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The MATH WORKS Inc.

External Interfaces/API

Version 6

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MATLAB External Interfaces/API

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External Interfaces/API

MATLAB provides interfaces to external routines written in other programming languages, data that needs to be shared with external routines, peripheral devices that communicate directly with MATLAB, and software applications ActiveX and Dynamic Data Exchange. Much of this interface capability was formerly referred to under the title of the MATLAB Application Program Interface, or API.

This section introduces the external interfaces that are available with MATLAB. It also contains numerous C and Fortran examples that highlight this functionality. The topics included are:

- Calling C and Fortran Programs from MATLAB - describes how to build C and Fortran subroutines into callable MEX files.
- Creating C Language MEX-Files - shows the components of a C MEX-file and provides specific examples of MEX-files written in C.
- Creating Fortran MEX-Files - shows the components of a Fortran MEX-file and provides specific examples of MEX-files written in Fortran.
- Calling MATLAB from C and Fortran Programs - discusses how to use the MATLAB engine library to call MATLAB from C and Fortran programs.
- Calling Java from MATLAB - describes how to use the MATLAB interface to Java classes and objects.
- Importing and Exporting Data - describes techniques for importing data to and exporting data from the MATLAB environment using MAT-files.
- ActiveX and DDE Support - describes how to use ActiveX and Dynamic Data Exchange (DDE) with MATLAB.
- Serial Port I/O - describes how to communicate with peripheral devices such as modems, printers, and scientific instruments that you connect to your computer's serial port.

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Calling C and Fortran Programs from MATLAB

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Although MATLAB® is a complete, self-contained environment for programming and manipulating data, it is often useful to interact with data and programs external to the MATLAB environment. MATLAB provides an interface to external programs written in the C and Fortran languages. This interface is part of the MATLAB *Application Program Interface*, or API.

This section discusses the following topics:

- "Introducing MEX-Files"
- "MATLAB Data"
- "Building MEX-Files"
- "Custom Building MEX-Files"
- "Troubleshooting"
- "Additional Information"

For additional information and support in building your applications, see the Additional Information section of this chapter.

Note In platform independent discussions that refer to directory paths, this book uses the UNIX convention. For example, a general reference to the `mex` directory is `<matlab>/extern/examples/mex`.

Introducing MEX-Files

You can call your own C or Fortran subroutines from MATLAB as if they were built-in functions. MATLAB callable C and Fortran programs are referred to as MEX-files. MEX-files are dynamically linked subroutines that the MATLAB interpreter can automatically load and execute.

MEX-files have several applications:

- Large pre-existing C and Fortran programs can be called from MATLAB without having to be rewritten as M-files.
- Bottleneck computations (usually `for`-loops) that do not run fast enough in MATLAB can be recoded in C or Fortran for efficiency.

MEX-files are not appropriate for all applications. MATLAB is a high-productivity system whose specialty is eliminating time-consuming, low-level programming in compiled languages like Fortran or C. In general, most programming should be done in MATLAB. Don't use the MEX facility unless your application requires it.

Using MEX-Files

MEX-files are subroutines produced from C or Fortran source code. They behave just like M-files and built-in functions. While M-files have a platform-independent extension, `.m`, MATLAB identifies MEX-files by platform-specific extensions. This table lists the platform-specific extensions for MEX-files.

Table 1-1: MEX-File Extensions

Platform	MEX-File Extension
Alpha	`mexaxp`
HP, version 10.20	`mexhp7`
HP, version 11.x	`mexhpux`
IBM RS/6000	`mexrs6`
Linux	`mexglx`
SGI, SGI64	`mexsg`

Table 1-1: MEX-File Extensions (Continued)

Platform	MEX-File Extension
Solaris	`mexsol`
Windows	`dll`

You can call MEX-files exactly as you would call any M-function. For example, a MEX-file called `conv2.mex` on your disk in the MATLAB `datafun` toolbox directory performs a 2-D convolution of matrices. `conv2.m` only contains the help text documentation. If you invoke the function `conv2` from inside MATLAB, the interpreter looks through the list of directories on MATLAB's search path. It scans each directory looking for the first occurrence of a file named `conv2` with the corresponding filename extension from the table or `.m`. When it finds one, it loads the file and executes it. MEX-files take precedence over M-files when like-named files exist in the same directory. However, help text documentation is still read from the `.m` file.

The Distinction Between mx and mex Prefixes

Routines in the API that are prefixed with `mx` allow you to create, access, manipulate, and destroy `mxArrays`. Routines prefixed with `mex` perform operations back in the MATLAB environment.

mx Routines

The array access and creation library provides a set of array access and creation routines for manipulating MATLAB arrays. These subroutines, which are fully documented in the online API reference pages, always start with the prefix `mx`. For example, `mxGetPi` retrieves the pointer to the imaginary data inside the array.

Although most of the routines in the array access and creation library let you manipulate the MATLAB array, there are two exceptions — the IEEE routines and memory management routines. For example, `mxGetNaN` returns a `double`, not an `mxArray`.

mex Routines

Routines that begin with the `mex` prefix perform operations back in the MATLAB environment. For example, the `mexEvalString` routine evaluates a string in the MATLAB workspace.

Note `mex` routines are only available in MEX-functions.

MATLAB Data

Before you can program MEX-files, you must understand how MATLAB represents the many data types it supports. This section discusses the following topics:

- "The MATLAB Array"
- "Data Storage"
- "Data Types in MATLAB"
- "Using Data Types"

The MATLAB Array

The MATLAB language works with only a single object type: the MATLAB array. All MATLAB variables, including scalars, vectors, matrices, strings, cell arrays, structures, and objects are stored as MATLAB arrays. In C, the MATLAB array is declared to be of type `mxArray`. The `mxArray` structure contains, among other things:

- Its type
- Its dimensions
- The data associated with this array
- If numeric, whether the variable is real or complex
- If sparse, its indices and nonzero maximum elements
- If a structure or object, the number of fields and field names

Data Storage

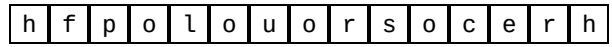
All MATLAB data is stored columnwise, which is how Fortran stores matrices. MATLAB uses this convention because it was originally written in Fortran. For example, given the matrix

```
a=['house'; 'floor'; 'porch']

a =
house
floor
porch
```

its dimensions are

```
size(a)

ans =
     3     5
```

and its data is stored as



Data Types in MATLAB

Complex Double-Precision Matrices

The most common data type in MATLAB is the complex double-precision, nonsparse matrix. These matrices are of type `double` and have dimensions `m`-by-`n`, where `m` is the number of rows and `n` is the number of columns. The data is stored as two vectors of double-precision numbers – one contains the real data and one contains the imaginary data. The pointers to this data are referred to as `pr` (pointer to real data) and `pi` (pointer to imaginary data), respectively. A real-only, double-precision matrix is one whose `pi` is `NULL`.

Numeric Matrices

MATLAB also supports other types of numeric matrices. These are single-precision floating-point and 8-, 16-, and 32-bit integers, both signed and unsigned. The data is stored in two vectors in the same manner as double-precision matrices.

MATLAB Strings

MATLAB strings are of type `char` and are stored the same way as unsigned 16-bit integers except there is no imaginary data component. Each character in the string is stored as 16-bit ASCII Unicode. Unlike C, MATLAB strings are not null terminated.

Sparse Matrices

Sparse matrices have a different storage convention than full matrices in MATLAB. The parameters `pr` and `pi` are still arrays of double-precision numbers, but there are three additional parameters, `nzmax`, `ir`, and `jc`:

- nzmax is an integer that contains the length of ir, pr, and, if it exists, pi. It is the maximum possible number of nonzero elements in the sparse matrix.
- ir points to an integer array of length nzmax containing the row indices of the corresponding elements in pr and pi.
- jc points to an integer array of length N+1 that contains column index information. For j, in the range 0 ≤ j ≤ N-1, jc[j] is the index in ir and pr (and pi if it exists) of the first nonzero entry in the jth column and jc[j+1] - 1 index of the last nonzero entry. As a result, jc[N] is also equal to nnz, the number of nonzero entries in the matrix. If nnz is less than nzmax, then more nonzero entries can be inserted in the array without allocating additional storage.

Cell Arrays

Cell arrays are a collection of MATLAB arrays where each mxArray is referred to as a cell. This allows MATLAB arrays of different types to be stored together. Cell arrays are stored in a similar manner to numeric matrices, except the data portion contains a single vector of pointers to mxArrays. Members of this vector are called cells. Each cell can be of any supported data type, even another cell array.

Structures

A 1-by-1 structure is stored in the same manner as a 1-by-n cell array where n is the number of fields in the structure. Members of the data vector are called fields. Each field is associated with a name stored in the mxArray.

Objects

Objects are stored and accessed the same way as structures. In MATLAB, objects are named structures with registered methods. Outside MATLAB, an object is a structure that contains storage for an additional classname that identifies the name of the object.

Multidimensional Arrays

MATLAB arrays of any type can be multidimensional. A vector of integers is stored where each element is the size of the corresponding dimension. The storage of the data is the same as matrices.

Logical Arrays

Any noncomplex numeric or sparse array can be flagged as logical. The storage for a logical array is the same as the storage for a nonlogical array.

Empty Arrays

MATLAB arrays of any type can be empty. An empty `mxArray` is one with at least one dimension equal to zero. For example, a double-precision `mxArray` of type `double`, where `m` and `n` equal 0 and `pr` is `NULL`, is an empty array.

Using Data Types

The six fundamental data types in MATLAB are `double`, `char`, `sparse`, `uint8`, `cell`, and `struct`. You can write MEX-files, MAT-file applications, and engine applications in C that accept any data type supported by MATLAB. In Fortran, only the creation of double-precision n-by-m arrays and strings are supported. You can treat C and Fortran MEX-files, once compiled, exactly like M-functions.

The explore Example

There is an example MEX-file included with MATLAB, called `explore`, that identifies the data type of an input variable. The source file for this example is in the `<matlab>/extern/examples/mex` directory, where `<matlab>` represents the top-level directory where MATLAB is installed on your system. For example, typing

```
cd([matlabroot '/extern/examples/mex']);
x = 2;
explore(x);
```

produces this result

```
------------------------------------------------
Name: x
Dimensions: 1x1
Class Name: double
------------------------------------------------
   (1,1) = 2
```

`explore` accepts any data type. Try using `explore` with these examples:

```
explore([1 2 3 4 5])
```

```
explore 1 2 3 4 5
explore({1 2 3 4 5})
explore(int8([1 2 3 4 5]))
explore {1 2 3 4 5}
explore(sparse(eye(5)))
explore(struct('name', 'Joe Jones', 'ext', 7332))
explore(1, 2, 3, 4, 5)
```

Building MEX-Files

This section covers the following topics:

- "Compiler Requirements"
- "Testing Your Configuration on UNIX"
- "Testing Your Configuration on Windows"
- "Specifying an Options File"

Compiler Requirements

Your installed version of MATLAB contains all the tools you need to work with the API. MATLAB includes a C compiler for the PC called Lcc, but does not include a Fortran compiler. If you choose to use your own C compiler, it must be an ANSI C compiler. Also, if you are working on a Microsoft Windows platform, your compiler must be able to create 32-bit windows dynamically linked libraries (DLLs).

MATLAB supports many compilers and provides preconfigured files, called options files, designed specifically for these compilers. The Options Files table lists all supported compilers and their corresponding options files. The purpose of supporting this large collection of compilers is to provide you with the flexibility to use the tool of your choice. However, in many cases, you simply can use the provided Lcc compiler with your C code to produce your applications.

The MathWorks also maintains a list of compilers supported by MATLAB at the following location on the web: `http://www.mathworks.com/support/tech-notes/v5/1600/1601.shtml`.

Note The MathWorks provides an option (`setup`) for the `mex` script that lets you easily choose or switch your compiler.

The following sections contain configuration information for creating MEX-files on UNIX and Windows systems. More detailed information about the `mex` script is provided in "Custom Building MEX-Files". In addition, there is a "Troubleshooting" section if you are having difficulties creating MEX-files.

Testing Your Configuration on UNIX

The quickest way to check if your system is set up properly to create MEX-files is by trying the actual process. There is C source code for an example, `yprime.c`, and its Fortran counterpart, `yprimef.F` and `yprimefg.F`, included in the `<matlab>/extern/examples/mex` directory, where `<matlab>` represents the top-level directory where MATLAB is installed on your system.

To compile and link the example source files, `yprime.c` or `yprimef.F` and `yprimefg.F`, on UNIX, you must first copy the file(s) to a local directory, and then change directory (`cd`) to that local directory.

At the MATLAB prompt, type

```
mex yprime.c
```

This uses the system compiler to create the MEX-file called `yprime` with the appropriate extension for your system.

You can now call `yprime` as if it were an M-function.

```
yprime(1,1:4)
ans =
     2.0000   8.9685   4.0000    -1.0947
```

To try the Fortran version of the sample program with your Fortran compiler, at the MATLAB prompt, type

```
mex yprimef.F yprimefg.F
```

In addition to running the `mex` script from the MATLAB prompt, you can also run the script from the system prompt.

Selecting a Compiler

To change your default compiler, you select a different options file. You can do this anytime by using the command

```
mex -setup
```

```
    Using the 'mex -setup' command selects an options file that is
    placed in ~/matlab and used by default for 'mex'. An options
    file in the current working directory or specified on the
    command line overrides the default options file in ~/matlab.
```

```
    Options files control which compiler to use, the compiler and
     link command options, and the runtime libraries to link
     against.

    To override the default options file, use the 'mex -f' command
     (see 'mex -help' for more information).

The options files available for mex are:

  1: <matlab>/bin/gccopts.sh :
         Template Options file for building gcc MEXfiles

  2: <matlab>/bin/mexopts.sh :
         Template Options file for building MEXfiles using the
          system ANSI compiler

Enter the number of the options file to use as your default options
file:
```

Select the proper options file for your system by entering its number and pressing **Return**. If an options file doesn't exist in your MATLAB directory, the system displays a message stating that the options file is being copied to your user-specific `matlab` directory. If an options file already exists in your `matlab` directory, the system prompts you to overwrite it.

Note The `setup` option creates a user-specific `matlab` directory in your individual home directory and copies the appropriate options file to the directory. (If the directory already exists, a new one is not created.) This `matlab` directory is used for your individual options files only; each user can have his or her own default options files (other MATLAB products may place options files in this directory). Do not confuse these user-specific `matlab` directories with the system `matlab` directory, where MATLAB is installed. To see the name of this directory on your machine, use the MATLAB command `prefdir`.

Using the `setup` option resets your default compiler so that the new compiler is used every time you use the `mex` script.

Testing Your Configuration on Windows

Before you can create MEX-files on the Windows platform, you must configure the default options file, `mexopts.bat`, for your compiler. The switch, `setup`, provides an easy way for you to configure the default options file. To configure or change the options file at anytime, run

```
mex -setup
```

from either the MATLAB or DOS command prompt.

Selecting a Compiler

MATLAB includes a C compiler, Lcc, that you can use to create C MEX-files. The `mex` script will use the Lcc compiler automatically if you do not have a C or C++ compiler of your own already installed on your system and you try to compile a C MEX-file. Naturally, if you need to compile Fortran programs, you must supply your own supported Fortran compiler.

The `mex` script uses the filename extension to determine the type of compiler to use for creating your MEX-files. For example,

```
mex test1.f
```

would use your Fortran compiler and

```
mex test2.c
```

would use your C compiler.

On Systems without a Compiler. If you do not have your own C or C++ compiler on your system, the `mex` utility automatically configures itself for the included Lcc compiler. So, to create a C MEX-file on these systems, you can simply enter

```
mex filename.c
```

This simple method of creating MEX-files works for the majority of users.

If using the included Lcc compiler satisfies your needs, you can skip ahead in this section to “Building the MEX-File on Windows” on page 1-16.

