</i>	Ring Indicator (RI) is on
<i>MS_RLSD_ON</i>	Receive Line Signal Detect (RLSD) is on

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Example

This example shows how to use this function.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile
DWORD dwStatus;

if (FT_W32_GetCommModemStatus(ftHandle,&dwStatus)) {
    // FT_W32_GetCommModemStatus ok
    if (dwStatus & MS_CTS_ON)
        ; // CTS is on
    if (dwStatus & MS_DSR_ON)
        ; // DSR is on
    if (dwStatus & MS_RI_ON)
        ; // RI is on
    if (dwStatus & MS_RLSD_ON)
        ; // RLSD is on
}
else
    ; // FT_W32_GetCommModemStatus failed
```

## 5.11 FT\_W32\_GetCommState

This function gets the current device state.

**BOOL FT\_W32\_GetCommState** (FT\_HANDLE *ftHandle*, LPFTDCB *lpftDcb*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpftDcb</i>	Pointer to an FTDCB structure.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

The current state of the device is returned in a device control block.

### Example

This example shows how to use this function.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile
FTDCB ftDCB;

if (FT_W32_GetCommState(ftHandle,&ftDCB))
    ; // FT_W32_GetCommState ok, device state is in ftDCB
else
    ; // FT_W32_GetCommState failed
```

## 5.12 FT\_W32\_GetCommTimeouts

This function gets the current read and write request timeout parameters for the specified device.

**BOOL FT\_W32\_GetCommTimeouts** (FT\_HANDLE *ftHandle*, LPFTTIMEOUTS *lpftTimeouts*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpftTimeouts</i>	Pointer to an FTTIMEOUTS structure to store timeout information.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

For an explanation of how timeouts are used, see **FT\_W32\_SetCommTimeouts**.

### Example

This example shows how to retrieve the current timeout values.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile
FTTIMEOUTS ftTS;

if (FT_W32_GetCommTimeouts(ftHandle,&ftTS))
    ; // FT_W32_GetCommTimeouts OK
else
    ; // FT_W32_GetCommTimeouts failed
```

## 5.13 FT\_W32\_PurgeComm

This function purges the device.

**BOOL FT\_W32\_PurgeComm** (FT\_HANDLE *ftHandle*, DWORD *dwFlags*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwFlags</i>	Specifies the action to take. The action can be a combination of the following:
<i>PURGE_TXABORT</i>	Terminate outstanding overlapped writes
<i>PURGE_RXABORT</i>	Terminate outstanding overlapped reads
<i>PURGE_TXCLEAR</i>	Clear the transmit buffer
<i>PURGE_RXCLEAR</i>	Clear the receive buffer

### Return Value

If the function is successful, the return value is nonzero.

If the function is unsuccessful, the return value is zero.

### Example

This example shows how to purge the receive and transmit queues.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile

if (FT_W32_PurgeComm(ftHandle, PURGE_TXCLEAR|PURGE_RXCLEAR))
    ; // FT_W32_PurgeComm OK
else
    ; // FT_W32_PurgeComm failed
```

## 5.14 FT\_W32\_SetCommBreak

Puts the communications line in the BREAK state.

**BOOL FT\_W32\_SetCommBreak** (FT\_HANDLE *ftHandle*)

### Parameters

*ftHandle* Handle of the device.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Example

This example shows how put the line in the BREAK state.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile
```

```
if (!FT_W32_SetCommBreak(ftHandle))  
    ; // FT_W32_SetCommBreak failed  
else  
    ; // FT_W32_SetCommBreak OK
```

## 5.15 FT\_W32\_SetCommMask

This function specifies events that the device has to monitor.

**BOOL FT\_W32\_SetCommMask** (FT\_HANDLE *ftHandle*, DWORD *dwMask*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwMask</i>	Mask containing events that the device has to monitor. This can be a combination of the following:
<i>EV_BREAK</i>	BREAK condition detected
<i>EV_CTS</i>	Change in Clear to Send (CTS)
<i>EV_DSR</i>	Change in Data Set Ready (DSR)
<i>EV_ERR</i>	Error in line status
<i>EV_RING</i>	Ring Indicator (RI) detected
<i>EV_RLSD</i>	Change in Receive Line Signal Detect (RLSD)
<i>EV_RXCHAR</i>	Character received
<i>EV_RXFLAG</i>	Event character received
<i>EV_TXEMPTY</i>	Transmitter empty

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

This function specifies the events that the device should monitor. An application can call the function **FT\_W32\_WaitCommEvent** to wait for an event to occur.

### Example

This example shows how to monitor changes in the modem status lines DSR and CTS.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile
DWORD dwMask = EV_CTS | EV_DSR;

if (!FT_W32_SetCommMask(ftHandle,dwMask))
    ; // FT_W32_SetCommMask failed
else
    ; // FT_W32_SetCommMask OK
```

## 5.16 FT\_W32\_SetCommState

This function sets the state of the device according to the contents of a device control block (DCB).

```
BOOL FT_W32_SetCommState (FT_HANDLE ftHandle, LPFTDCB lpftDcb)
```

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpftDcb</i>	Pointer to an FTDCB structure.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Example