On Systems with a Compiler. On systems where there is a C, C++, or Fortran compiler, you can select which compiler you want to use. Once you choose your compiler, that compiler becomes your default compiler and you no longer have

to select one when you compile MEX-files. To select a compiler or change to existing default compiler, use `mex -setup`.

This example shows the process of setting your default compiler to the Microsoft Visual C++ Version 6.0 compiler.

```
mex -setup

Please choose your compiler for building external interface (MEX)
files.

Would you like mex to locate installed compilers [y]/n? n

Select a compiler:
[1] Borland C++Builder version 5.0
[2] Borland C++Builder version 4.0
[3] Borland C++Builder version 3.0
[4] Borland C/C++ version 5.02
[5] Borland C/C++ version 5.0
[6] Compaq Visual Fortran version 6.1
[7] Digital Visual Fortran version 5.0
[8] Lcc C version 2.4
[9] Microsoft Visual C/C++ version 6.0
[10] Microsoft Visual C/C++ version 5.0
[11] WATCOM C/C++ version 11
[12] WATCOM C/C++ version 10.6

[0] None

Compiler: 9

Your machine has a Microsoft Visual C/C++ compiler located at
D:\Applications\Microsoft Visual Studio. Do you want to use this
compiler [y]/n? y

Please verify your choices:

Compiler: Microsoft Visual C/C++ 6.0
Location: D:\Applications\Microsoft Visual Studio

Are these correct?([y]/n): y
```

```
The default options file:
"C:\WINNT\Profiles\username\ApplicationData\MathWorks\MATLAB\R12
\mexopts.bat" is being updated from ...
```

If the specified compiler cannot be located, you are given the message:

```
The default location for compiler-name is directory-name,
but that directory does not exist on this machine.

Use directory-name anyway [y]/n?
```

Using the `setup` option sets your default compiler so that the new compiler is used everytime you use the `mex` script.

Building the MEX-File on Windows

There is example C source code, `yprime.c`, and its Fortran counterpart, `yprimef.f` and `yprimefg.f`, included in the `<matlab>\extern\examples\mex` directory, where `<matlab>` represents the top-level directory where MATLAB is installed on your system.

To compile and link the example source file on Windows, at the MATLAB prompt, type

```
cd([matlabroot '\extern\examples\mex'])
mex yprime.c
```

This should create the MEX-file called `yprime` with the `.DLL` extension, which corresponds to the Windows platform.

You can now call `yprime` as if it were an M-function.

```
yprime(1,1:4)
ans =
     2.0000   8.9685   4.0000    -1.0947
```

To try the Fortran version of the sample program with your Fortran compiler, switch to your Fortran compiler using `mex -setup`. Then, at the MATLAB prompt, type

```
cd([matlabroot '\extern\examples\mex'])
mex yprimef.f yprimefg.f
```

In addition to running the mex script from the MATLAB prompt, you can also run the script from the system prompt.

Specifying an Options File

You can use the -f option to specify an options file on either UNIX or Windows. To use the -f option, at the MATLAB prompt type

```
mex filename -f <optionsfile>
```

and specify the name of the options file along with its pathname. The Options Files table, below, contains a list of the options files included with MATLAB.

There are several situations when it may be necessary to specify an options file every time you use the mex script. These include:

- *(Windows and UNIX)* You want to use a different compiler (and not use the -setup option), or you want to compile MAT or engine stand-alone programs.
- *(UNIX)* You do not want to use the system C compiler.

Preconfigured Options Files

MATLAB includes some preconfigured options files that you can use with particular compilers. The Options Files table lists the compilers whose options files are included with this release of MATLAB.

Table 1-2: Options Files

Platform	Compiler	Options File
Windows	Borland C++, Version 5.0 & 5.2	bccopts.bat
	Borland C++Builder 3.0 (Borland C++, Version 5.3)	bcc53opts.bat
	Borland C++Builder 4.0 (Borland C++, Version 5.4)	bcc54opts.bat
	Borland C++Builder 5.0 (Borland C++, Version 5.5)	bcc55opts.bat
	Lcc C Compiler, bundled with MATLAB	lccopts.bat

Table 1-2: Options Files (Continued)

Platform	Compiler	Options File
	Microsoft C/C++, Version 5.0	`msvc50opts.bat`
	Microsoft C/C++, Version 6.0	`msvc60opts.bat`
	Watcom C/C++, Version 10.6	`watcopts.bat`
	Watcom C/C++, Version 11	`wat11copts.bat`
	DIGITAL Visual Fortran, Version 5.0	`df50opts.bat`
	Compaq Visual Fortran, Version 6.1	`df60opts.bat`
	Borland C, Version 5.0 & 5.2, for Engine and MAT stand-alone programs	`bccengmatopts.bat`
	Borland C, Version 5.3, for Engine and MAT stand-alone programs	`bcc53engmatopts.bat`
	Borland C, Version 5.4, for Engine and MAT stand-alone programs	`bcc54engmatopts.bat`
	Borland C, Version 5.5, for Engine and MAT stand-alone programs	`bcc55engmatopts.bat`
	Lcc C compiler for Engine and MAT stand-alone programs,	`lccengmatopts.bat`
	Microsoft Visual C for Engine and MAT stand-alone programs, Version 5.0	`msvc50engmatopts.bat`
	Microsoft Visual C for Engine and MAT stand-alone programs, Version 6.0	`msvc60engmatopts.bat`

Table 1-2: Options Files (Continued)

Platform	Compiler	Options File
	Watcom C for Engine and MAT stand-alone programs, Version 10.6	`watengmatopts.bat`
	Watcom C for Engine and MAT stand-alone programs, Version 11	`wat11engmatopts.bat`
	DIGITAL Visual Fortran for MAT stand-alone programs, Version 5.0	`df50engmatopts.bat`
	Compaq Visual Fortran for MAT stand-alone programs, Version 6.1	`df60engmatopts.bat`
UNIX	System ANSI Compiler	`mexopts.sh`
	GCC	`gccopts.sh`
	System C++ Compiler	`cxxopts.sh`
	System ANSI Compiler for Engine stand-alone programs	`engopts.sh`
	System ANSI Compiler for MAT stand-alone programs	`matopts.sh`

An up-to-date list of options files is available from our FTP server, `ftp://ftp.mathworks.com/pub/tech-support/docexamples/apiguide/R12/bin`. For a list of all the compilers supported by MATLAB, access the MathWorks Technical Support Web site at `http://www.mathworks.com/support`.

Note The next section, “Custom Building MEX-Files”, contains specific information on how to modify options files for particular systems.

Custom Building MEX-Files

This section discusses in detail the process that the MEX-file build script uses. It covers the following topics:

- "Who Should Read This Chapter"
- "MEX Script Switches"
- "Default Options File on UNIX"
- "Default Options File on Windows"
- "Custom Building on UNIX"
- "Custom Building on Windows"

Who Should Read This Chapter

In general, the defaults that come with MATLAB should be sufficient for building most MEX-files. There are reasons that you might need more detailed information, such as:

- You want to use an Integrated Development Environment (IDE), rather than the provided script, to build MEX-files.
- You want to create a new options file, for example, to use a compiler that is not directly supported.
- You want to exercise more control over the build process than the script uses.

The script, in general, uses two stages (or three, for Microsoft Windows) to build MEX-files. These are the compile stage and the link stage. In between these two stages, Windows compilers must perform some additional steps to prepare for linking (the prelink stage).

MEX Script Switches

The `mex` script has a set of switches (also called options) that you can use to modify the link and compile stages. The MEX Script Switches table lists the available switches and their uses. Each switch is available on both UNIX and Windows unless otherwise noted.

For customizing the build process, you should modify the options file, which contains the compiler-specific flags corresponding to the general compile, prelink, and link steps required on your system. The options file consists of a

series of variable assignments; each variable represents a different logical piece of the build process.

Table 1-1: MEX Script Switches

Switch	Function
`@<rsp_file>`	Include the contents of the text file `<rsp_file>` as command line arguments to the `mex` script.
`-argcheck`	Perform argument checking on MATLAB API functions (C functions only).
`-c`	Compile only; do not link.
`-D<name>[#<def>]`	Define C preprocessor macro `<name>` [as having value `<def>`]. (Note: UNIX also allows `-D<name>[=<def>]`.)
`-f <file>`	Use `<file>` as the options file; `<file>` is a full pathname if it is not in current directory.
`-g`	Build an executable with debugging symbols included.
`-h[elp]`	Help; lists the switches and their functions.
`-I<pathname>`	Include `<pathname>` in the compiler `include` search path.
`-inline`	Inlines matrix accessor functions (`mx*`). The generated MEX-function may not be compatible with future versions of MATLAB.
`-l<file>`	(UNIX) Link against library `lib<file>`.
`-L<pathname>`	(UNIX) Include `<pathname>` in the list of directories to search for libraries.

Table 1-1: MEX Script Switches (Continued)

Switch	Function
<name>#<def>	Override options file setting for variable <name>. This option is equivalent to <ENV_VAR>#<val>, which temporarily sets the environment variable <ENV_VAR> to <val> for the duration of the call to mex. <val> can refer to another environment variable by prepending the name of the variable with a $, e.g., COMPFLAGS#"$COMPFLAGS -myswitch".
<name>=<def>	(UNIX) Override options file setting for variable <name>.
-O	Build an optimized executable.
-outdir <name>	Place all output files in directory <name>.
-output <name>	Create an executable named <name>. (An appropriate executable extension is automatically appended.)
-setup	Set up default options file. This switch should be the only argument passed.
-U<name>	Undefine C preprocessor macro <name>.
-v	Verbose; print all compiler and linker settings.
-V4	Compile MATLAB 4-compatible MEX-file.

Default Options File on UNIX

The default MEX options file provided with MATLAB is located in <matlab>/bin. The mex script searches for an options file called mexopts.sh in the following order:

- The current directory
- $HOME/matlab
- <matlab>/bin

mex uses the first occurrence of the options file it finds. If no options file is found, mex displays an error message. You can directly specify the name of the options file using the -f switch.

For specific information on the default settings for the MATLAB supported compilers, you can examine the options file in <matlab>/bin/mexopts.sh, or you can invoke the mex script in verbose mode (-v). Verbose mode will print the exact compiler options, prelink commands (if appropriate), and linker options used in the build process for each compiler. "Custom Building on UNIX" gives an overview of the high-level build process.

Default Options File on Windows

The default MEX options file is placed in your user profile directory after you configure your system by running mex -setup. The mex script searches for an options file called mexopts.bat in the following order:

- The current directory
- The user profile directory. See the following section, "The User Profile Directory", for more information about this directory
- <matlab>\bin\win32\mexopts

mex uses the first occurrence of the options file it finds. If no options file is found, mex searches your machine for a supported C compiler and automatically configures itself to use that compiler. Also, during the configuration process, it copies the compiler's default options file to the user profile directory. If multiple compilers are found, you are prompted to select one.

For specific information on the default settings for the MATLAB supported compilers, you can examine the options file, mexopts.bat, or you can invoke the mex script in verbose mode (-v). Verbose mode will print the exact compiler options, prelink commands, if appropriate, and linker options used in the build process for each compiler. "Custom Building on Windows" gives an overview of the high-level build process.

The User Profile Directory

The Windows user profile directory is a directory that contains user-specific information such as desktop appearance, recently used files, and **Start** menu items. The mex and mbuild utilities store their respective options files, mexopts.bat and compopts.bat, which are created during the –setup process,

in a subdirectory of your `user profile` directory, named `Application Data\MathWorks\MATLAB`. Under Windows NT and Windows 95/98 with user profiles enabled, your `user profile` directory is `%windir%\Profiles\username`. Under Windows 95/98 with user profiles disabled, your `user profile` directory is `%windir%`. Under Windows 95/98, you can determine whether or not user profiles are enabled by using the **Passwords** control panel.

Custom Building on UNIX

On UNIX systems, there are two stages in MEX-file building: compiling and linking.

Compile Stage

The compile stage must:

- Add `<matlab>/extern/include` to the list of directories in which to find header files (`-I<matlab>/extern/include`)
- Define the preprocessor macro `MATLAB_MEX_FILE` (`-DMATLAB_MEX_FILE`)
- (C MEX-files only) Compile the source file, which contains version information for the MEX-file, `<matlab>/extern/src/mexversion.c`

Link Stage

The link stage must:

- Instruct the linker to build a shared library
- Link all objects from compiled source files (including `mexversion.c`)
- (Fortran MEX-files only) Link in the precompiled versioning source file, `<matlab>/extern/lib/$Arch/version4.o`
- Export the symbols `mexFunction` and `mexVersion` (these symbols represent functions called by MATLAB)

For Fortran MEX-files, the symbols are all lower case and may have appended underscores. For specific information, invoke the `mex` script in verbose mode and examine the output.

Build Options

For customizing the build process, you should modify the options file. The options file contains the compiler-specific flags corresponding to the general steps outlined above. The options file consists of a series of variable assignments; each variable represents a different logical piece of the build process. The options files provided with MATLAB are located in `<matlab>/bin`. "Locating the Default Options File on UNIX" describes how the `mex` script looks for an options file.

To aid in providing flexibility, there are two sets of options in the options file that can be turned on and off with switches to the `mex` script. These sets of options correspond to building in "debug mode" and building in "optimization mode." They are represented by the variables `DEBUGFLAGS` and `OPTIMFLAGS`, respectively, one pair for each "driver" that is invoked (`CDEBUGFLAGS` for the C compiler, `FDEBUGFLAGS` for the Fortran compiler, and `LDDEBUGFLAGS` for the linker; similarly for the `OPTIMFLAGS`).

- If you build in optimization mode (the default), the `mex` script will include the `OPTIMFLAGS` options in the compile and link stages.
- If you build in debug mode, the `mex` script will include the `DEBUGFLAGS` options in the compile and link stages, but will not include the `OPTIMFLAGS` options.
- You can include both sets of options by specifying both the optimization and debugging flags to the `mex` script (`-O` and `-g`, respectively).

Aside from these special variables, the `mex` options file defines the executable invoked for each of the three modes (C compile, Fortran compile, link) and the flags for each stage. You can also provide explicit lists of libraries that must be linked in to all MEX-files containing source files of each language.

The variables can be summed up as follows:

Variable	C Compiler	Fortran Compiler	Linker
Executable	`CC`	`FC`	`LD`
Flags	`CFLAGS`	`FFLAGS`	`LDFLAGS`
Optimization	`COPTIMFLAGS`	`FOPTIMFLAGS`	`LDOPTIMFLAGS`

Variable	C Compiler	Fortran Compiler	Linker
Debugging	CDEBUGFLAGS	FDEBUGFLAGS	LDDEBUGFLAGS
Additional libraries	CLIBS	FLIBS	----

For specifics on the default settings for these variables, you can

- Examine the options file in <matlab>/bin/mexopts.sh (or the options file you are using), or
- Invoke the mex script in verbose mode

Custom Building on Windows

There are three stages to MEX-file building for both C and Fortran on Windows – compiling, prelinking, and linking.

Compile Stage

For the compile stage, a mex options file must:

- Set up paths to the compiler using the COMPILER (e.g., Watcom), PATH, INCLUDE, and LIB environment variables. If your compiler always has the environment variables set (e.g., in AUTOEXEC.BAT), you can remark them out in the options file.
- Define the name of the compiler, using the COMPILER environment variable, if needed.
- Define the compiler switches in the COMPFLAGS environment variable.
  - **a** The switch to create a DLL is required for MEX-files.
  - **b** For stand-alone programs, the switch to create an exe is required.
  - **c** The -c switch (compile only; do not link) is recommended.
  - **d** The switch to specify 8-byte alignment.
  - **e** Any other switch specific to the environment can be used.
- Define preprocessor macro, with -D, MATLAB_MEX_FILE is required.
- Set up optimizer switches and/or debug switches using OPTIMFLAGS and DEBUGFLAGS. These are mutually exclusive: the OPTIMFLAGS are the default,

and the DEBUGFLAGS are used if you set the -g switch on the mex command line.

Prelink Stage

The prelink stage dynamically creates import libraries to import the required function into the MEX, MAT, or engine file. All MEX-files link against MATLAB only. MAT stand-alone programs link against libmx.dll (array access library) and libmat.dll (MAT-functions). Engine stand-alone programs link against libmx.dll (array access library) and libeng.dll for engine functions. MATLAB and each DLL have corresponding .def files of the same names located in the <matlab>\extern\include directory.

Link Stage

Finally, for the link stage, a mex options file must:

- Define the name of the linker in the LINKER environment variable.
- Define the LINKFLAGS environment variable that must contain:
  - The switch to create a DLL for MEX-files, or the switch to create an exe for stand-alone programs.
  - Export of the entry point to the MEX-file as mexFunction for C or MEXFUNCTION@16 for DIGITAL Visual Fortran.
  - The import library(s) created in the PRELINK_CMDS stage.
  - Any other link switch specific to the compiler that can be used.
- Define the linking optimization switches and debugging switches in LINKEROPTIMFLAGS and LINKDEBUGFLAGS. As in the compile stage, these two are mutually exclusive: the default is optimization, and the -g switch invokes the debug switches.
- Define the link-file identifier in the LINK_FILE environment variable, if needed. For example, Watcom uses file to identify that the name following is a file and not a command.
- Define the link-library identifier in the LINK_LIB environment variable, if needed. For example, Watcom uses library to identify the name following is a library and not a command.
- Optionally, set up an output identifier and name with the output switch in the NAME_OUTPUT environment variable. The environment variable MEX_NAME contains the name of the first program in the command line. This must be set

for `-output` to work. If this environment is not set, the compiler default is to use the name of the first program in the command line. Even if this is set, it can be overridden by specifying the `mex -output` switch.

Linking DLLs to MEX-Files

To link a DLL to a MEX-file, list the DLL's `.lib` file on the command line.

Versioning MEX-Files

The `mex` script can build your MEX-file with a resource file that contains versioning and other essential information. The resource file is called `mexversion.rc` and resides in the `extern\include` directory. To support versioning, there are two new commands in the options files, `RC_COMPILER` and `RC_LINKER`, to provide the resource compiler and linker commands. It is assumed that:

- If a compiler command is given, the compiled resource will be linked into the MEX-file using the standard link command.
- If a linker command is given, the resource file will be linked to the MEX-file after it is built using that command.

Compiling MEX-Files with the Microsoft Visual C++ IDE

Note This section provides information on how to compile MEX-files in the Microsoft Visual C++ (MSVC) IDE; it is not totally inclusive. This section assumes that you know how to use the IDE. If you need more information on using the MSVC IDE, refer to the corresponding Microsoft documentation.

To build MEX-files with the Microsoft Visual C++ integrated development environment:

1. Create a project and insert your MEX source and `mexversion.rc` into it.

2. Create a `.DEF` file to export the MEX entry point. For example

```
LIBRARY MYFILE.DLL
EXPORTS mexFunction           <-- for a C MEX-file
   or
EXPORTS MEXFUNCTION@16        <-- for a Fortran MEX-file
```

3 Add the `.DEF` file to the project.

4 Locate the `.LIB` files for the compiler version you are using under `matlabroot\extern\lib\win32\microsoft`. For example, for version 6.0, these files are in the `msvc60` subdirectory.

5 From this directory, add `libmx.lib`, `libmex.lib`, and `libmat.lib` to the library modules in the `LINK` settings option.

6 Add the MATLAB `include` directory, `MATLAB\EXTERN\INCLUDE` to the `include` path in the **Settings C/C++ Preprocessor** option.

7 Add `MATLAB_MEX_FILE` to the **C/C++ Preprocessor** option by selecting **Settings** from the **Build** menu, selecting **C/C++**, and then typing `,MATLAB_MEX_FILE` after the last entry in the **Preprocessor definitions** field.

8 To debug the MEX-file using the IDE, put `MATLAB.EXE` in the **Settings Debug** option as the **Executable for debug session**.

If you are using a compiler other than the Microsoft Visual C/C++ compiler, the process for building MEX files is similar to that described above. In step 4, locate the `.LIB` files for the compiler you are using in a subdirectory of `matlabroot\extern\lib\win32`. For example, for version 5.4 of the Borland C/C++ compiler, look in `matlabroot\extern\lib\win32\borland\bc54`.

Using the Add-In for Visual Studio

The MathWorks provides a MATLAB add-in for the Visual Studio® development system that lets you work easily within Microsoft Visual C/C++ (MSVC). The MATLAB add-in for Visual Studio greatly simplifies using M-files in the MSVC environment. The add-in automates the integration of M-files into Visual C++ projects. It is fully integrated with the MSVC environment.

The add-in for Visual Studio is automatically installed on your system when you run either `mbuild -setup` or `mex -setup` and select Microsoft Visual C/C++ version 5 or 6. However, there are several steps you must follow in order to use the add-in.

1 To build MEX-files with the add-in for Visual Studio, run the following command at the MATLAB command prompt.

```
mex -setup
```

Follow the menus and choose either Microsoft Visual C/C++ 5.0 or 6.0. This configures `mex` to use the selected Microsoft compiler and also installs the necessary add-in files in your Microsoft Visual C/C++ directories.

2 To configure the MATLAB add-in for Visual Studio to work with Microsoft Visual C/C++:

   a Select **Tools** -> **Customize** from the MSVC menu.

   b Click on the **Add-ins and Macro Files** tab.

   c Click **Browse**, type `<matlab>\bin\win32` as the filename, and select `Add-ins (.dll)` from the **Files of Type** pulldown list.

Note If Windows is configured to "hide system files," `.dll` files will not be displayed even though they are present on disk. You must change your view options to disable this feature.

---

   d Select the `MATLABAddin.dll` file and click **Open**.

   e Check **MATLAB for Visual Studio** on the **Add-ins and Macro Files** list and click **Close**. The floating MATLAB add-in for Visual Studio toolbar appears. The checkmark directs MSVC to automatically load the add-in when you start MSVC again.

Note To run the MATLAB add-in for Visual Studio on Windows 95 or Windows 98 systems, add this line to your `config.sys` file:

```
shell=c:\command.com /e:32768 /p
```

For additional information on the MATLAB add-in for Visual Studio,

- See the `MATLABAddin.hlp` file in the `<matlab>\bin\win32` directory, or
- Click on the Help icon in the MATLAB add-in for Visual Studio toolbar.

Troubleshooting

This section explains how to troubleshoot some of the more common problems you may encounter. It addresses the following topics:

- "Configuration Issues"
- "Understanding MEX-File Problems"
- "Compiler and Platform-Specific Issues"
- "Memory Management Compatibility Issues"

Configuration Issues

This section focuses on some common problems that might occur when creating MEX-files.

Search Path Problem on Windows

Under Windows, if you move the MATLAB executable without reinstalling MATLAB, you may need to modify `mex.bat` to point to the new MATLAB location.

MATLAB Pathnames Containing Spaces on Windows

If you have problems building MEX-files on Windows and there is a space in any of the directory names within the MATLAB path, you need to either reinstall MATLAB into a pathname that contains no spaces or rename the directory that contains the space. For example, if you install MATLAB under the `Program Files` directory, you may have difficulty building MEX-files with certain C compilers. Also, if you install MATLAB in a directory such as `MATLAB V5.2`, you may have difficulty.

DLLs Not on Path on Windows

MATLAB will fail to load MEX-files if it cannot find all DLLs referenced by the MEX-file; the DLLs must be on the DOS path or in the same directory as the MEX-file. This is also true for third-party DLLs.

General Configuration Problem

Make sure you followed the configuration steps for your platform described in this chapter. Also, refer to Custom Building MEX-Files for additional information.

Understanding MEX-File Problems

This section contains information regarding common problems that occur when creating MEX-files. Use the figure, below, to help isolate these problems.

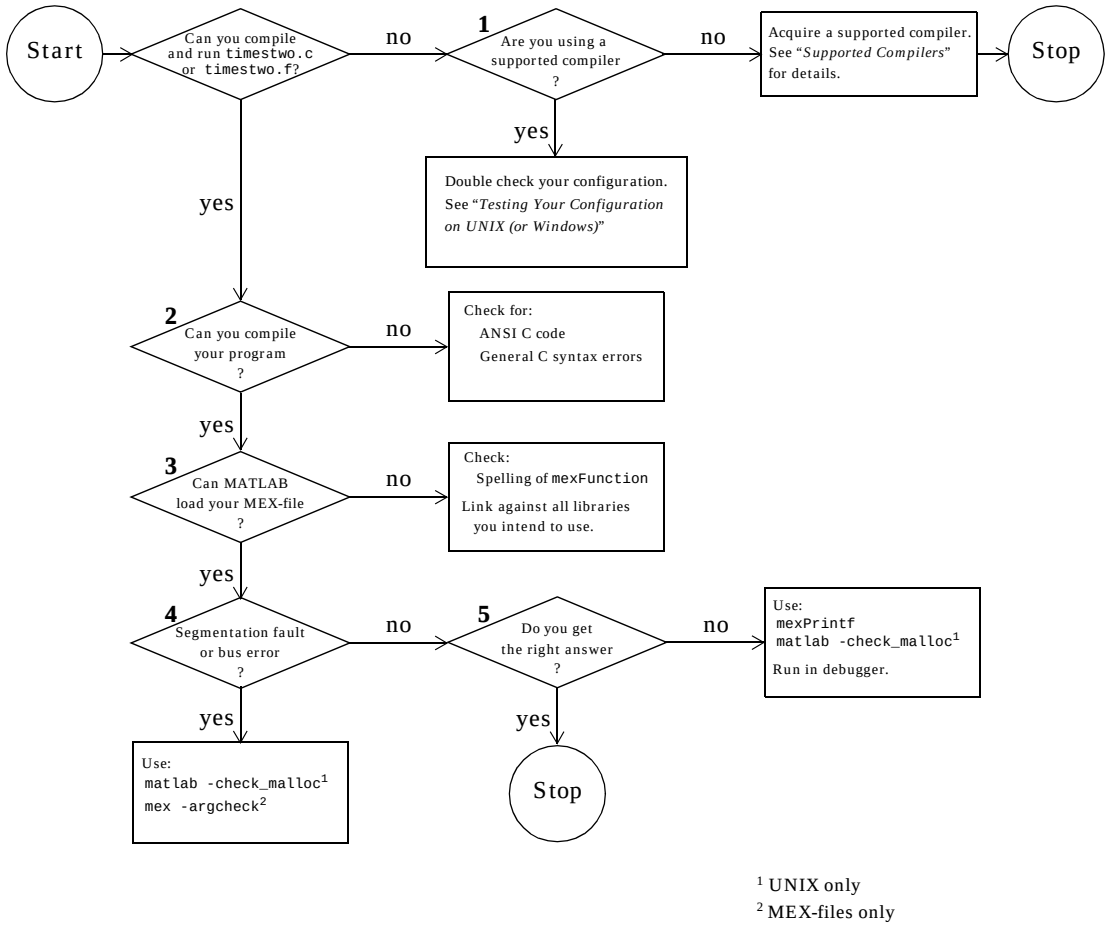


Figure 1-1: Troubleshooting MEX-File Creation Problems

Problems 1 through 5 refer to specific sections of the previous flowchart. For additional suggestions on resolving MEX build problems, access the MathWorks Technical Support Web site at `http://www.mathworks.com/support`.

Problem 1 - Compiling a MathWorks Program Fails

The most common configuration problem in creating C MEX-files on UNIX involves using a non-ANSI C compiler, or failing to pass to the compiler a flag that tells it to compile ANSI C code.

A reliable way of knowing if you have this type of configuration problem is if the header files supplied by The MathWorks generate a string of syntax errors when you try to compile your code. See "Building MEX-Files" for information on selecting the appropriate options file or, if necessary, obtain an ANSI C compiler.

Problem 2 - Compiling Your Own Program Fails

A second way of generating a string of syntax errors occurs when you attempt to mix ANSI and non-ANSI C code. The MathWorks provides header and source files that are ANSI C compliant. Therefore, your C code must also be ANSI compliant.

Other common problems that can occur in any C program are neglecting to include all necessary header files, or neglecting to link against all required libraries.

Problem 3 - MEX-File Load Errors

If you receive an error of the form

```
Unable to load mex file:
??? Invalid MEX-file
```

MATLAB is unable to recognize your MEX-file as being valid.

MATLAB loads MEX-files by looking for the gateway routine, `mexFunction`. If you misspell the function name, MATLAB is not able to load your MEX-file and generates an error message. On Windows, check that you are exporting `mexFunction` correctly.

On some platforms, if you fail to link against required libraries, you may get an error when MATLAB loads your MEX-file rather than when you compile your

MEX-file. In such cases, you see a system error message referring to "unresolved symbols" or "unresolved references." Be sure to link against the library that defines the function in question.

On Windows, MATLAB will fail to load MEX-files if it cannot find all DLLs referenced by the MEX-file; the DLLs must be on the path or in the same directory as the MEX-file. This is also true for third party DLLs.

Problem 4 - Segmentation Fault or Bus Error

If your MEX-file causes a segmentation violation or bus error, it means that the MEX-file has attempted to access protected, read-only, or unallocated memory. Since this is such a general category of programming errors, such problems are sometimes difficult to track down.

Segmentation violations do not always occur at the same point as the logical errors that cause them. If a program writes data to an unintended section of memory, an error may not occur until the program reads and interprets the corrupted data. Consequently, a segmentation violation or bus error can occur after the MEX-file finishes executing.

MATLAB provides three features to help you in troubleshooting problems of this nature. Listed in order of simplicity, they are:

- **Recompile your MEX-file with argument checking (C MEX-files only).** You can add a layer of error checking to your MEX-file by recompiling with the `mex` script flag `-argcheck`. This warns you about invalid arguments to both MATLAB MEX-file (`mex`) and matrix access (`mx`) API functions.

  Although your MEX-file will not run as efficiently as it can, this switch detects such errors as passing `null` pointers to API functions.
- **Run MATLAB with the -check_malloc option (UNIX only).** The MATLAB startup flag, `-check_malloc`, indicates that MATLAB should maintain additional memory checking information. When memory is freed, MATLAB

checks to make sure that memory just before and just after this memory remains unwritten and that the memory has not been previously freed.

If an error occurs, MATLAB reports the size of the allocated memory block. Using this information, you can track down where in your code this memory was allocated, and proceed accordingly.

Although using this flag prevents MATLAB from running as efficiently as it can, it detects such errors as writing past the end of a dimensioned array, or freeing previously freed memory.

- **Run MATLAB within a debugging environment.** This process is already described in the chapters on creating C and Fortran MEX-files, respectively.

Problem 5 - Program Generates Incorrect Results

If your program generates the wrong answer(s), there are several possible causes. First, there could be an error in the computational logic. Second, the program could be reading from an uninitialized section of memory. For example, reading the 11th element of a 10-element vector yields unpredictable results.

Another possibility for generating a wrong answer could be overwriting valid data due to memory mishandling. For example, writing to the 15th element of a 10-element vector might overwrite data in the adjacent variable in memory. This case can be handled in a similar manner as segmentation violations as described in Problem 4.

In all of these cases, you can use `mexPrintf` to examine data values at intermediate stages, or run MATLAB within a debugger to exploit all the tools the debugger provides.

Compiler and Platform-Specific Issues

This section refers to situations specific to particular compilers and platforms.

MEX-Files Created in Watcom IDE

If you use the Watcom IDE to create MEX-files and get unresolved references to API functions when linking against our libraries, check the argument passing convention. The Watcom IDE uses a default switch that passes parameters in registers. MATLAB requires that you pass parameters on the stack.