This example shows how to use this function to change the baud rate.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile
FTDCB ftDCB;

if (FT_W32_GetCommState(ftHandle,&ftDCB)) {
    // FT_W32_GetCommState ok, device state is in ftDCB
    ftDCB.BaudRate = 921600;
    if (FT_W32_SetCommState(ftHandle,&ftDCB))
        ; // FT_W32_SetCommState ok
    else
        ; // FT_W32_SetCommState failed
}
else
    ; // FT_W32_GetCommState failed
```

## 5.17 FT\_W32\_SetCommTimeouts

This function sets the timeout parameters for I/O requests.

**BOOL FT\_W32\_SetCommTimeouts** (FT\_HANDLE *ftHandle*, LPFTTIMEOUTS *lpftTimeouts*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpftTimeouts</i>	Pointer to an FTTIMEOUTS structure to store timeout information.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

Timeouts are calculated using the information in the FTTIMEOUTS structure.

For read requests, the number of bytes to be read is multiplied by the total timeout multiplier, and added to the total timeout constant. So, if TS is an FTTIMEOUTS structure and the number of bytes to read is *dwToRead*, the read timeout, *rdTO*, is calculated as follows.

$$rdTO = (dwToRead * TS.ReadTotalTimeoutMultiplier) + TS.ReadTotalTimeoutConstant$$

For write requests, the number of bytes to be written is multiplied by the total timeout multiplier, and added to the total timeout constant. So, if TS is an FTTIMEOUTS structure and the number of bytes to write is *dwToWrite*, the write timeout, *wrTO*, is calculated as follows.

$$wrTO = (dwToWrite * TS.WriteTotalTimeoutMultiplier) + TS.WriteTotalTimeoutConstant$$

### Example

This example shows how to setup a read timeout of 100 milliseconds and a write timeout of 200 milliseconds.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile
FTTIMEOUTS ftTS;

ftTS.ReadIntervalTimeout = 0;
ftTS.ReadTotalTimeoutMultiplier = 0;
ftTS.ReadTotalTimeoutConstant = 100;
ftTS.WriteTotalTimeoutMultiplier = 0;
ftTS.WriteTotalTimeoutConstant = 200;

if (FT_W32_SetCommTimeouts(ftHandle,&ftTS))
    ; // FT_W32_SetCommTimeouts OK
else
    ; // FT_W32_SetCommTimeouts failed
```

## 5.18 FT\_W32\_SetupComm

This function sets the read and write buffers.

**BOOL FT\_W32\_SetupComm** (FT\_HANDLE *ftHandle*, DWORD *dwReadBufferSize*, DWORD *dwWriteBufferSize*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>dwReadBufferSize</i>	Length, in bytes, of the read buffer.
<i>dwWriteBufferSize</i>	Length, in bytes, of the write buffer.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

This function has no effect. It is the responsibility of the driver to allocate sufficient storage for I/O requests.

## 5.19 FT\_W32\_WaitCommEvent

This function waits for an event to occur.

BOOL **FT\_W32\_WaitCommEvent** (FT\_HANDLE *ftHandle*, LPDWORD *lpdwEvent*, LPOVERLAPPED *lpOverlapped*)

### Parameters

<i>ftHandle</i>	Handle of the device.
<i>lpdwEvent</i>	Pointer to a location that receives a mask that contains the events that occurred.
<i>lpOverlapped</i>	Pointer to an overlapped structure.

### Return Value

If the function is successful, the return value is nonzero.  
If the function is unsuccessful, the return value is zero.

### Remarks

This function supports both non-overlapped and overlapped I/O.

#### Non-overlapped I/O

The parameter, *lpOverlapped*, must be NULL for non-overlapped I/O.

This function does not return until an event that has been specified in a call to [FT\\_W32\\_SetCommMask](#)<sup>[82]</sup> has occurred. The events that occurred and resulted in this function returning are stored in *lpdwEvent*.

#### Overlapped I/O

When the device has been opened for overlapped I/O, an application can issue a request and perform some additional work while the request is pending. This contrasts with the case of non-overlapped I/O in which the application issues a request and receives control again only after the request has been completed.

The parameter, *lpOverlapped*, must point to an initialized OVERLAPPED structure.

This function does not return until an event that has been specified in a call to [FT\\_W32\\_SetCommMask](#)<sup>[82]</sup> has occurred.

If an event has already occurred, the request completes immediately, and the return code is non-zero. The events that occurred are stored in *lpdwEvent*.

If an event has not yet occurred, the request completes immediately, and the return code is zero, signifying an error. An application should call [FT\\_W32\\_GetLastError](#)<sup>[71]</sup> to get the cause of the error. If the error code is ERROR\_IO\_PENDING, the overlapped operation is still in progress, and the application can perform other processing. Eventually, the application checks the result of the overlapped request by calling [FT\\_W32\\_GetOverlappedResult](#)<sup>[72]</sup>. The events that occurred and

resulted in this function returning are stored in *lpdwEvent*.

### Example

This example shows how to write 128 bytes to the device using non-overlapped I/O.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile for non-overlapped i/o
DWORD dwEvents;

if (FT_W32_WaitCommEvent(ftHandle, &dwEvents, NULL))
    ; // FT_W32_WaitCommEvents OK
else
    ; // FT_W32_WaitCommEvents failed
```

This example shows how to write 128 bytes to the device using overlapped I/O.

```
FT_HANDLE ftHandle; // setup by FT_W32_CreateFile for overlapped i/o
DWORD dwEvents;
DWORD dwRes;
OVERLAPPED osWait = { 0 };

if (!FT_W32_WaitCommEvent(ftHandle, &dwEvents, &osWait)) {
    if (FT_W32_GetLastError(ftHandle) == ERROR_IO_PENDING) {
        // wait is delayed so do some other stuff until ...
        if (!FT_W32_GetOverlappedResult(ftHandle, &osWait, &dwRes, FALSE))
            ; // error
        else
            ; // FT_W32_WaitCommEvent OK
            // Events that occurred are stored in dwEvents
    }
}
else {
    // FT_W32_WaitCommEvent OK
    // Events that occurred are stored in dwEvents
}
```

## 6 Appendix

This section contains [type definitions](#)<sup>[89]</sup> of the functional parameters and return codes used in the D2XX programming interface. It also contains a copy of the current [FTD2XX.H file](#)<sup>[94]</sup>.

## 6.1 Type Definitions

Excerpts from the header file FTD2XX.H are included in this appendix to explain any references in the descriptions of the functions in this document.

For Visual C++ applications, these values are pre-declared in the header file (FTD2XX.H), which is included in the driver release. For other languages, these definitions will have to be converted to use equivalent types, and may have to be defined in an include file or within the body of the code. For non-Visual C++ applications, check the application [code examples](#) on the [FTDI website](#) as a translation of these may already exist.

<b>UCHAR</b>	Unsigned char (1 byte)
<b>PUCHAR</b>	Pointer to unsigned char (4 bytes)
<b>PCHAR</b>	Pointer to char (4 bytes)
<b>DWORD</b>	Unsigned long (4 bytes)
<b>FT_HANDLE</b>	DWORD

### FT\_STATUS (DWORD)

```

FT_OK = 0
FT_INVALID_HANDLE = 1
FT_DEVICE_NOT_FOUND = 2
FT_DEVICE_NOT_OPENED = 3
FT_IO_ERROR = 4
FT_INSUFFICIENT_RESOURCES = 5
FT_INVALID_PARAMETER = 6
FT_INVALID_BAUD_RATE = 7
FT_DEVICE_NOT_OPENED_FOR_ERASE = 8
FT_DEVICE_NOT_OPENED_FOR_WRITE = 9
FT_FAILED_TO_WRITE_DEVICE = 10
FT_EEPROM_READ_FAILED = 11
FT_EEPROM_WRITE_FAILED = 12
FT_EEPROM_ERASE_FAILED = 13
FT_EEPROM_NOT_PRESENT = 14
FT_EEPROM_NOT_PROGRAMMED = 15
FT_INVALID_ARGS = 16
FT_NOT_SUPPORTED = 17
FT_OTHER_ERROR = 18

```

### Flags (see [FT\\_OpenEx](#)<sup>[10]</sup>)

```

FT_OPEN_BY_SERIAL_NUMBER = 1
FT_OPEN_BY_DESCRIPTION = 2

```

### Flags (see [FT\\_ListDevices](#)<sup>[6]</sup>)

```

FT_LIST_NUMBER_ONLY = 0x80000000
FT_LIST_BY_INDEX = 0x40000000
FT_LIST_ALL = 0x20000000

```

### FT\_DEVICE (DWORD)

```

FT_DEVICE_232BM = 0
FT_DEVICE_232AM = 1
FT_DEVICE_100AX = 2
FT_DEVICE_UNKNOWN = 3
FT_DEVICE_2232C = 4

```

**Word Length (see [FT\\_SetDataCharacteristics](#) <sup>[19]</sup>)**

FT\_BITS\_8 = 8  
 FT\_BITS\_7 = 7

**Stop Bits (see [FT\\_SetDataCharacteristics](#) <sup>[19]</sup>)**

FT\_STOP\_BITS\_1 = 0  
 FT\_STOP\_BITS\_2 = 2

**Parity (see [FT\\_SetDataCharacteristics](#) <sup>[19]</sup>)**

FT\_PARITY\_NONE = 0  
 FT\_PARITY\_ODD = 1  
 FT\_PARITY\_EVEN = 2  
 FT\_PARITY\_MARK = 3  
 FT\_PARITY\_SPACE = 4

**Flow Control (see [FT\\_SetFlowControl](#) <sup>[20]</sup>)**

FT\_FLOW\_NONE = 0x0000  
 FT\_FLOW\_RTS\_CTS = 0x0100  
 FT\_FLOW\_DTR\_DSR = 0x0200  
 FT\_FLOW\_XON\_XOFF = 0x0400

**Purge RX and TX Buffers (see [FT\\_Purge](#) <sup>[27]</sup>)**

FT\_PURGE\_RX = 1  
 FT\_PURGE\_TX = 2

**Notification Events (see [FT\\_SetEventNotification](#) <sup>[33]</sup>)**

FT\_EVENT\_RXCHAR = 1  
 FT\_EVENT\_MODEM\_STATUS = 2

**Modem Status (see [FT\\_GetModemStatus](#) <sup>[25]</sup>)**

CTS = 0x10  
 DSR = 0x20  
 RI = 0x40  
 DCD = 0x80

**FT\_PROGRAM\_DATA (EEPROM Programming Interface)**

```
typedef struct ft_program_data {
    WORD VendorId;           // 0x0403
    WORD ProductId;         // 0x6001
    char *Manufacturer;     // "FTDI"
    char *ManufacturerId;   // "FT"
    char *Description;      // "USB HS Serial Converter"
    char *SerialNumber;     // "FT000001" if fixed, or NULL
    WORD MaxPower;         // 0 < MaxPower <= 500
    WORD PnP;               // 0 = disabled, 1 = enabled
    WORD SelfPowered;      // 0 = bus powered, 1 = self powered
    WORD RemoteWakeup;     // 0 = not capable, 1 = capable
    //
    // Rev4 extensions
    //
```

```

    UCHAR Rev4; // true if Rev4 chip, false otherwise
    UCHAR IsoIn; // true if in endpoint is isochronous
    UCHAR IsoOut; // true if out endpoint is isochronous
    UCHAR PullDownEnable; // true if pull down enabled
    UCHAR SerNumEnable; // true if serial number to be used
    UCHAR USBVersionEnable; // true if chip uses USBVersion
    WORD USBVersion; // BCD (0x0200 => USB2)
} FT_PROGRAM_DATA, *PFT_PROGRAM_DATA;

```

### FT\_PROGRAM\_DATA (EEPROM Programming Interface - compatible with DLL version 2.1.4.1 or later)

```

typedef struct ft_program_data {
    DWORD Signature1; // Header - must be 0x00000000
    DWORD Signature2; // Header - must be 0xffffffff
    DWORD Version; // Header - FT_PROGRAM_DATA version
                    // 0 = original
                    // 1 = FT2232C extensions