Memory Management Compatibility Issues

To address performance issues, we have made some changes to the internal MATLAB memory management model. These changes will allow us to provide future enhancements to the MEX-file API.

As of MATLAB 5.2, MATLAB implicitly calls `mxDestroyArray`, the `mxArray` destructor, at the end of a MEX-file's execution on any `mxArrays` that are not returned in the left-hand side list (`plhs[]`). You are now warned if MATLAB detects any misconstructed or improperly destructed `mxArrays`.

We highly recommend that you fix code in your MEX-files that produces any of the warnings discussed in the following sections. For additional information, see "Memory Management" in Creating C Language MEX-Files.

Note Currently, the following warnings are enabled by default for backwards compatibility reasons. In future releases of MATLAB, the warnings will be disabled by default. The programmer will be responsible for enabling these warnings during the MEX-file development cycle.

Improperly Destroying an mxArray

You cannot use `mxFree` to destroy an `mxArray`.

Warning

```
Warning:  You are attempting to call mxFree on a <class-id> array.
The destructor for mxArrays is mxDestroyArray; please call this
instead. MATLAB will attempt to fix the problem and continue, but
this will result in memory faults in future releases.
```

Example That Causes Warning

In the following example, `mxFree` does not destroy the array object. This operation frees the structure header associated with the array, but MATLAB will still operate as if the array object needs to be destroyed. Thus MATLAB will try to destroy the array object, and in the process, attempt to free its structure header again.

```
mxArray *temp = mxCreateDoubleMatrix(1,1,mxREAL);
      ...
    mxFree(temp);  /* INCORRECT */
```

Solution

Call `mxDestroyArray` instead.

```
mxDestroyArray(temp);  /* CORRECT */
```

Incorrectly Constructing a Cell or Structure mxArray

You cannot call `mxSetCell` or `mxSetField` variants with `prhs[]` as the member array.

Warning

```
Warning: You are attempting to use an array from another scope
(most likely an input argument) as a member of a cell array or
structure. You need to make a copy of the array first. MATLAB will
attempt to fix the problem and continue, but this will result in
memory faults in future releases.
```

Example That Causes Warning

In the following example, when the MEX-file returns, MATLAB will destroy the entire cell array. Since this includes the members of the cell, this will implicitly destroy the MEX-file's input arguments. This can cause several strange results, generally having to do with the corruption of the caller's workspace, if the right-hand side argument used is a temporary array (i.e., a literal or the result of an expression).

```
myfunction('hello')
/* myfunction is the name of your MEX-file and your code */
/* contains the following:    */

    mxArray *temp = mxCreateCellMatrix(1,1);
      ...
    mxSetCell(temp, 0, prhs[0]);  /* INCORRECT */
```

Solution

Make a copy of the right-hand side argument with `mxDuplicateArray` and use that copy as the argument to `mxSetCell` (or `mxSetField` variants); for example

```
mxSetCell(temp, 0, mxDuplicateArray(prhs[0]));  /* CORRECT */
```

Creating a Temporary mxArray with Improper Data

You cannot call `mxDestroyArray` on an `mxArray` whose data was not allocated by an API routine.

Warning

```
Warning: You have attempted to point the data of an array to a
block of memory not allocated through the MATLAB API. MATLAB will
attempt to fix the problem and continue, but this will result in
memory faults in future releases.
```

Example That Causes Warning

If you call `mxSetPr`, `mxSetPi`, `mxSetData`, or `mxSetImagData`, specifying memory that was not allocated by `mxCalloc`, `mxMalloc`, or `mxRealloc` as the intended data block (second argument), then when the MEX-file returns, MATLAB will attempt to free the pointer to real data and the pointer to imaginary data (if any). Thus MATLAB will attempt to free memory, in this example, from the program stack. This will cause the above warning when MATLAB attempts to reconcile its consistency checking information.

```
mxArray *temp = mxCreateDoubleMatrix(0,0,mxREAL);
   double data[5] = {1,2,3,4,5};
      ...
   mxSetM(temp,1); mxSetN(temp,5); mxSetPr(temp, data);
   /* INCORRECT */
```

Solution

Rather than use `mxSetPr` to set the data pointer, instead create the `mxArray` with the right size and use `memcpy` to copy the stack data into the buffer returned by `mxGetPr`.

```
mxArray *temp = mxCreateDoubleMatrix(1,5,mxREAL);
double data[5] = {1,2,3,4,5};
  ...
memcpy(mxGetPr(temp), data, 5*sizeof(double));  /* CORRECT */
```

Potential Memory Leaks

Prior to Version 5.2, if you created an `mxArray` using one of the API creation routines and then you overwrote the pointer to the data using `mxSetPr`, MATLAB would still free the original memory. This is no longer the case.

For example,

```
pr = mxCalloc(5*5, sizeof(double));
... <load data into pr>
plhs[0] = mxCreateDoubleMatrix(5,5,mxREAL);
mxSetPr(plhs[0], pr);  /* INCORRECT */
```

will now leak 5*5*8 bytes of memory, where 8 bytes is the size of a `double`.

You can avoid that memory leak by changing the code

```
plhs[0] = mxCreateDoubleMatrix(5,5,mxREAL);
pr = mxGetPr(plhs[0]);
... <load data into pr>
```

or alternatively

```
pr = mxCalloc(5*5, sizeof(double));
... <load data into pr>
plhs[0] = mxCreateDoubleMatrix(5,5,mxREAL);
mxFree(mxGetPr(plhs[0]));
mxSetPr(plhs[0], pr);
```

Note that the first solution is more efficient.

Similar memory leaks can also occur when using `mxSetPi`, `mxSetData`, `mxSetImagData`, `mxSetIr`, or `mxSetJc`. You can address this issue as shown above to avoid such memory leaks.

MEX-Files Should Destroy Their Own Temporary Arrays

In general, we recommend that MEX-files destroy their own temporary arrays and clean up their own temporary memory. All `mxArray`s except those returned in the left-hand side list and those returned by `mexGetArrayPtr` may be safely destroyed. This approach is consistent with other MATLAB API applications (i.e., MAT-file applications, engine applications, and MATLAB Compiler generated applications, which do not have any automatic cleanup mechanism.)

Additional Information

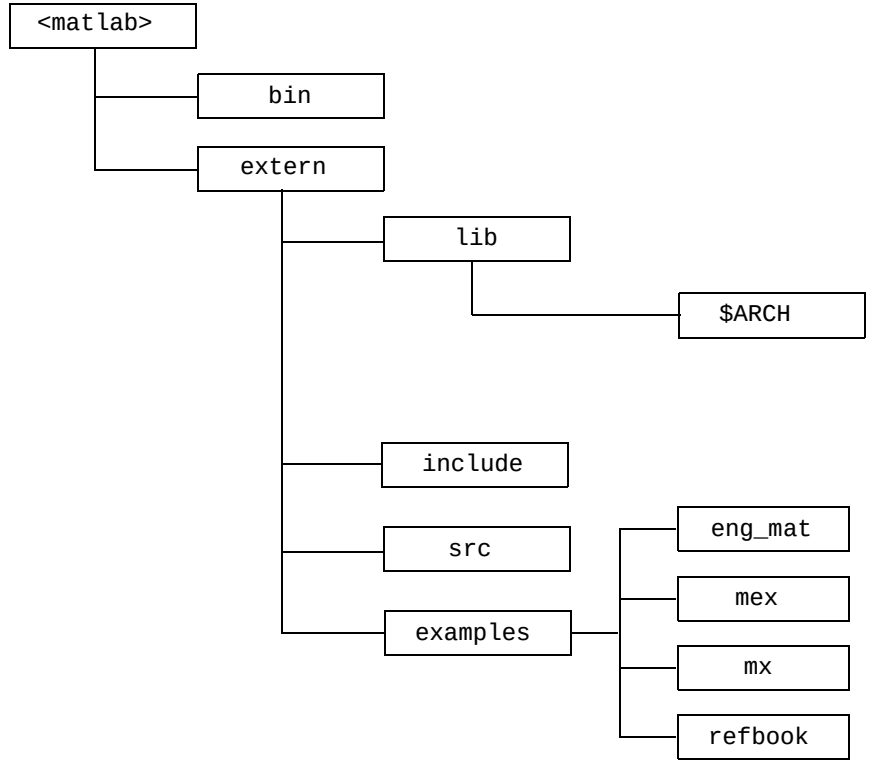
The following sections describe how to find additional information and assistance in building your applications. It covers the following topics:

- "Files and Directories - UNIX Systems"
- "Files and Directories - Windows Systems"
- "Examples"
- "Technical Support"

Files and Directories - UNIX Systems

This section describes the directory organization and purpose of the files associated with the MATLAB API on UNIX systems.

The following figure illustrates the directories in which the MATLAB API files are located. In the illustration, <matlab> symbolizes the top-level directory where MATLAB is installed on your system.



<matlab>/bin

The <matlab>/bin directory contains two files that are relevant for the MATLAB API.

mex	UNIX shell script that creates MEX-files from C or Fortran MEX-file source code. See Introducing MEX-Files for more details on mex.
matlab	UNIX shell script that initializes your environment and then invokes the MATLAB interpreter.

This directory also contains the preconfigured options files that the mex script uses with particular compilers. This table lists the options files.

Table A-1: Preconfigured Options Files

cxxopts.sh	Used with the mex script and the system C++ compiler to compile MEX-files
engopts.sh	Used with the mex script and the system C or Fortran compiler to compile engine applications
gccopts.sh	Used with the mex script and the GNU C (gcc) compiler to compile MEX-files
matopts.sh	Used with the mex script and the system C or Fortran compiler to compile MAT-file applications
mexopts.sh	Used with the mex script and the system ANSI C or Fortran compiler to compile MEX-files

<matlab>/extern/lib/$ARCH

The <matlab>/extern/lib/*$ARCH* directory contains libraries, where *$ARCH* specifies a particular UNIX platform. On some UNIX platforms, this directory contains two versions of this library. Library filenames ending with .a are static libraries and filenames ending with .so or .sl are shared libraries.

<matlab>/extern/include

The <matlab>/extern/include directory contains the header files for developing C and C++ applications that interface with MATLAB.

The relevant header files for the MATLAB API are:

engine.h	Header file for MATLAB engine programs. Contains function prototypes for engine routines.
mat.h	Header file for programs accessing MAT-files. Contains function prototypes for mat routines.
matrix.h	Header file containing a definition of the mxArray structure and function prototypes for matrix access routines.
mex.h	Header file for building MEX-files. Contains function prototypes for mex routines.

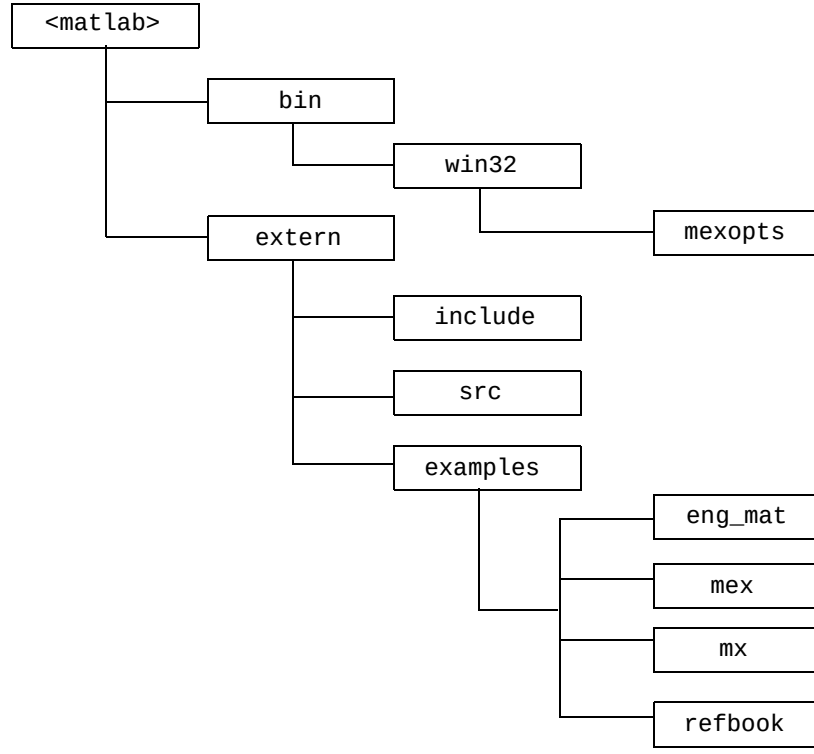
<matlab>/extern/src

The <matlab>/extern/src directory contains those C source files that are necessary to support certain MEX-file features such as argument checking and versioning.

Files and Directories - Windows Systems

This section describes the directory organization and purpose of the files associated with the MATLAB API on Microsoft Windows systems.

The following figure illustrates the directories in which the MATLAB API files are located. In the illustration, <matlab> symbolizes the top-level directory where MATLAB is installed on your system.



<matlab>\bin\win32

The <matlab>\bin\win32 directory contains the mex.bat batch file that builds C and Fortran files into MEX-files. Also, this directory contains mex.pl, which is a Perl script used by mex.bat.

<matlab>\bin\win32\mexopts

The <matlab>\bin\win32\mexopts directory contains the preconfigured options files that the mex script uses with particular compilers. See "Options Files" for a complete list of the options files.

<matlab>\extern\include

The <matlab>\extern\include directory contains the header files for developing C and C++ applications that interface with MATLAB.

The relevant header files for the MATLAB API (MEX-files, engine, and MAT-files) are:

engine.h	Header file for MATLAB engine programs. Contains function prototypes for engine routines.
mat.h	Header file for programs accessing MAT-files. Contains function prototypes for mat routines.
matrix.h	Header file containing a definition of the mxArray structure and function prototypes for matrix access routines.
mex.h	Header file for building MEX-files. Contains function prototypes for mex routines.
_*.def	Files used by Borland compiler.
*.def	Files used by MSVC and Microsoft Fortran compilers.
mexversion.rc	Resource file for inserting versioning information into MEX-files.

<matlab>\extern\src

The <matlab>\extern\src directory contains files that are used for debugging MEX-files.

Examples

This book uses many examples to show how to write C and Fortran MEX-files.

Examples From the Text

The refbook subdirectory in the extern/examples directory contains the MEX-file examples (C and Fortran) that are used in this book, *Calling C and Fortran Programs from MATLAB*.

You can find the most recent versions of these examples using the anonymous FTP server locations

```
ftp://ftp.mathworks.com/pub/tech-support/docexamples/apiguide/
R12/refbook
```

MEX Reference Examples

The mex subdirectory of /extern/examples directory contains MEX-file examples. It includes the examples described in the online External Interfaces/ API reference pages for MEX interface functions (the functions beginning with the mex prefix).

You can find the most recent versions of these examples using the anonymous FTP server location

```
ftp://ftp.mathworks.com/pub/tech-support/docexamples/apiguide/
R12/mx
```

MX Examples

The mx subdirectory of extern/examples contains examples for using the array access functions. Although you can use these functions in stand-alone programs, most of these are MEX-file examples. The exception is mxSetAllocFcns.c, since this function is available only to stand-alone programs.

You can find the most recent versions of these examples using the anonymous FTP server location

```
ftp://ftp.mathworks.com/pub/tech-support/docexamples/apiguide/
R12/mex
```

Engine and MAT Examples

The eng_mat subdirectory in the extern/examples directory contains the MEX-file examples (C and Fortran) for using the MATLAB engine facility, as well as examples for reading and writing MATLAB data files (MAT-files). These examples are all stand-alone programs.