    WORD VendorId; // 0x0403
    WORD ProductId; // 0x6001
    char *Manufacturer; // "FTDI"
    char *ManufacturerId; // "FT"
    char *Description; // "USB HS Serial Converter"
    char *SerialNumber; // "FT000001" if fixed, or NULL
    WORD MaxPower; // 0 < MaxPower <= 500
    WORD PnP; // 0 = disabled, 1 = enabled
    WORD SelfPowered; // 0 = bus powered, 1 = self powered
    WORD RemoteWakeup; // 0 = not capable, 1 = capable
    //
    // Rev4 extensions
    //
    UCHAR Rev4; // non-zero if Rev4 chip, zero otherwise
    UCHAR IsoIn; // non-zero if in endpoint is isochronous
    UCHAR IsoOut; // non-zero if out endpoint is isochronous
    UCHAR PullDownEnable; // non-zero if pull down enabled
    UCHAR SerNumEnable; // non-zero if serial number to be used
    UCHAR USBVersionEnable; // non-zero if chip uses USBVersion
    WORD USBVersion; // BCD (0x0200 => USB2)
    //
    // FT2232C extensions
    //
    UCHAR Rev5; // non-zero if Rev5 chip, zero otherwise
    UCHAR IsoInA; // non-zero if in endpoint is isochronous
    UCHAR IsoInB; // non-zero if in endpoint is isochronous
    UCHAR IsoOutA; // non-zero if out endpoint is isochronous
    UCHAR IsoOutB; // non-zero if out endpoint is isochronous
    UCHAR PullDownEnable5; // non-zero if pull down enabled
    UCHAR SerNumEnable5; // non-zero if serial number to be used
    UCHAR USBVersionEnable5; // non-zero if chip uses USBVersion
    WORD USBVersion5; // BCD (0x0200 => USB2)
    UCHAR AIsHighCurrent; // non-zero if interface is high current
    UCHAR BIsHighCurrent; // non-zero if interface is high current
    UCHAR IFAlsFifo; // non-zero if interface is 245 FIFO
    UCHAR IFAlsFifoTar; // non-zero if interface is 245 FIFO CPU target
    UCHAR IFAlsFastSer; // non-zero if interface is Fast serial
    UCHAR AIsVCP; // non-zero if interface is to use VCP drivers
    UCHAR IFBIsFifo; // non-zero if interface is 245 FIFO

```

```

    UCHAR IFBIsFifoTar;           // non-zero if interface is 245 FIFO CPU target
    UCHAR IFBIsFastSer;         // non-zero if interface is Fast serial
    UCHAR BIsVCP;               // non-zero if interface is to use VCP drivers
} FT_PROGRAM_DATA, *PFT_PROGRAM_DATA;

```

### FTCOMSTAT (FT-Win32 Programming Interface)

```

typedef struct _FTCOMSTAT {
    DWORD fCtsHold : 1;
    DWORD fDsrHold : 1;
    DWORD fRltdHold : 1;
    DWORD fXoffHold : 1;
    DWORD fXoffSent : 1;
    DWORD fEof : 1;
    DWORD fTxim : 1;
    DWORD fReserved : 25;
    DWORD cbInQue;
    DWORD cbOutQue;
} FTCOMSTAT, *LPFTCOMSTAT;

```

### FTDCB (FT-Win32 Programming Interface)

```

typedef struct _FTDCB {
    DWORD DCBlength;           // sizeof(FTDCB)
    DWORD BaudRate;           // Baudrate at which running
    DWORD fBinary: 1;         // Binary Mode (skip EOF check)
    DWORD fParity: 1;         // Enable parity checking
    DWORD fOutxCtsFlow:1;     // CTS handshaking on output
    DWORD fOutxDsrFlow:1;    // DSR handshaking on output
    DWORD fDtrControl:2;     // DTR Flow control
    DWORD fDsrSensitivity:1; // DSR Sensitivity
    DWORD fTXContinueOnXoff: 1; // Continue TX when Xoff sent
    DWORD fInX: 1;           // Enable output X-ON/X-OFF
    DWORD fInX: 1;           // Enable input X-ON/X-OFF
    DWORD fErrorChar: 1;     // Enable Err Replacement
    DWORD fNull: 1;         // Enable Null stripping
    DWORD fRtsControl:2;    // Rts Flow control
    DWORD fAbortOnError:1;  // Abort all reads and writes on Error
    DWORD fDummy2:17;       // Reserved
    WORD wReserved;         // Not currently used
    WORD XonLim;            // Transmit X-ON threshold
    WORD XoffLim;           // Transmit X-OFF threshold
    BYTE ByteSize;          // Number of bits/byte, 7-8
    BYTE Parity;            // 0-4=None,Odd,Even,Mark,Space
    BYTE StopBits;          // 0,2 = 1, 2
    char XonChar;           // Tx and Rx X-ON character
    char XoffChar;          // Tx and Rx X-OFF character
    char ErrorChar;         // Error replacement char
    char EofChar;           // End of Input character
    char EvtChar;           // Received Event character
    WORD wReserved1;        // Fill
} FTDCB, *LPFTDCB;

```

### FTTIMEOUTS (FT-Win32 Programming Interface)

```

typedef struct _FTTIMEOUTS {
    DWORD ReadIntervalTimeout; // Maximum time between read chars
    DWORD ReadTotalTimeoutMultiplier; // Multiplier of characters

```

```
    DWORD ReadTotalTimeoutConstant; // Constant in milliseconds
    DWORD WriteTotalTimeoutMultiplier; // Multiplier of characters
    DWORD WriteTotalTimeoutConstant; // Constant in milliseconds
} FTTIMEOUTS, *LPFTTIMEOUTS;
```

## 6.2 FTD2XX.H

```
/*++
```

Copyright (c) 2001-2004 Future Technology Devices International Ltd.

Module Name:

ftd2xx.h

Abstract:

Native USB device driver for FTDI FT8U232/245  
FTD2XX library definitions

Environment:

kernel & user mode

Revision History:

13/03/01	awm	Created.
13/01/03	awm	Added device information support.
19/03/03	awm	Added FT_W32_Cancello.
12/06/03	awm	Added FT_StopInTask and FT_RestartInTask.
18/09/03	awm	Added FT_SetResetPipeRetryCount.
10/10/03	awm	Added FT_ResetPort.
23/01/04	awm	Added support for open-by-location.
16/03/04	awm	Added support for FT2232C.