You can find the most recent versions of these examples using the anonymous FTP server locations

```
ftp://ftp.mathworks.com/pub/tech-support/docexamples/apiguide/
R12/eng_mat
```

Technical Support

The MathWorks provides additional Technical Support through its web site. A few of the services provided are as follows:

- FAQ (Frequently Asked Questions)

This is a list of the most frequently asked questions received by our Technical Support staff, along with answers from the solutions database.

```
http://www.mathworks.com/support/index.shtml
```

- Solution Search Engine

This knowledge base on our web site includes thousands of solutions and links to Technical Notes and is updated several times each week.

```
http://www.mathworks.com/support/solutions/index.shtml
```

- Technical Notes

Technical notes are written by our Technical Support staff to address commonly asked questions.

```
http://www.mathworks.com/support/tech-notes/index.shtml
```

2

Creating C Language MEX-Files

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This chapter describes how to write MEX-files in the C programming language. It discusses the MEX-file itself, how these C language files interact with MATLAB, how to pass and manipulate arguments of different data types, how to debug your MEX-file programs, and several other, more advanced topics.

The following list summarizes the contents of this chapter:

- "C MEX-Files"
- "Examples of C MEX-Files"
- "Advanced Topics"
- "Debugging C Language MEX-Files"

C MEX-Files

C MEX-files are built by using the `mex` script to compile your C source code with additional calls to API routines.

The Components of a C MEX-File

The source code for a MEX-file consists of two distinct parts:

- A *computational routine* that contains the code for performing the computations that you want implemented in the MEX-file. Computations can be numerical computations as well as inputting and outputting data.
- A *gateway routine* that interfaces the computational routine with MATLAB by the entry point `mexFunction` and its parameters `prhs`, `nrhs`, `plhs`, `nlhs`, where `prhs` is an array of right-hand input arguments, `nrhs` is the number of right-hand input arguments, `plhs` is an array of left-hand output arguments, and `nlhs` is the number of left-hand output arguments. The gateway calls the computational routine as a subroutine.

In the gateway routine, you can access the data in the `mxArray` structure and then manipulate this data in your C computational subroutine. For example, the expression `mxGetPr(prhs[0])` returns a pointer of type `double *` to the real data in the `mxArray` pointed to by `prhs[0]`. You can then use this pointer like any other pointer of type `double *` in C. After calling your C computational routine from the gateway, you can set a pointer of type `mxArray` to the data it returns. MATLAB is then able to recognize the output from your computational routine as the output from the MEX-file.

The following C MEX Cycle figure shows how inputs enter a MEX-file, what functions the gateway routine performs, and how outputs return to MATLAB.

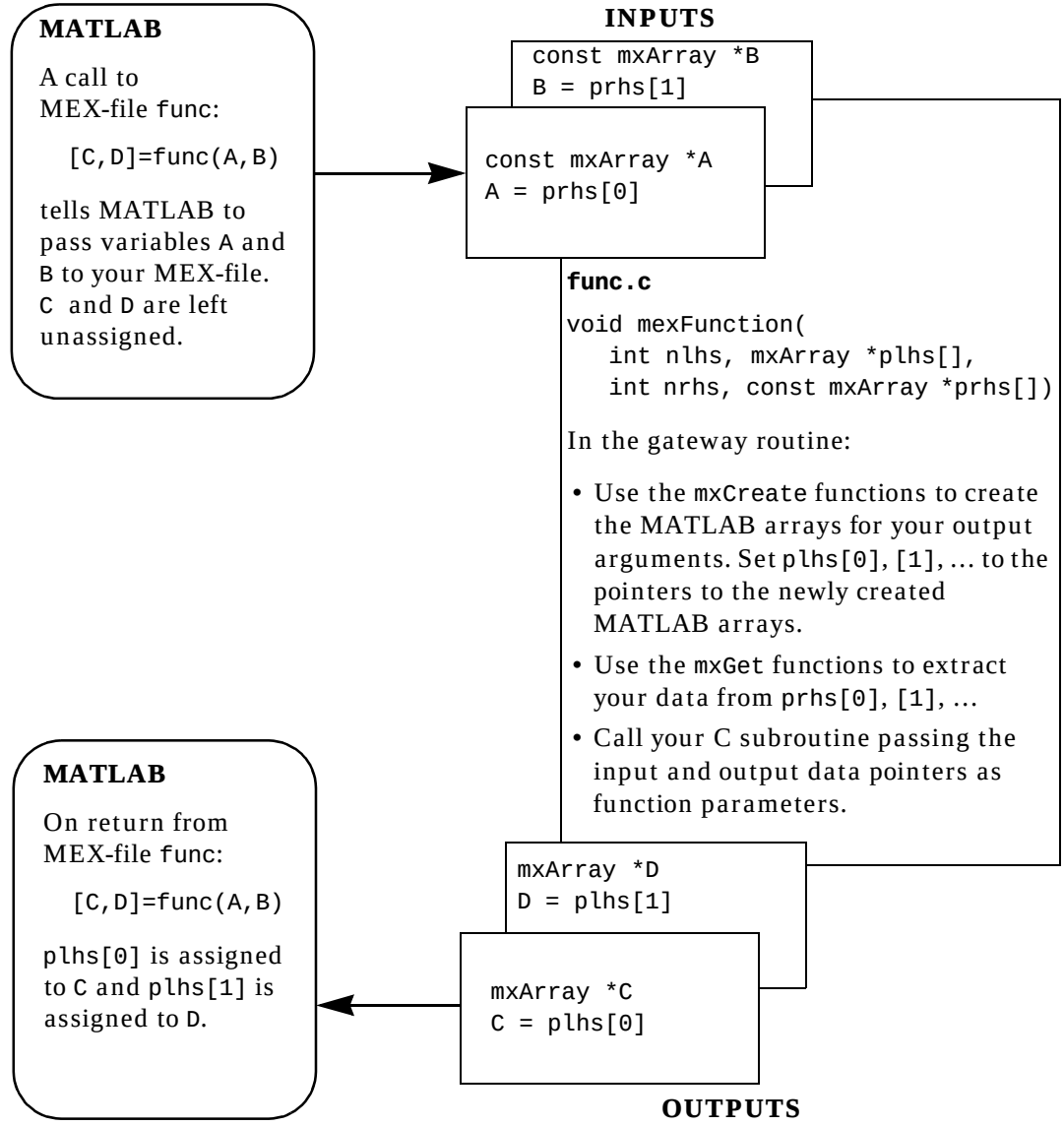


Figure 2-1: C MEX Cycle

Required Arguments to a MEX-File

The two components of the MEX-file may be separate or combined. In either case, the files must contain the `#include "mex.h"` header so that the entry point and interface routines are declared properly. The name of the gateway routine must always be `mexFunction` and must contain these parameters:

```
void mexFunction(
    int nlhs, mxArray *plhs[],
    int nrhs, const mxArray *prhs[])
{
   /* more C code ... */
```

The parameters `nlhs` and `nrhs` contain the number of left- and right-hand arguments with which the MEX-file is invoked. In the syntax of the MATLAB language, functions have the general form

```
[a,b,c,…] = fun(d,e,f,…)
```

where the ellipsis (…) denotes additional terms of the same format. The `a,b,c,…` are left-hand arguments and the `d,e,f,…` are right-hand arguments.

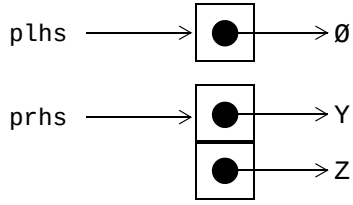
The parameters `plhs` and `prhs` are vectors that contain pointers to the left- and right-hand arguments of the MEX-file. Note that both are declared as containing type `mxArray *`, which means that the variables pointed at are MATLAB arrays. `prhs` is a length `nrhs` array of pointers to the right-hand side inputs to the MEX-file, and `plhs` is a length `nlhs` array that will contain pointers to the left-hand side outputs that your function generates. For example, if you invoke a MEX-file from the MATLAB workspace with the command

```
x = fun(y,z);
```

the MATLAB interpreter calls `mexFunction` with the arguments

```
nlhs = 1

nrhs = 2
```



`plhs` is a 1-element C array where the single element is a `null` pointer. `prhs` is a 2-element C array where the first element is a pointer to an `mxArray` named `Y` and the second element is a pointer to an `mxArray` named `Z`.

The parameter `plhs` points at nothing because the output `x` is not created until the subroutine executes. It is the responsibility of the gateway routine to create an output array and to set a pointer to that array in `plhs[0]`. If `plhs[0]` is left unassigned, MATLAB prints a warning message stating that no output has been assigned.

Note It is possible to return an output value even if `nlhs = 0`. This corresponds to returning the result in the `ans` variable.

Examples of C MEX-Files

The following sections include information and examples describing how to pass and manipulate the different data types when working with MEX-files. These topics include

- "A First Example — Passing a Scalar"
- "Passing Strings"
- "Passing Two or More Inputs or Outputs"
- "Passing Structures and Cell Arrays"
- "Handling Complex Data"
- "Handling 8-,16-, and 32-Bit Data"
- "Manipulating Multidimensional Numerical Arrays"
- "Handling Sparse Arrays"
- "Calling Functions from C MEX-Files"

The MATLAB API provides a full set of routines that handle the various data types supported by MATLAB. For each data type there is a specific set of functions that you can use for data manipulation. The first example discusses the simple case of doubling a scalar. After that, the examples discuss how to pass in, manipulate, and pass back various data types, and how to handle multiple inputs and outputs. Finally, the sections discuss passing and manipulating various MATLAB data types.

Note You can find the most recent versions of the example programs at the anonymous FTP server:

`ftp://ftp.mathworks.com/pub/tech-support/docexamples/apiguide/R12/refbook`

A First Example — Passing a Scalar

Let's look at a simple example of C code and its MEX-file equivalent. Here is a C computational function that takes a scalar and doubles it.

```
#include <math.h>
void timestwo(double y[], double x[])
```

```
{
  y[0] = 2.0*x[0];
  return;
}
```

Below is the same function written in the MEX-file format.

```
#include "mex.h"

/*
 * timestwo.c - example found in API guide
 *
 * Computational function that takes a scalar and doubles it.
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 The MathWorks, Inc.
 */

/* $Revision: 1.8 $ */

void timestwo(double y[], double x[])
{
  y[0] = 2.0*x[0];
}

void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[] )
{
  double *x,*y;
  int     mrows,ncols;

  /* Check for proper number of arguments. */
  if(nrhs!=1) {
    mexErrMsgTxt("One input required.");
  } else if(nlhs>1) {
    mexErrMsgTxt("Too many output arguments");
  }

  /* The input must be a noncomplex scalar double.*/
  mrows = mxGetM(prhs[0]);
  ncols = mxGetN(prhs[0]);
```

```
  if( !mxIsDouble(prhs[0]) || mxIsComplex(prhs[0]) ||
      !(mrows==1 && ncols==1) ) {
    mexErrMsgTxt("Input must be a noncomplex scalar double.");
  }
/* Create matrix for the return argument. */
  plhs[0] = mxCreateDoubleMatrix(mrows,ncols, mxREAL);

  /* Assign pointers to each input and output. */
  x = mxGetPr(prhs[0]);
  y = mxGetPr(plhs[0]);

  /* Call the timestwo subroutine. */
  timestwo(y,x);
}
```

In C, function argument checking is done at compile time. In MATLAB, you can pass any number or type of arguments to your M-function, which is responsible for argument checking. This is also true for MEX-files. Your program must safely handle any number of input or output arguments of any supported type.

To compile and link this example source file at the MATLAB prompt, type

```
mex timestwo.c
```

This carries out the necessary steps to create the MEX-file called `timestwo` with an extension corresponding to the platform on which you're running. You can now call `timestwo` as if it were an M-function.

```
x = 2;
y = timestwo(x)
y =
     4
```

You can create and compile MEX-files in MATLAB or at your operating system's prompt. MATLAB uses `mex.m`, an M-file version of the `mex` script, and your operating system uses `mex.bat` on Windows and `mex.sh` on UNIX. In either case, typing

```
mex filename
```

at the prompt produces a compiled version of your MEX-file.

In the above example, scalars are viewed as 1-by-1 matrices. Alternatively, you can use a special API function called `mxGetScalar` that returns the values of scalars instead of pointers to copies of scalar variables. This is the alternative code (error checking has been omitted for brevity).

```
#include "mex.h"

/*
 * timestwoalt.c - example found in API guide
 *
 * Use mxGetScalar to return the values of scalars instead of
 * pointers to copies of scalar variables.
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 The MathWorks, Inc.
 */

/* $Revision: 1.5 $ */
void timestwo_alt(double *y, double x)
{
  *y = 2.0*x;
}

void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[] )
{
  double *y;
  double  x;

  /* Create a 1-by-1 matrix for the return argument. */
  plhs[0] = mxCreateDoubleMatrix(1,1,mxREAL);

  /* Get the scalar value of the input x. */
  /* Note: mxGetScalar returns a value, not a pointer. */
  x = mxGetScalar(prhs[0]);

  /* Assign a pointer to the output. */
  y = mxGetPr(plhs[0]);
```

```
  /* Call the timestwo_alt subroutine. */
  timestwo_alt(y,x);
}
```

This example passes the input scalar `x` by value into the `timestwo_alt` subroutine, but passes the output scalar `y` by reference.

Passing Strings

Any MATLAB data type can be passed to and from MEX-files. For example, this C code accepts a string and returns the characters in reverse order.

```
/* $Revision: 1.10 $ */
/*=========================================================
 * revord.c
 * Example for illustrating how to copy the string data from
 * MATLAB to a C-style string and back again.
 *
 * Takes a string and returns a string in reverse order.
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 The MathWorks, Inc.
 *=======================================================*/
#include "mex.h"

void revord(char *input_buf, int buflen, char *output_buf)
{
  int   i;

  /* Reverse the order of the input string. */
  for(i=0;i<buflen-1;i++)
    *(output_buf+i) = *(input_buf+buflen-i-2);
}
```

In this example, the API function `mxCalloc` replaces `calloc`, the standard C function for dynamic memory allocation. `mxCalloc` allocates dynamic memory using MATLAB's memory manager and initializes it to zero. You must use `mxCalloc` in any situation where C would require the use of `calloc`. The same is true for `mxMalloc` and `mxRealloc`; use `mxMalloc` in any situation where C would require the use of `malloc` and use `mxRealloc` where C would require `realloc`.

Note MATLAB automatically frees up memory allocated with the mx allocation routines (mxCalloc, mxMalloc, mxRealloc) upon exiting your MEX-file. If you don't want this to happen, use the API function mexMakeMemoryPersistent.

Below is the gateway routine that calls the C computational routine revord.

```
void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[])
{
    char *input_buf, *output_buf;
    int   buflen,status;

    /* Check for proper number of arguments. */
    if(nrhs!=1)
      mexErrMsgTxt("One input required.");
    else if(nlhs > 1)
      mexErrMsgTxt("Too many output arguments.");

    /* Input must be a string. */
    if ( mxIsChar(prhs[0]) != 1)
      mexErrMsgTxt("Input must be a string.");

    /* Input must be a row vector. */
    if (mxGetM(prhs[0])!=1)
      mexErrMsgTxt("Input must be a row vector.");

    /* Get the length of the input string. */
    buflen = (mxGetM(prhs[0]) * mxGetN(prhs[0])) + 1;

    /* Allocate memory for input and output strings. */
    input_buf=mxCalloc(buflen, sizeof(char));
    output_buf=mxCalloc(buflen, sizeof(char));

    /* Copy the string data from prhs[0] into a C string
     * input_ buf.
     * If the string array contains several rows, they are copied,
     * one column at a time, into one long string array.
```

```
     */
    status = mxGetString(prhs[0], input_buf, buflen);
    if(status != 0)
      mexWarnMsgTxt("Not enough space. String is truncated.");

    /* Call the C subroutine. */
    revord(input_buf, buflen, output_buf);

    /* Set C-style string output_buf to MATLAB mexFunction
       output*/
    plhs[0] = mxCreateString(output_buf);
    return;
}
```

The gateway routine allocates memory for the input and output strings. Since these are C strings, they need to be one greater than the number of elements in the MATLAB string. Next the MATLAB string is copied to the input string. Both the input and output strings are passed to the computational subroutine (`revord`), which loads the output in reverse order. Note that the output buffer is a valid null-terminated C string because `mxCalloc` initializes the memory to 0. The API function `mxCreateString` then creates a MATLAB string from the C string, `output_buf`. Finally, `plhs[0]`, the left-hand side return argument to MATLAB, is set to the MATLAB array you just created.

By isolating variables of type `mxArray` from the computational subroutine, you can avoid having to make significant changes to your original C code.

In this example, typing

```
x = 'hello world';
y = revord(x)
```

produces

```
The string to convert is 'hello world'.
y =
dlrow olleh
```

Passing Two or More Inputs or Outputs

The `plhs[]` and `prhs[]` parameters are vectors that contain pointers to each left-hand side (output) variable and each right-hand side (input) variable,

respectively. Accordingly, `plhs[0]` contains a pointer to the first left-hand side argument, `plhs[1]` contains a pointer to the second left-hand side argument, and so on. Likewise, `prhs[0]` contains a pointer to the first right-hand side argument, `prhs[1]` points to the second, and so on.

This example, `xtimesy`, multiplies an input scalar by an input scalar or matrix and outputs a matrix. For example, using `xtimesy` with two scalars gives

```
x = 7;
y = 7;
z = xtimesy(x,y)

z =
     49
```

Using `xtimesy` with a scalar and a matrix gives

```
x = 9;
y = ones(3);
z = xtimesy(x,y)

z =
     9     9     9
     9     9     9
     9     9     9
```

This is the corresponding MEX-file C code.

```
#include "mex.h"

/*
 * xtimesy.c - example found in API guide
 *
 * Multiplies an input scalar times an input matrix and outputs a
 * matrix.
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 The MathWorks, Inc.
 */

/* $Revision: 1.10 $ */
```

```
void xtimesy(double x, double *y, double *z, int m, int n)
{
  int i,j,count=0;

  for (i=0; i<n; i++) {
    for (j=0; j<m; j++) {
      *(z+count) = x * *(y+count);
      count++;
    }
  }
}

/* The gateway routine */
void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[])
{
  double *y,*z;
  double  x;
  int     status,mrows,ncols;

  /*  Check for proper number of arguments. */
  /* NOTE: You do not need an else statement when using
     mexErrMsgTxt within an if statement. It will never
     get to the else statement if mexErrMsgTxt is executed.
     (mexErrMsgTxt breaks you out of the MEX-file.)
 */
  if(nrhs!=2)
    mexErrMsgTxt("Two inputs required.");
  if(nlhs!=1)
    mexErrMsgTxt("One output required.");

  /* Check to make sure the first input argument is a scalar. */
  if( !mxIsDouble(prhs[0]) || mxIsComplex(prhs[0]) ||
      mxGetN(prhs[0])*mxGetM(prhs[0])!=1 ) {
    mexErrMsgTxt("Input x must be a scalar.");
  }

  /*  Get the scalar input x. */
  x = mxGetScalar(prhs[0]);
```

```
    /*  Create a pointer to the input matrix y. */
    y = mxGetPr(prhs[1]);

    /*  Get the dimensions of the matrix input y. */
    mrows = mxGetM(prhs[1]);
    ncols = mxGetN(prhs[1]);

    /*  Set the output pointer to the output matrix. */
    plhs[0] = mxCreateDoubleMatrix(mrows,ncols, mxREAL);

    /*  Create a C pointer to a copy of the output matrix. */
    z = mxGetPr(plhs[0]);

    /*  Call the C subroutine. */
    xtimesy(x,y,z,mrows,ncols);

}
```

As this example shows, creating MEX-file gateways that handle multiple inputs and outputs is straightforward. All you need to do is keep track of which indices of the vectors `prhs` and `plhs` correspond to the input and output arguments of your function. In the example above, the input variable `x` corresponds to `prhs[0]` and the input variable `y` to `prhs[1]`.

Note that `mxGetScalar` returns the value of `x` rather than a pointer to `x`. This is just an alternative way of handling scalars. You could treat `x` as a 1-by-1 matrix and use `mxGetPr` to return a pointer to `x`.

Passing Structures and Cell Arrays

Structures and cell arrays were new data types introduced in MATLAB 5; for a discussion of the features of structures and cell arrays and the built-in functions MATLAB provides for manipulating them, refer to Structures and Cell Arrays. Like all other data types in MATLAB, structures and cell arrays can be passed into and out of C MEX-files.

Passing structures and cell arrays into MEX-files is just like passing any other data types, except the data itself is of type `mxArray`. In practice, this means that `mxGetField` (for structures) and `mxGetCell` (for cell arrays) return pointers of type `mxArray`. You can then treat the pointers like any other pointers of type

mxArray, but if you want to pass the data contained in the mxArray to a C routine, you must use an API function such as mxGetData to access it.

This example takes an m-by-n structure matrix as input and returns a new 1-by-1 structure that contains these fields:

- String input generates an m-by-n cell array
- Numeric input (noncomplex, scalar values) generates an m-by-n vector of numbers with the same class ID as the input, for example int, double, and so on.

```
 * ================================================================
 * phonebook.c
 * Example for illustrating how to manipulate structure and cell
 * array
 *
 * Takes a (MxN) structure matrix and returns a new structure
 * (1x1) containing corresponding fields:for string input, it
 * will be (MxN) cell array; and for numeric (noncomplex, scalar)
 * input, it will be (MxN) vector of numbers with the same
 * classID as input, such as int, double etc..
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 The MathWorks, Inc.
*================================================================*/
/* $Revision: 1.6 $ */

#include "mex.h"
#include "string.h"

#define MAXCHARS 80   /* max length of string contained in each
                         field */

/*  the gateway routine.  */
void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[] )
{
    const char **fnames;       /* pointers to field names */
    const int  *dims;
    mxArray    *tmp, *fout;
    char       *pdata;
```

```
int        ifield, jstruct, *classIDflags;
int        NStructElems, nfields, ndim;

/* Check proper input and output */
if(nrhs!=1)
    mexErrMsgTxt("One input required.");
else if(nlhs > 1)
    mexErrMsgTxt("Too many output arguments.");
else if(!mxIsStruct(prhs[0]))
    mexErrMsgTxt("Input must be a structure.");
/* Get input arguments */
nfields = mxGetNumberOfFields(prhs[0]);
NStructElems = mxGetNumberOfElements(prhs[0]);
/* allocate memory  for storing classIDflags */
classIDflags = mxCalloc(nfields, sizeof(int));

/* Check empty field, proper data type,
   and data type consistency; get classID for each field. */
for(ifield=0; ifield<nfields; ifield++) {
for(jstruct = 0; jstruct < NStructElems; jstruct++) {
    tmp = mxGetFieldByNumber(prhs[0], jstruct, ifield);
    if(tmp == NULL) {
    mexPrintf("%s%d\t%s%d\n",
                      "FIELD:", ifield+1,
                      "STRUCT INDEX :", jstruct+1);
    mexErrMsgTxt("Above field is empty!");
    }
    if(jstruct==0) {
    if((!mxIsChar(tmp) && !mxIsNumeric(tmp)) ||
                mxIsSparse(tmp)) {
        mexPrintf("%s%d\t%s%d\n",
                          "FIELD:", ifield+1,
                          "STRUCT INDEX :", jstruct+1);
        mexErrMsgTxt("Above field must have either "
                             "string or numeric non-sparse "
                             "data.");
    }
    classIDflags[ifield]=mxGetClassID(tmp);
    } else {
    if (mxGetClassID(tmp) != classIDflags[ifield]) {
```

```
        mexPrintf("%s%d\t%s%d\n",
                          "FIELD:", ifield+1,
                          "STRUCT INDEX :", jstruct+1);
        mexErrMsgTxt("Inconsistent data type in "
                             "above field!");
    }
         else if(!mxIsChar(tmp) &&
                 ((mxIsComplex(tmp) ||
                   mxGetNumberOfElements(tmp)!=1))){
        mexPrintf("%s%d\t%s%d\n",
                          "FIELD:", ifield+1,
                          "STRUCT INDEX :", jstruct+1);
        mexErrMsgTxt("Numeric data in above field "
                             "must be scalar and "
                             "noncomplex!");
    }
    }
}
 }

 /* Allocate memory  for storing pointers */
 fnames = mxCalloc(nfields, sizeof(*fnames));
 /* Get field name pointers */
 for (ifield=0; ifield< nfields; ifield++){
fnames[ifield] = mxGetFieldNameByNumber(prhs[0],ifield);
 }
 /* Create a 1x1 struct matrix for output  */
 plhs[0] = mxCreateStructMatrix(1, 1, nfields, fnames);
 mxFree(fnames);
 ndim = mxGetNumberOfDimensions(prhs[0]);
 dims = mxGetDimensions(prhs[0]);
 for(ifield=0; ifield<nfields; ifield++) {
/* Create cell/numeric array */
if(classIDflags[ifield] == mxCHAR_CLASS) {
    fout = mxCreateCellArray(ndim, dims);
}else {
    fout = mxCreateNumericArray(ndim, dims,
                                     classIDflags[ifield],
                                     mxREAL);
    pdata = mxGetData(fout);
```

```
    }
    /* Copy data from input structure array */
    for (jstruct=0; jstruct<NStructElems; jstruct++) {
        tmp = mxGetFieldByNumber(prhs[0],jstruct,ifield);
        if( mxIsChar(tmp)) {
        mxSetCell(fout, jstruct, mxDuplicateArray(tmp));
        }else {
        size_t     sizebuf;
        sizebuf = mxGetElementSize(tmp);
        memcpy(pdata, mxGetData(tmp), sizebuf);
        pdata += sizebuf;
        }
    }
    /* Set each field in output structure */
    mxSetFieldByNumber(plhs[0], 0, ifield, fout);
     }
     mxFree(classIDflags);
     return;
}
```

To see how this program works, enter this structure.

```
friends(1).name = 'Jordan Robert';
friends(1).phone = 3386;
friends(2).name = 'Mary Smith';
friends(2).phone = 3912;
friends(3).name = 'Stacy Flora';
friends(3).phone = 3238;
friends(4).name = 'Harry Alpert';
friends(4).phone = 3077;
```

The results of this input are

```
phonebook(friends)

ans =
     name: {1x4 cell  }
    phone: [3386 3912 3238 3077]
```

Handling Complex Data

Complex data from MATLAB is separated into real and imaginary parts. MATLAB's API provides two functions, `mxGetPr` and `mxGetPi`, that return pointers (of type `double *`) to the real and imaginary parts of your data.

This example takes two complex row vectors and convolves them.

```
/* $Revision: 1.8 $ */
/*=========================================================
 * convec.c
 * Example for illustrating how to pass complex data
 * from MATLAB to C and back again
 *
 * Convolves two complex input vectors.
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 The MathWorks, Inc.
 *=======================================================*/
#include "mex.h"

/* Computational subroutine */
void convec( double *xr, double *xi, int nx,
             double *yr, double *yi, int ny,
             double *zr, double *zi)
{
    int i,j;

    zr[0]=0.0;
    zi[0]=0.0;
    /* Perform the convolution of the complex vectors. */
    for(i=0; i<nx; i++) {
   for(j=0; j<ny; j++) {
     *(zr+i+j) = *(zr+i+j) + *(xr+i) * *(yr+j) - *(xi+i)
     * *(yi+j);
     *(zi+i+j) = *(zi+i+j) + *(xr+i) * *(yi+j) + *(xi+i)
     * *(yr+j);
   }
   }
}
```

Below is the gateway routine that calls this complex convolution.

```
/* The gateway routine. */
void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[] )
{
    double  *xr, *xi, *yr, *yi, *zr, *zi;
    int     rows, cols, nx, ny;

    /* Check for the proper number of arguments. */
    if(nrhs != 2)
      mexErrMsgTxt("Two inputs required.");
    if(nlhs > 1)
      mexErrMsgTxt("Too many output arguments.");
    /* Check that both inputs are row vectors. */
    if( mxGetM(prhs[0]) != 1 || mxGetM(prhs[1]) != 1 )
      mexErrMsgTxt("Both inputs must be row vectors.");
    rows = 1;
    /* Check that both inputs are complex. */
    if( !mxIsComplex(prhs[0]) || !mxIsComplex(prhs[1]) )
      mexErrMsgTxt("Inputs must be complex.\n");

    /* Get the length of each input vector. */
    nx = mxGetN(prhs[0]);
    ny = mxGetN(prhs[1]);


    /* Get pointers to real and imaginary parts of the inputs. */
    xr = mxGetPr(prhs[0]);
    xi = mxGetPi(prhs[0]);
    yr = mxGetPr(prhs[1]);
    yi = mxGetPi(prhs[1]);

    /* Create a new array and set the output pointer to it. */
    cols = nx + ny - 1;
    plhs[0] = mxCreateDoubleMatrix(rows, cols, mxCOMPLEX);
    zr = mxGetPr(plhs[0]);
    zi = mxGetPi(plhs[0]);
```

```
    /* Call the C subroutine. */
    convec(xr, xi, nx, yr, yi, ny, zr, zi);

    return;
}
```

Entering these numbers at the MATLAB prompt

```
x = [3.000 - 1.000i, 4.000 + 2.000i, 7.000 - 3.000i];
y = [8.000 - 6.000i, 12.000 + 16.000i, 40.000 - 42.000i];
```

and invoking the new MEX-file

```
z = convec(x,y)
```

results in

```
z =
   1.0e+02 *

Columns 1 through 4

0.1800 - 0.2600i 0.9600 + 0.2800i 1.3200 - 1.4400i 3.7600 - 0.1200i

Column 5

1.5400 - 4.1400i
```

which agrees with the results that the built-in MATLAB function `conv.m` produces.

Handling 8-,16-, and 32-Bit Data

You can create and manipulate signed and unsigned 8-, 16-, and 32-bit data from within your MEX-files. The MATLAB API provides a set of functions that support these data types. The API function `mxCreateNumericArray` constructs an unpopulated N-dimensional numeric array with a specified data size. Refer to the entry for `mxClassID` in the online reference pages for a discussion of how the MATLAB API represents these data types.

Once you have created an unpopulated MATLAB array of a specified data type, you can access the data using `mxGetData` and `mxGetImagData`. These two functions return pointers to the real and imaginary data. You can perform

arithmetic on data of 8-, 16- or 32-bit precision in MEX-files and return the result to MATLAB, which will recognize the correct data class. Although from within MATLAB it is not currently possible to perform arithmetic or to call MATLAB functions that perform data manipulation on data of 8-, 16-, or 32-bit precision, you can display the data at the MATLAB prompt and save it in a MAT-file.

This example constructs a 2-by-2 matrix with unsigned 16-bit integers, doubles each element, and returns both matrices to MATLAB.

```
#include <string.h> /* Needed for memcpy() */
#include "mex.h"

/*
 * doubleelement.c - Example found in API Guide
 *
 * Constructs a 2-by-2 matrix with unsigned 16-bit integers,
 * doubles each element, and returns the matrix.
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 The MathWorks, Inc.
 */

/* $Revision: 1.8 $ */

#define NDIMS 2
#define TOTAL_ELEMENTS 4

/* The computational subroutine */
void dbl_elem(unsigned short *x)
{
  unsigned short scalar=2;
  int i,j;

  for(i=0;i<2;i++) {
    for(j=0;j<2;j++) {
      *(x+i+j) = scalar * *(x+i+j);
    }
  }
}
```

```
/* The gataway function */
void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[] )
{
  const int dims[]={2,2};
  unsigned char *start_of_pr;
  unsigned short data[]={1,2,3,4};
  int bytes_to_copy;

  /* Call the computational subroutine. */
  dbl_elem(data);

  /* Create a 2-by-2 array of unsigned 16-bit integers. */
  plhs[0] = mxCreateNumericArray(NDIMS,dims,
            mxUINT16_CLASS,mxREAL);

  /* Populate the real part of the created array. */
  start_of_pr = (unsigned char *)mxGetPr(plhs[0]);
  bytes_to_copy = TOTAL_ELEMENTS * mxGetElementSize(plhs[0]);
  memcpy(start_of_pr,data,bytes_to_copy);
}
```

At the MATLAB prompt, entering

```
doubleelement
```

produces

```
ans =
     2     6
     8     4
```

The output of this function is a 2-by-2 matrix populated with unsigned 16-bit integers. You can view the contents of this matrix in MATLAB, but you cannot manipulate the data in any fashion.