```
--*/
```

```
#ifndef FTD2XX_H
#define FTD2XX_H
```

```
// The following ifdef block is the standard way of creating macros
// which make exporting from a DLL simpler. All files within this DLL
// are compiled with the FTD2XX_EXPORTS symbol defined on the command line.
// This symbol should not be defined on any project that uses this DLL.
// This way any other project whose source files include this file see
// FTD2XX_API functions as being imported from a DLL, whereas this DLL
// sees symbols defined with this macro as being exported.
```

```
#ifdef FTD2XX_EXPORTS
#define FTD2XX_API __declspec(dllexport)
#else
#define FTD2XX_API __declspec(dllimport)
#endif
```

```
typedef PVOID FT_HANDLE;
typedef ULONG FT_STATUS;
```

```
//
// Device status
```

```
//
enum {
    FT_OK,
    FT_INVALID_HANDLE,
    FT_DEVICE_NOT_FOUND,
    FT_DEVICE_NOT_OPENED,
    FT_IO_ERROR,
    FT_INSUFFICIENT_RESOURCES,
    FT_INVALID_PARAMETER,
    FT_INVALID_BAUD_RATE,

    FT_DEVICE_NOT_OPENED_FOR_ERASE,
    FT_DEVICE_NOT_OPENED_FOR_WRITE,
    FT_FAILED_TO_WRITE_DEVICE,
    FT_EEPROM_READ_FAILED,
    FT_EEPROM_WRITE_FAILED,
    FT_EEPROM_ERASE_FAILED,
    FT_EEPROM_NOT_PRESENT,
    FT_EEPROM_NOT_PROGRAMMED,
    FT_INVALID_ARGS,
    FT_NOT_SUPPORTED,
    FT_OTHER_ERROR
};

#define FT_SUCCESS(status) ((status) == FT_OK)

//
// FT_OpenEx Flags
//

#define FT_OPEN_BY_SERIAL_NUMBER 1
#define FT_OPEN_BY_DESCRIPTION 2
#define FT_OPEN_BY_LOCATION 4

//
// FT_ListDevices Flags (used in conjunction with FT_OpenEx Flags)
//

#define FT_LIST_NUMBER_ONLY 0x80000000
#define FT_LIST_BY_INDEX 0x40000000
#define FT_LIST_ALL 0x20000000

#define FT_LIST_MASK (FT_LIST_NUMBER_ONLY|FT_LIST_BY_INDEX|FT_LIST_ALL)

//
// Baud Rates
//

#define FT_BAUD_300 300
#define FT_BAUD_600 600
#define FT_BAUD_1200 1200
#define FT_BAUD_2400 2400
#define FT_BAUD_4800 4800
#define FT_BAUD_9600 9600
#define FT_BAUD_14400 14400
#define FT_BAUD_19200 19200
#define FT_BAUD_38400 38400
```

```
#define FT_BAUD_57600          57600
#define FT_BAUD_115200       115200
#define FT_BAUD_230400       230400
#define FT_BAUD_460800       460800
#define FT_BAUD_921600       921600

//
// Word Lengths
//

#define FT_BITS_8              (UCHAR) 8
#define FT_BITS_7              (UCHAR) 7
#define FT_BITS_6              (UCHAR) 6
#define FT_BITS_5              (UCHAR) 5

//
// Stop Bits
//

#define FT_STOP_BITS_1         (UCHAR) 0
#define FT_STOP_BITS_1_5      (UCHAR) 1
#define FT_STOP_BITS_2         (UCHAR) 2

//
// Parity
//

#define FT_PARITY_NONE         (UCHAR) 0
#define FT_PARITY_ODD          (UCHAR) 1
#define FT_PARITY_EVEN        (UCHAR) 2
#define FT_PARITY_MARK         (UCHAR) 3
#define FT_PARITY_SPACE        (UCHAR) 4

//
// Flow Control
//

#define FT_FLOW_NONE           0x0000
#define FT_FLOW_RTS_CTS        0x0100
#define FT_FLOW_DTR_DSR        0x0200
#define FT_FLOW_XON_XOFF       0x0400

//
// Purge rx and tx buffers
//
#define FT_PURGE_RX            1
#define FT_PURGE_TX            2

//
// Events
//

typedef void (*PFT_EVENT_HANDLER)(DWORD,DWORD);

#define FT_EVENT_RXCHAR        1
#define FT_EVENT_MODEM_STATUS  2

//
```

```
// Timeouts
//

#define FT_DEFAULT_RX_TIMEOUT 300
#define FT_DEFAULT_TX_TIMEOUT 300

//
// Device types
//

typedef ULONG FT_DEVICE;

enum {
    FT_DEVICE_BM,
    FT_DEVICE_AM,
    FT_DEVICE_100AX,
    FT_DEVICE_UNKNOWN,
    FT_DEVICE_2232C
};

#ifdef __cplusplus
extern "C" {
#endif

FTD2XX_API
FT_STATUS WINAPI FT_Open(
    int deviceNumber,
    FT_HANDLE *pHandle
);

FTD2XX_API
FT_STATUS WINAPI FT_OpenEx(
    PVOID pArg1,
    DWORD Flags,
    FT_HANDLE *pHandle
);

FTD2XX_API
FT_STATUS WINAPI FT_ListDevices(
    PVOID pArg1,
    PVOID pArg2,
    DWORD Flags
);

FTD2XX_API
FT_STATUS WINAPI FT_Close(
    FT_HANDLE ftHandle
);

FTD2XX_API
FT_STATUS WINAPI FT_Read(
    FT_HANDLE ftHandle,
    LPVOID lpBuffer,
    DWORD nBufferSize,
    LPDWORD lpBytesReturned
);
```

```
FTD2XX_API
FT_STATUS WINAPI FT_Write(
    FT_HANDLE ftHandle,
    LPVOID lpBuffer,
    DWORD nBufferSize,
    LPDWORD lpBytesWritten
);
```

```
FTD2XX_API
FT_STATUS WINAPI FT_IoCtl(
    FT_HANDLE ftHandle,
    DWORD dwIoControlCode,
    LPVOID lpInBuf,
    DWORD nInBufSize,
    LPVOID lpOutBuf,
    DWORD nOutBufSize,
    LPDWORD lpBytesReturned,
    LPOVERLAPPED lpOverlapped
);
```

```
FTD2XX_API
FT_STATUS WINAPI FT_SetBaudRate(
    FT_HANDLE ftHandle,
    ULONG BaudRate
);
```

```
FTD2XX_API
FT_STATUS WINAPI FT_SetDivisor(
    FT_HANDLE ftHandle,
    USHORT Divisor
);
```

```
FTD2XX_API
FT_STATUS WINAPI FT_SetDataCharacteristics(
    FT_HANDLE ftHandle,
    UCHAR WordLength,
    UCHAR StopBits,
    UCHAR Parity
);
```

```
FTD2XX_API
FT_STATUS WINAPI FT_SetFlowControl(
    FT_HANDLE ftHandle,
    USHORT FlowControl,
    UCHAR XonChar,
    UCHAR XoffChar
);
```

```
FTD2XX_API
FT_STATUS WINAPI FT_ResetDevice(
    FT_HANDLE ftHandle
);
```

```
FTD2XX_API
FT_STATUS WINAPI FT_SetDtr(
    FT_HANDLE ftHandle
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_ClrDtr(  
    FT_HANDLE ftHandle  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_SetRts(  
    FT_HANDLE ftHandle  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_ClrRts(  
    FT_HANDLE ftHandle  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_GetModemStatus(  
    FT_HANDLE ftHandle,  
    ULONG *pModemStatus  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_SetChars(  
    FT_HANDLE ftHandle,  
    UCHAR EventChar,  
    UCHAR EventCharEnabled,  
    UCHAR ErrorChar,  
    UCHAR ErrorCharEnabled  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_Purge(  
    FT_HANDLE ftHandle,  
    ULONG Mask  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_SetTimeouts(  
    FT_HANDLE ftHandle,  
    ULONG ReadTimeout,  
    ULONG WriteTimeout  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_GetQueueStatus(  
    FT_HANDLE ftHandle,  
    DWORD *dwRxBytes  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_SetEventNotification(  
    FT_HANDLE ftHandle,  
    DWORD Mask,  
    PVOID Param  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_GetStatus(  

```

```
FT_HANDLE ftHandle,  
DWORD *dwRxBytes,  
DWORD *dwTxBytes,  
DWORD *dwEventDWord  
);  
  
FTD2XX_API  
FT_STATUS WINAPI FT_SetBreakOn(  
    FT_HANDLE ftHandle  
);  
  
FTD2XX_API  
FT_STATUS WINAPI FT_SetBreakOff(  
    FT_HANDLE ftHandle  
);  
  
FTD2XX_API  
FT_STATUS WINAPI FT_SetWaitMask(  
    FT_HANDLE ftHandle,  
    DWORD Mask  
);  
  
FTD2XX_API  
FT_STATUS WINAPI FT_WaitOnMask(  
    FT_HANDLE ftHandle,  
    DWORD *Mask  
);  
  
FTD2XX_API  
FT_STATUS WINAPI FT_GetEventStatus(  
    FT_HANDLE ftHandle,  
    DWORD *dwEventDWord  
);  
  
FTD2XX_API  
FT_STATUS WINAPI FT_ReadEE(  
    FT_HANDLE ftHandle,  
    DWORD dwWordOffset,  
    LPWORD lpwValue  
);  
  
FTD2XX_API  
FT_STATUS WINAPI FT_WriteEE(  
    FT_HANDLE ftHandle,  
    DWORD dwWordOffset,  
    WORD wValue  
);  
  
FTD2XX_API  
FT_STATUS WINAPI FT_EraseEE(  
    FT_HANDLE ftHandle  
);  
  
//  
// structure to hold program data for FT_Program function  
//  
typedef struct ft_program_data {
```

```

    DWORD Signature1;           // Header - must be 0x00000000
    DWORD Signature2;           // Header - must be 0xffffffff
    DWORD Version;              // Header - FT_PROGRAM_DATA version
                                // 0 = original
                                // 1 = FT2232C extensions