Manipulating Multidimensional Numerical Arrays

Multidimensional numerical arrays were a new data type introduced in MATLAB 5. For a discussion of the features of multidimensional numerical arrays and the built-in functions MATLAB provides to manipulate them, refer to the MATLAB topic, “Multidimensional Arrays”. Like all other data types in

MATLAB, arrays can be passed into and out of MEX-files written in C. You can manipulate multidimensional numerical arrays by using `mxGetData` and `mxGetImagData` to return pointers to the real and imaginary parts of the data stored in the original multidimensional array.

This example takes an N-dimensional array of doubles and returns the indices for the nonzero elements in the array.

```
/*==========================================================
 * findnz.c
 * Example for illustrating how to handle N-dimensional arrays in
 * a MEX-file. NOTE: MATLAB uses 1-based indexing, C uses 0-based
 * indexing.
 *
 * Takes an N-dimensional array of doubles and returns the indices
 * for the non-zero elements in the array. findnz works
 * differently than the FIND command in MATLAB in that it returns
 * all the indices in one output variable, where the column
 * element contains the index for that dimension.
 *
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 by The MathWorks, Inc.
 *
 *========================================================*/

/* $Revision: 1.5 $ */
#include "mex.h"

/* If you are using a compiler that equates NaN to zero, you must
 * compile this example using the flag -DNAN_EQUALS_ZERO. For
 * example:
 *
 *     mex -DNAN_EQUALS_ZERO findnz.c
 *
 * This will correctly define the IsNonZero macro for your
   compiler. */
```

```
#if NAN_EQUALS_ZERO
#define IsNonZero(d) ((d)!=0.0 || mxIsNaN(d))
#else
#define IsNonZero(d) ((d)!=0.0)
#endif

void mexFunction(int nlhs, mxArray *plhs[],
                 int nrhs, const mxArray *prhs[])
{
    /* Declare variables. */
    int elements, j, number_of_dims, cmplx;
    int nnz=0, count=0;
    double *pr, *pi, *pind;
    const int  *dim_array;

   /* Check for proper number of input and output arguments. */
    if (nrhs != 1) {
    mexErrMsgTxt("One input argument required.");
    }
    if (nlhs > 1){
    mexErrMsgTxt("Too many output arguments.");
    }

    /* Check data type of input argument. */
    if (!(mxIsDouble(prhs[0]))) {
      mexErrMsgTxt("Input array must be of type double.");
    }

    /* Get the number of elements in the input argument. */
    elements = mxGetNumberOfElements(prhs[0]);
    /* Get the data. */
    pr = (double *)mxGetPr(prhs[0]);
    pi = (double *)mxGetPi(prhs[0]);
    cmplx = ((pi==NULL) ? 0 : 1);
```

```
   /* Count the number of non-zero elements to be able to allocate
       the correct size for output variable. */
    for(j=0;j<elements;j++){
    if(IsNonZero(pr[j]) || (cmplx && IsNonZero(pi[j]))) {
   nnz++;
    }
    }
    /* Get the number of dimensions in the input argument.
       Allocate the space for the return argument */
number_of_dims = mxGetNumberOfDimensions(prhs[0]);
plhs[0] = mxCreateDoubleMatrix(nnz, number_of_dims, mxREAL);
pind = mxGetPr(plhs[0]);

/* Get the number of dimensions in the input argument. */
dim_array = mxGetDimensions(prhs[0]);

/* Fill in the indices to return to MATLAB. This loops through the
* elements and checks for non-zero values. If it finds a non-zero
* value, it then calculates the corresponding MATLAB indices and
* assigns them into the output array. The 1 is added to the
* calculated index because MATLAB is 1-based and C is 0-based. */
for(j=0;j<elements;j++) {
if(IsNonZero(pr[j]) || (cmplx && IsNonZero(pi[j]))) {
   int temp=j;
   int k;
   for (k=0;k<number_of_dims;k++){
   pind[nnz*k+count]=((temp % (dim_array[k])) +1);
   temp/=dim_array[k];
   }
   count++;
  }
  }
}
```

Entering a sample matrix at the MATLAB prompt gives

```
matrix = [ 3 0 9 0; 0 8 2 4; 0 9 2 4; 3 0 9 3; 9 9 2 0]
matrix =
     3     0     9     0
     0     8     2     4
     0     9     2     4
     3     0     9     3
     9     9     2     0
```

This example determines the position of all nonzero elements in the matrix. Running the MEX-file on this matrix produces

```
nz=findnz(matrix)
nz =
     1     1
     4     1
     5     1
     2     2
     3     2
     5     2
     1     3
     2     3
     3     3
     4     3
     5     3
     2     4
     3     4
     4     4
```

Handling Sparse Arrays

The MATLAB API provides a set of functions that allow you to create and manipulate sparse arrays from within your MEX-files. These API routines access and manipulate `ir` and `jc`, two of the parameters associated with sparse arrays. For more information on how MATLAB stores sparse arrays, refer to the section, The MATLAB Array.

This example illustrates how to populate a sparse matrix.

```
/*=================================================================
* fulltosparse.c
* This example demonstrates how to populate a sparse
* matrix.  For the purpose of this example, you must pass in a
* non-sparse 2-dimensional argument of type double.

* Comment: You might want to modify this MEX-file so that you can
* use it to read large sparse data sets into MATLAB.
*
* This is a MEX-file for MATLAB.
* Copyright (c) 1984-2000 The MathWorks, Inc.
*
*=================================================================*/

/* $Revision: 1.5 $ */

#include <math.h> /* Needed for the ceil() prototype. */
#include "mex.h"

/* If you are using a compiler that equates NaN to be zero, you
 * must compile this example using the flag  -DNAN_EQUALS_ZERO.
 * For example:
 *
 *     mex -DNAN_EQUALS_ZERO fulltosparse.c
 *
 * This will correctly define the IsNonZero macro for your C
 * compiler.
 */

#if defined(NAN_EQUALS_ZERO)
#define IsNonZero(d) ((d)!=0.0 || mxIsNaN(d))
#else
#define IsNonZero(d) ((d)!=0.0)
#endif
```

```
void mexFunction(
        int nlhs,       mxArray *plhs[],
        int nrhs, const mxArray *prhs[]
        )
{
    /* Declare variable. */
    int j,k,m,n,nzmax,*irs,*jcs,cmplx,isfull;
    double *pr,*pi,*si,*sr;
    double percent_sparse;

   /* Check for proper number of input and output arguments. */
    if (nrhs != 1) {
   mexErrMsgTxt("One input argument required.");
    }
    if(nlhs > 1){
   mexErrMsgTxt("Too many output arguments.");
    }

    /* Check data type of input argument. */
    if (!(mxIsDouble(prhs[0]))){
   mexErrMsgTxt("Input argument must be of type double.");
    }

    if (mxGetNumberOfDimensions(prhs[0]) != 2){
   mexErrMsgTxt("Input argument must be two dimensional\n");
    }

    /* Get the size and pointers to input data. */
    m  = mxGetM(prhs[0]);
    n  = mxGetN(prhs[0]);
    pr = mxGetPr(prhs[0]);
    pi = mxGetPi(prhs[0]);
    cmplx = (pi==NULL ? 0 : 1);

    /* Allocate space for sparse matrix.
     * NOTE:  Assume at most 20% of the data is sparse.  Use ceil
     * to cause it to round up.
     */
```

```
 percent_sparse = 0.2;
 nzmax=(int)ceil((double)m*(double)n*percent_sparse);

 plhs[0] = mxCreateSparse(m,n,nzmax,cmplx);
 sr  = mxGetPr(plhs[0]);
 si  = mxGetPi(plhs[0]);
 irs = mxGetIr(plhs[0]);
 jcs = mxGetJc(plhs[0]);

 /* Copy nonzeros. */
 k = 0;
 isfull=0;
 for (j=0; (j<n ); j++) {
   int i;
   jcs[j] = k;
   for (i=0; (i<m ); i++) {
if (IsNonZero(pr[i]) || (cmplx && IsNonZero(pi[i]))) {

  /* Check to see if non-zero element will fit in
   * allocated output array.  If not, increase percent_sparse
   * by 10%, recalculate nzmax, and augment the sparse array.
   */
  if (k>=nzmax){
    int oldnzmax = nzmax;
    percent_sparse += 0.1;
    nzmax = (int)ceil((double)m*(double)n*percent_sparse);

    /* Make sure nzmax increases atleast by 1. */
    if (oldnzmax == nzmax)
      nzmax++;

    mxSetNzmax(plhs[0], nzmax);
    mxSetPr(plhs[0], mxRealloc(sr, nzmax*sizeof(double)));
    if(si != NULL)
      mxSetPi(plhs[0], mxRealloc(si, nzmax*sizeof(double)));
    mxSetIr(plhs[0], mxRealloc(irs, nzmax*sizeof(int)));

    sr  = mxGetPr(plhs[0]);
    si  = mxGetPi(plhs[0]);
    irs = mxGetIr(plhs[0]);
```

```
        }
        sr[k] = pr[i];
        if (cmplx){
          si[k]=pi[i];
        }
        irs[k] = i;
        k++;
           }
         }
         pr += m;
         pi += m;
       }
       jcs[n] = k;
  }
```

At the MATLAB prompt, entering

```
full = eye(5)
full =
     1     0     0     0     0
     0     1     0     0     0
     0     0     1     0     0
     0     0     0     1     0
     0     0     0     0     1
```

creates a full, 5-by-5 identity matrix. Using `fulltosparse` on the full matrix produces the corresponding sparse matrix.

```
spar = fulltosparse(full)
spar =
   (1,1)        1
   (2,2)        1
   (3,3)        1
   (4,4)        1
   (5,5)        1
```

Calling Functions from C MEX-Files

It is possible to call MATLAB functions, operators, M-files, and other MEX-files from within your C source code by using the API function `mexCallMATLAB`. This example creates an `mxArray`, passes various pointers to a subfunction to acquire data, and calls `mexCallMATLAB` to calculate the sine function and plot the results.

```
/* $Revision: 1.4 $ */
/*=================================================================
 * sincall.c
 *
 * Example for illustrating how to use mexCallMATLAB
 *
 * Creates an mxArray and passes its associated pointers (in
 * this demo, only pointer to its real part, pointer to number of
 * rows, pointer to number of columns) to subfunction fill() to
 * get data filled up, then calls mexCallMATLAB to calculate sin
 * function and plot the result.
 *
 * This is a MEX-file for MATLAB.
 * Copyright (c) 1984-2000 The MathWorks, Inc.
 *=================================================================*/
#include "mex.h"
#define MAX 1000

/* Subroutine for filling up data */
void fill( double *pr, int *pm, int *pn, int max )
{
    int i;
    /* You can fill up to max elements, so (*pr)<=max. */
    *pm = max/2;
    *pn = 1;
    for (i=0; i < (*pm); i++)
      pr[i]=i*(4*3.14159/max);
}

/* Gateway function */
void mexFunction( int nlhs, mxArray *plhs[],
                  int nrhs, const mxArray *prhs[] )
{
```

```
int     m, n, max=MAX;
mxArray *rhs[1], *lhs[1];

rhs[0] = mxCreateDoubleMatrix(max, 1, mxREAL);

/* Pass the pointers and let fill() fill up data. */
fill(mxGetPr(rhs[0]), &m, &n, MAX);
mxSetM(rhs[0], m);
mxSetN(rhs[0], n);


/* Get the sin wave and plot it. */
mexCallMATLAB(1, lhs, 1, rhs, "sin");
mexCallMATLAB(0, NULL, 1, lhs, "plot");
```

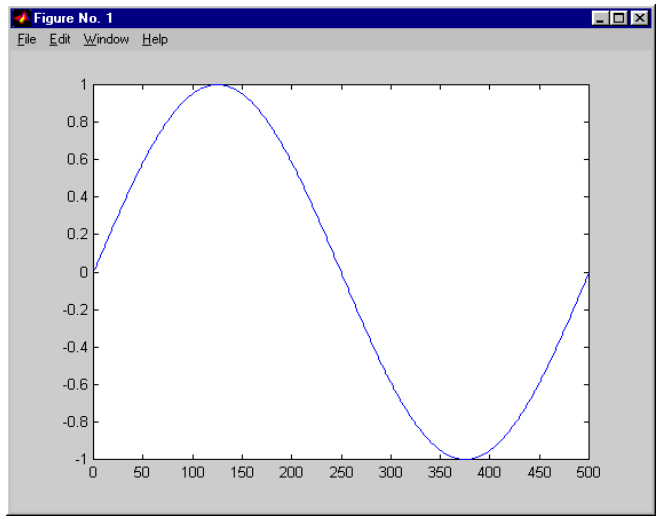
```
    /* Clean up allocated memory. */
    mxDestroyArray(rhs[0]);
    mxDestroyArray(lhs[0]);

    return;
}
```

Running this example

```
sincall
```

displays the results



Note It is possible to generate an object of type `mxUNKNOWN_CLASS` using `mexCallMATLAB`. See the example below.

The following example creates an M-file that returns two variables but only assigns one of them a value.

```
function [a,b]=foo[c]
a=2*c;
```

MATLAB displays the following warning message.

```
Warning: One or more output arguments not assigned during call
to 'foo'.
```

If you then call `foo` using `mexCallMATLAB`, the unassigned output variable will now be of type `mxUNKNOWN_CLASS`.

Advanced Topics

These sections cover advanced features of MEX-files that you can use when your applications require sophisticated MEX-files.

Help Files

- Because the MATLAB interpreter chooses the MEX-file when both an M-file and a MEX-file with the same name are encountered in the same directory, it is possible to use M-files for documenting the behavior of your MEX-files. The MATLAB `help` command will automatically find and display the appropriate M-file when help is requested and the interpreter will find and execute the corresponding MEX-file when the function is invoked.

Linking Multiple Files

It is possible to combine several object files and to use object file libraries when building MEX-files. To do so, simply list the additional files with their full extension, separated by spaces. For example, on the PC

```
mex circle.c square.obj rectangle.c shapes.lib
```

is a legal command that operates on the `.c`, `.obj`, and `.lib` files to create a MEX-file called `circle.dll`, where `dll` is the extension corresponding to the MEX-file type on the PC. The name of the resulting MEX-file is taken from the first file in the list.

You may find it useful to use a software development tool like `MAKE` to manage MEX-file projects involving multiple source files. Simply create a `MAKEFILE` that contains a rule for producing object files from each of your source files and then invoke `mex` to combine your object files into a MEX-file. This way you can ensure that your source files are recompiled only when necessary.

Workspace for MEX-File Functions

Unlike M-file functions, MEX-file functions do not have their own variable workspace. MEX-file functions operate in the caller's workspace.

`mexEvalString` evaluates the string in the caller's workspace. In addition, you can use the `mexGetArray` and `mexPutArray` routines to get and put variables into the caller's workspace.

Memory Management

Memory management within MEX-files is not unlike memory management for regular C or Fortran applications. However, there are special considerations because the MEX-file must exist within the context of a larger application, i.e., MATLAB itself.