    WORD VendorId;              // 0x0403
    WORD ProductId;             // 0x6001
    char *Manufacturer;         // "FTDI"
    char *ManufacturerId;       // "FT"
    char *Description;          // "USB HS Serial Converter"
    char *SerialNumber;         // "FT000001" if fixed, or NULL
    WORD MaxPower;              // 0 < MaxPower <= 500
    WORD PnP;                   // 0 = disabled, 1 = enabled
    WORD SelfPowered;          // 0 = bus powered, 1 = self powered
    WORD RemoteWakeup;         // 0 = not capable, 1 = capable
    //
    // Rev4 extensions
    //
    UCHAR Rev4;                 // non-zero if Rev4 chip, zero otherwise
    UCHAR IsoIn;                // non-zero if in endpoint is isochronous
    UCHAR IsoOut;               // non-zero if out endpoint is isochronous
    UCHAR PullDownEnable;       // non-zero if pull down enabled
    UCHAR SerNumEnable;         // non-zero if serial number to be used
    UCHAR USBVersionEnable;     // non-zero if chip uses USBVersion
    WORD USBVersion;            // BCD (0x0200 => USB2)
    //
    // FT2232C extensions
    //
    UCHAR Rev5;                 // non-zero if Rev5 chip, zero otherwise
    UCHAR IsoInA;               // non-zero if in endpoint is isochronous
    UCHAR IsoInB;               // non-zero if in endpoint is isochronous
    UCHAR IsoOutA;              // non-zero if out endpoint is isochronous
    UCHAR IsoOutB;              // non-zero if out endpoint is isochronous
    UCHAR PullDownEnable5;     // non-zero if pull down enabled
    UCHAR SerNumEnable5;        // non-zero if serial number to be used
    UCHAR USBVersionEnable5;    // non-zero if chip uses USBVersion
    WORD USBVersion5;           // BCD (0x0200 => USB2)
    UCHAR AIsHighCurrent;       // non-zero if interface is high current
    UCHAR BIsHighCurrent;       // non-zero if interface is high current
    UCHAR IFAlsFifo;            // non-zero if interface is 245 FIFO
    UCHAR IFAlsFifoTar;         // non-zero if interface is 245 FIFO CPU target
    UCHAR IFAlsFastSer;         // non-zero if interface is Fast serial
    UCHAR AIsVCP;               // non-zero if interface is to use VCP drivers
    UCHAR IFBIsFifo;            // non-zero if interface is 245 FIFO
    UCHAR IFBIsFifoTar;         // non-zero if interface is 245 FIFO CPU target
    UCHAR IFBIsFastSer;         // non-zero if interface is Fast serial
    UCHAR BIsVCP;               // non-zero if interface is to use VCP drivers
} FT_PROGRAM_DATA, *PFT_PROGRAM_DATA;

FTD2XX_API
FT_STATUS WINAPI FT_EE_Program(
    FT_HANDLE ftHandle,
    PFT_PROGRAM_DATA pData
);

FTD2XX_API
FT_STATUS WINAPI FT_EE_ProgramEx(

```

```
FT_HANDLE ftHandle,  
    PFT_PROGRAM_DATA pData,  
    char *Manufacturer,  
    char *ManufacturerId,  
    char *Description,  
    char *SerialNumber  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_EE_Read(  
    FT_HANDLE ftHandle,  
    PFT_PROGRAM_DATA pData  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_EE_ReadEx(  
    FT_HANDLE ftHandle,  
    PFT_PROGRAM_DATA pData,  
    char *Manufacturer,  
    char *ManufacturerId,  
    char *Description,  
    char *SerialNumber  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_EE_UASize(  
    FT_HANDLE ftHandle,  
    LPDWORD lpdwSize  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_EE_UAWrite(  
    FT_HANDLE ftHandle,  
    PUCCHAR pucData,  
    DWORD dwDataLen  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_EE_UARead(  
    FT_HANDLE ftHandle,  
    PUCCHAR pucData,  
    DWORD dwDataLen,  
    LPDWORD lpdwBytesRead  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_SetLatencyTimer(  
    FT_HANDLE ftHandle,  
    UCHAR ucLatency  
);
```

```
FTD2XX_API  
FT_STATUS WINAPI FT_GetLatencyTimer(  
    FT_HANDLE ftHandle,  
    PUCCHAR pucLatency  
);
```

```
FTD2XX_API
```

```
FT_STATUS WINAPI FT_SetBitMode(
    FT_HANDLE ftHandle,
    UCHAR ucMask,
    UCHAR ucEnable
);

FTD2XX_API
FT_STATUS WINAPI FT_GetBitMode(
    FT_HANDLE ftHandle,
    PCHAR pucMode
);

FTD2XX_API
FT_STATUS WINAPI FT_SetUSBParameters(
    FT_HANDLE ftHandle,
    ULONG ulInTransferSize,
    ULONG ulOutTransferSize
);

FTD2XX_API
FT_STATUS WINAPI FT_GetDeviceInfo(
    FT_HANDLE ftHandle,
    FT_DEVICE *lpftDevice,
    LPDWORD lpdwID,
    PCHAR SerialNumber,
    PCHAR Description,
    LPVOID Dummy
);

FTD2XX_API
FT_STATUS WINAPI FT_StopInTask(
    FT_HANDLE ftHandle
);

FTD2XX_API
FT_STATUS WINAPI FT_RestartInTask(
    FT_HANDLE ftHandle
);

FTD2XX_API
FT_STATUS WINAPI FT_SetResetPipeRetryCount(
    FT_HANDLE ftHandle,
    DWORD dwCount
);

FTD2XX_API
FT_STATUS WINAPI FT_ResetPort(
    FT_HANDLE ftHandle
);

//
// Win32-type functions
//

FTD2XX_API
FT_HANDLE WINAPI FT_W32_CreateFile(
    LPCSTR
```

lpzName,

```
        DWORD
        DWORD
        LPSECURITY_ATTRIBUTES
        DWORD
        DWORD
        HANDLE
    );

FTD2XX_API
BOOL WINAPI FT_W32_CloseHandle(

    FT_HANDLE ftHandle
);

FTD2XX_API
BOOL WINAPI FT_W32_ReadFile(
    FT_HANDLE ftHandle,
    LPVOID lpBuffer,
    DWORD nBufferSize,
    LPDWORD lpBytesReturned,
    LPOVERLAPPED lpOverlapped
);

FTD2XX_API
BOOL WINAPI FT_W32_WriteFile(
    FT_HANDLE ftHandle,
    LPVOID lpBuffer,
    DWORD nBufferSize,
    LPDWORD lpBytesWritten,
    LPOVERLAPPED lpOverlapped
);

FTD2XX_API
DWORD WINAPI FT_W32_GetLastError(
    FT_HANDLE ftHandle
);

FTD2XX_API
BOOL WINAPI FT_W32_GetOverlappedResult(
    FT_HANDLE ftHandle,
    LPOVERLAPPED lpOverlapped,
    LPDWORD lpdwBytesTransferred,
    BOOL bWait
);

FTD2XX_API
BOOL WINAPI FT_W32_CancelIo(
    FT_HANDLE ftHandle
);

//
// Win32 COMM API type functions
//
typedef struct _FTCOMSTAT {
```

```

DWORD fCtsHold : 1;
DWORD fDsrHold : 1;
DWORD fRlsdHold : 1;
DWORD fXoffHold : 1;
DWORD fXoffSent : 1;
DWORD fEof : 1;
DWORD fTxim : 1;
DWORD fReserved : 25;
DWORD cbInQue;
DWORD cbOutQue;
} FTDCOMSTAT, *LPFTCOMSTAT;

typedef struct _FTDCB {
    DWORD DCBlength;           /* sizeof(FTDCB) */
    DWORD BaudRate;           /* Baudrate at which running */
    DWORD fBinary: 1;         /* Binary Mode (skip EOF check) */
    DWORD fParity: 1;         /* Enable parity checking */
    DWORD fOutxCtsFlow:1;     /* CTS handshaking on output */
    DWORD fOutxDsrFlow:1;    /* DSR handshaking on output */
    DWORD fDtrControl:2;     /* DTR Flow control */
    DWORD fDsrSensitivity:1; /* DSR Sensitivity */
    DWORD fTXContinueOnXoff: 1; /* Continue TX when Xoff sent */
    DWORD fOutX: 1;          /* Enable output X-ON/X-OFF */
    DWORD fInX: 1;           /* Enable input X-ON/X-OFF */
    DWORD fErrorChar: 1;     /* Enable Err Replacement */
    DWORD fNull: 1;          /* Enable Null stripping */
    DWORD fRtsControl:2;     /* Rts Flow control */
    DWORD fAbortOnError:1;   /* Abort all reads and writes on Error */
    DWORD fDummy2:17;        /* Reserved */
    WORD wReserved;          /* Not currently used */
    WORD XonLim;             /* Transmit X-ON threshold */
    WORD XoffLim;            /* Transmit X-OFF threshold */
    BYTE ByteSize;           /* Number of bits/byte, 4-8 */
    BYTE Parity;             /* 0-4=None,Odd,Even,Mark,Space */
    BYTE StopBits;           /* 0,1,2 = 1, 1.5, 2 */
    char XonChar;            /* Tx and Rx X-ON character */
    char XoffChar;           /* Tx and Rx X-OFF character */
    char ErrorChar;         /* Error replacement char */
    char EofChar;           /* End of Input character */
    char EvtChar;           /* Received Event character */
    WORD wReserved1;        /* Fill for now. */
} FTDCB, *LPFTDCB;

typedef struct _FTTIMEOUTS {
    DWORD ReadIntervalTimeout; /* Maximum time between read chars. */
    DWORD ReadTotalTimeoutMultiplier; /* Multiplier of characters. */
    DWORD ReadTotalTimeoutConstant; /* Constant in milliseconds. */
    DWORD WriteTotalTimeoutMultiplier; /* Multiplier of characters. */
    DWORD WriteTotalTimeoutConstant; /* Constant in milliseconds. */
} FTTIMEOUTS, *LPFTTIMEOUTS;

FTD2XX_API
BOOL WINAPI FT_W32_ClearCommBreak(
    FT_HANDLE ftHandle
);

FTD2XX_API

```

```
BOOL WINAPI FT_W32_ClearCommError(
    FT_HANDLE ftHandle,
    LPDWORD lpdwErrors,
    LPFTCOMSTAT lpftComstat
);

FTD2XX_API
BOOL WINAPI FT_W32_EscapeCommFunction(
    FT_HANDLE ftHandle,
    DWORD dwFunc
);

FTD2XX_API
BOOL WINAPI FT_W32_GetCommModemStatus(
    FT_HANDLE ftHandle,
    LPDWORD lpdwModemStatus
);

FTD2XX_API
BOOL WINAPI FT_W32_GetCommState(
    FT_HANDLE ftHandle,
    LPFTDCB lpftDcb
);

FTD2XX_API
BOOL WINAPI FT_W32_GetCommTimeouts(
    FT_HANDLE ftHandle,
    FTIMEOUTS *pTimeouts
);

FTD2XX_API
BOOL WINAPI FT_W32_PurgeComm(
    FT_HANDLE ftHandle,
    DWORD dwMask
);

FTD2XX_API
BOOL WINAPI FT_W32_SetCommBreak(
    FT_HANDLE ftHandle
);

FTD2XX_API
BOOL WINAPI FT_W32_SetCommMask(
    FT_HANDLE ftHandle,
    ULONG ulEventMask
);

FTD2XX_API
BOOL WINAPI FT_W32_SetCommState(
    FT_HANDLE ftHandle,
    LPFTDCB lpftDcb
);

FTD2XX_API
BOOL WINAPI FT_W32_SetCommTimeouts(
    FT_HANDLE ftHandle,
    FTIMEOUTS *pTimeouts
);
```

```
FTD2XX_API
BOOL WINAPI FT_W32_SetupComm(
    FT_HANDLE ftHandle,
    DWORD dwReadBufferSize,
    DWORD dwWriteBufferSize
);

FTD2XX_API
BOOL WINAPI FT_W32_WaitCommEvent(
    FT_HANDLE ftHandle,
    PULONG pulEvent,
    LPOVERLAPPED lpOverlapped
);
```

```
#ifdef __cplusplus
}
#endif
```

```
#endif /* FTD2XX_H */
```

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