Automatic Cleanup of Temporary Arrays

When a MEX-file returns to MATLAB, it gives to MATLAB the results of its computations in the form of the left-hand side arguments – the `mxArrays` contained within the `plhs[]` list. Any `mxArrays` created by the MEX-file that are not in this list are automatically destroyed. In addition, any memory allocated with `mxCalloc`, `mxMalloc`, or `mxRealloc` during the MEX-file's execution is automatically freed.

In general, we recommend that MEX-files destroy their own temporary arrays and free their own dynamically allocated memory. It is more efficient for the MEX-file to perform this cleanup than to rely on the automatic mechanism. However, there are several circumstances in which the MEX-file will not reach its normal return statement. The normal return will not be reached if:

- A call to `mexErrMsgTxt` occurs.
- A call to `mexCallMATLAB` occurs and the function being called creates an error. (A MEX-file can trap such errors by using `mexSetTrapFlag`, but not all MEX-files would necessarily need to trap errors.)
- The user interrupts the MEX-file's execution using Ctrl-C.
- The MEX-file runs out of memory. When this happens, MATLAB's out-of-memory handler will immediately terminate the MEX-file.

A careful MEX-file programmer can ensure safe cleanup of all temporary arrays and memory before returning in the first two cases, but not in the last two cases. In the last two cases, the automatic cleanup mechanism is necessary to prevent memory leaks.

Persistent Arrays

You can exempt an array, or a piece of memory, from MATLAB's automatic cleanup by calling `mexMakeArrayPersistent` or `mexMakeMemoryPersistent`. However, if a MEX-file creates such persistent objects, there is a danger that a memory leak could occur if the MEX-file is cleared before the persistent object is properly destroyed. In order to prevent this from happening, a MEX-file that

creates persistent objects should register a function, using `mexAtExit`, which will dispose of the objects. (You can use a `mexAtExit` function to dispose of other resources as well; for example, you can use `mexAtExit` to close an open file.)

For example, here is a simple MEX-file that creates a persistent array and properly disposes of it.

```
#include "mex.h"

static int initialized = 0;
static mxArray *persistent_array_ptr = NULL;

void cleanup(void) {
    mexPrintf("MEX-file is terminating, destroying array\n");
    mxDestroyArray(persistent_array_ptr);
}

void mexFunction(int nlhs,
   mxArray *plhs[],
   int nrhs,
   const mxArray *prhs[])
{
   if (!initialized) {
      mexPrintf("MEX-file initializing, creating array\n");

      /* Create persistent array and register its cleanup. */
      persistent_array_ptr = mxCreateDoubleMatrix(1, 1, mxREAL);
      mexMakeArrayPersistent(persistent_array_ptr);
      mexAtExit(cleanup);
      initialized = 1;

      /* Set the data of the array to some interesting value. */
       *mxGetPr(persistent_array_ptr) = 1.0;
    } else {
       mexPrintf("MEX-file executing; value of first array
                  element is %g\n",
       *mxGetPr(persistent_array_ptr));
    }
}
```

Hybrid Arrays

Functions such as `mxSetPr`, `mxSetData`, and `mxSetCell` allow the direct placement of memory pieces into an `mxArray`. `mxDestroyArray` will destroy these pieces along with the entire array. Because of this, it is possible to create an array that cannot be destroyed, i.e., an array on which it is not safe to call `mxDestroyArray`. Such an array is called a *hybrid* array, because it contains both destroyable and nondestroyable components.

For example, it is not legal to call `mxFree` (or the ANSI `free()` function, for that matter) on automatic variables. Therefore, in the following code fragment, `pArray` is a hybrid array.

```
mxArray *pArray = mxCreateDoubleMatrix(0, 0, mxREAL);
double data[10];

mxSetPr(pArray, data);
mxSetM(pArray, 1);
mxSetN(pArray, 10);
```

Another example of a hybrid array is a cell array or structure, one of whose children is a read-only array (an array with the `const` qualifier, such as one of the inputs to the MEX-file). The array cannot be destroyed because the input to the MEX-file would also be destroyed.

Because hybrid arrays cannot be destroyed, they cannot be cleaned up by the automatic mechanism outlined in Automatic Cleanup of Temporary Arrays. As described in that section, the automatic cleanup mechanism is the only way to destroy temporary arrays in case of a user interrupt. Therefore, *temporary hybrid arrays are illegal* and may cause your MEX-file to crash.

Although persistent hybrid arrays are viable, we recommend avoiding their use wherever possible.

Using LAPACK and BLAS Functions

LAPACK is a large, multiauthor Fortran subroutine library that MATLAB uses for numerical linear algebra. BLAS, which stands for Basic Linear Algebra Subroutines, is used by MATLAB to speed up matrix multiplication and the LAPACK routines themselves. The functions provided by LAPACK and BLAS can also be called directly from within your C MEX-files.

This section explains how to write and build MEX-files that call LAPACK and BLAS functions. It provides information on

- Specifying the Function Name
- Passing Arguments to Fortran from C
- Handling Complex Numbers
- Building the MEX-File

It also provides a symmetric indefinite factorization example that uses functions from LAPACK.

Specifying the Function Name

When calling an LAPACK or BLAS function, some platforms require an underscore character following the function name in the call statement.

On the PC, IBM_RS, and HP platforms, use the function name alone, with no trailing underscore. For example, to call the LAPACK `dgemm` function, use

```
dgemm (arg1, arg2, ..., argn);
```

On the SGI, LINUX, Solaris, and Alpha platforms, add the underscore after the function name. For example, to call `dgemm` on any of these platforms, use

```
dgemm_ (arg1, arg2, ..., argn);
```

Passing Arguments to Fortran from C

Since the LAPACK and BLAS functions are written in Fortran, arguments passed to and from these functions must be passed by reference. The following example calls `dgemm`, passing all arguments by reference. An ampersand (&) precedes each argument unless that argument is already a reference.

```
#include "mex.h"

void mexFunction( int nlhs, mxArray *plhs[], int nrhs, mxArray
*prhs[] )
{
double *A, *B, *C, one=1.0, zero=0.0;
int m,n,p;
char *chn="N";

A = mxGetPr( prhs[0] );
```

```
B = mxGetPr( prhs[1] );
m = mxGetM( prhs[0] );
p = mxGetN( prhs[0] );
n = mxGetN( prhs[1] );

if ( p != mxGetM( prhs[1] ) ) {
mexErrMsgTxt("Inner dimensions of matrix multiply do not match");
}

plhs[0] = mxCreateDoubleMatrix( m, n, mxREAL );
C = mxGetPr( plhs[0] );

/* Pass all arguments to Fortran by reference */
dgemm (chn, chn, &m, &n, &p, &one, A, &m, B, &p, &zero, C, &m);
}
```

Handling Complex Numbers

MATLAB stores complex numbers differently than FORTRAN. MATLAB stores the real and imaginary parts of a complex number in separate, equal length vectors, `pr` and `pi`. FORTRAN stores the same number in one location with the real and imaginary parts interleaved.

As a result, complex variables exchanged between MATLAB and the FORTRAN functions in LAPACK and BLAS are incompatible. MATLAB provides conversion routines that change the storage format of complex numbers to address this incompatibility.

Input Arguments. For all complex variables passed as input arguments to a FORTRAN function, you need to convert the storage of the MATLAB variable to be compatible with the FORTRAN function. Use the `mat2fort` function for this. See the example that follows.

Output Arguments. For all complex variables passed as output arguments to a FORTRAN function, you need to do the following.

1. When allocating storage for the complex variable, allocate a real variable with twice as much space as you would for a MATLAB variable of the same size. You need to do this because the returned variable uses the FORTRAN format, which takes twice the space. See the allocation of `zout` in the example that follows.

2 Once the variable is returned to MATLAB, convert its storage so that it is compatible with MATLAB. Use the `fort2mat` function for this.

Example – Passing Complex Variables. The example below shows how to call an LAPACK function from MATLAB, passing complex `prhs[0]` as input and receiving complex `plhs[0]` as output. Temporary variables `zin` and `zout` are used to hold `prhs[0]` and `plhs[0]` in FORTRAN format.

```
#include "mex.h"
#include "fort.h"      /* defines mat2fort and fort2mat */

void mexFunction( int nlhs, mxArray *plhs[], int nrhs, mxArray
*prhs[] )
{
int lda, n;
double *zin, *zout;
lda = mxGetM( prhs[0] );
n = mxGetN( prhs[0] );

/* Convert input to FORTRAN format */
zin = mat2fort( prhs[0], lda, n );

/* Allocate a real, complex, lda-by-n variable to store output */
zout = (double *)mxCalloc( 2*lda*n );

/* Call complex LAPACK function */
zlapack_function( zin, &lda, &n, zout );

/* Convert output to MATLAB format */
plhs[0] = fort2mat( zout, lda, lda, n );

/* Free intermediate FORTRAN format arrays */
mxFree( zin );
mxFree( zout );
}
```

Building the MEX-File

The examples in this section show how to compile and link a C MEX file, `myCmexFile.c`, on the platforms supported by MATLAB. In each example, the term `<matlab>` stands for the MATLAB root directory.

If you build your C MEX-file on a PC or IBM_RS platform, you need to explicitly specify a library file to link with.

On the PC, use either one of the following.

```
mex myCmexFile.c <matlab>/extern/lib/win32/digital/df60/
libmwlapack.lib
```

```
mex myCmexFile.c <matlab>/extern/lib/win32/microsoft/msvc60/
libmwlapack.lib
```

For IBM_RS, use the following syntax.

```
mex myCmexFile.c -L<matlab>/bin/ibm_rs -lmwlapack
```

On all other platforms, you can build your MEX-file as you would any other C MEX-file. For example,

```
mex myCmexFile.c
```

Example – Symmetric Indefinite Factorization Using LAPACK

You will find an example C MEX-file that calls two LAPACK functions in the directory `<matlab>/extern/examples/refbook`, where `<matlab>` stands for the MATLAB root directory. There are two versions of this file.

- `utdu_slv.c` – calls functions `zhesvx` and `dsysvx`, and thus is compatible with the PC, HP, and IBM platforms.
- `utdu_slv_.c` – calls functions `zhesvx_` and `dsysvx_`, and thus is compatible with the SGI, LINUX, Solaris, and Alpha platforms.

The output files can be found in the same directory and have the filename `xc_utdu_slv` with the usual MEX-file extensions.

An M-file wrapper, `utdusolve.m`, provides help and allows you to call

```
X = xc_utdu_slv(A,B);
```

Debugging C Language MEX-Files

On most platforms, it is now possible to debug MEX-files while they are running within MATLAB. Complete source code debugging, including setting breakpoints, examining variables, and stepping through the source code line-by-line, is now available.

Note The section entitled, "Troubleshooting," provides additional information on isolating problems with MEX-files.

To debug a MEX-file from within MATLAB, you must first compile the MEX-file with the `-g` option to `mex`.

```
mex -g filename.c
```

Debugging on UNIX

You need to start MATLAB from within a debugger. To do this, specify the name of the debugger you want to use with the `-D` option when starting MATLAB.

This example shows how to debug `yprime.c` on Solaris using `dbx`, the UNIX debugger.

```
unix> mex -g yprime.c
unix> matlab -Ddbx
<dbx> stop dlopen <matlab>/extern/examples/mex/yprime.mexsol
```

Once the debugger loads MATLAB into memory, you can start it by issuing a `run` command.

```
<dbx> run
```

Now, run the MEX-file that you want to debug as you would ordinarily do (either directly or by means of some other function or script). Before executing the MEX-file, you will be returned to the debugger.

```
>> yprime(1,1:4)
<dbx> stop in `yprime.mexsol`mexFunction
```

Note The tick marks used are back ticks (`), not single quotes (').

You may need to tell the debugger where the MEX-file was loaded or the name of the MEX-file, in which case MATLAB will display the appropriate command for you to use. At this point, you are ready to start debugging. You can list the source code for your MEX-file and set breakpoints in it. It is often convenient to set one at `mexFunction` so that you stop at the beginning of the gateway routine. To proceed from the breakpoint, issue a `continue` command to the debugger.

```
<dbx> cont
```

Once you hit one of your breakpoints, you can make full use of any facilities that your debugger provides to examine variables, display memory, or inspect registers. Refer to the documentation provided with your debugger for information on its use.

Note For information on debugging on other UNIX platforms, access the MathWorks Technical Support Web site at `http://www.mathworks.com/support`.

Debugging on Windows

The following sections provide instructions on how to debug on Microsoft Windows systems using various compilers.

Microsoft Compiler

If you are using the Microsoft compiler:

1. Start the Microsoft Visual Studio (Version 5 or 6) by typing at the DOS prompt

   ```
   msdev filename.dll
   ```

2. In the Microsoft environment, from the **Project** menu, select **Settings**. In the window that opens, select the **Debug** tab. This options window contains edit boxes. In the edit box labeled **Executable for debug session**, enter the full path to where MATLAB resides. All other edit boxes should be empty.

3. Open the source files and set a break point on the desired line of code by right-clicking with your mouse on the line of code.

4. From the **Build** menu, select **Debug**, and click **Go**.

5. You will now be able to run your MEX-file in MATLAB and use the Microsoft debugging environment. For more information on how to debug in the Microsoft environment, see the Microsoft Development Studio or Microsoft Visual Studio documentation.

Watcom Compiler

If you are using the Watcom compiler:

1. Start the debugger by typing on the DOS command line

   ```
   WDW
   ```

2 The Watcom Debugger starts and a **New Program** window opens. In this window type the full path to MATLAB. For example,

```
c:\matlab\bin\matlab.exe
```

Then click **OK**.

3 From the **Break** menu, select **On Image Load** and type the name of your MEX-file DLL in capital letters. For example,

```
YPRIME
```

Then select **ADD** and click **OK** to close the window.

4 From the **Run** menu, select **GO**. This should start MATLAB.

5 When MATLAB starts, in the command window change directories to where your MEX-file resides and run your MEX-file. If a message similar to the following appears, ignore the message and click **OK**.

```
LDR: Automatic DLL Relocation in matlab.exe
LDR: DLL filename.dll base <number> relocated due to collision
with matlab.exe
```

6 Open the file you want to debug and set breakpoints in the source code.

3

Creating Fortran MEX-Files

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This chapter describes how to write MEX-files in the Fortran programming language. It discusses the MEX-file itself, how these Fortran language files interact with MATLAB, how to pass and manipulate arguments of different data types, how to debug your MEX-file programs, and several other, more advanced topics.

The following list summarizes the contents of this chapter:

- "Fortran MEX-Files"
- "Examples of Fortran MEX-Files"
- "Advanced Topics"
- "Debugging Fortran Language MEX-Files"

Fortran MEX-Files

Fortran MEX-files are built by using the `mex` script to compile your Fortran source code with additional calls to API routines.

MEX-files in Fortran can only create double-precision data and strings, unlike their C counterparts, which can create any data type supported by MATLAB. You can treat Fortran MEX-files, once compiled, exactly like M-functions.

The Components of a Fortran MEX-File

This section discusses the specific elements needed in a Fortran MEX-file. The source code for a Fortran MEX-file, like the C MEX-file, consists of two distinct parts:

- A *computational routine* that contains the code for performing the computations that you want implemented in the MEX-file. Computations can be numerical computations as well as inputting and outputting data.
- A *gateway routine* that interfaces the computational routine with MATLAB by the entry point `mexFunction` and its parameters `prhs`, `nrhs`, `plhs`, `nlhs`, where `prhs` is an array of right-hand input arguments, `nrhs` is the number of right-hand input arguments, `plhs` is an array of left-hand output arguments, and `nlhs` is the number of left-hand output arguments. The gateway calls the computational routine as a subroutine.

The computational and gateway routines may be separate or combined. The following figure, Fortran MEX Cycle, shows how inputs enter an API function, what functions the gateway routine performs, and how output returns to MATLAB.

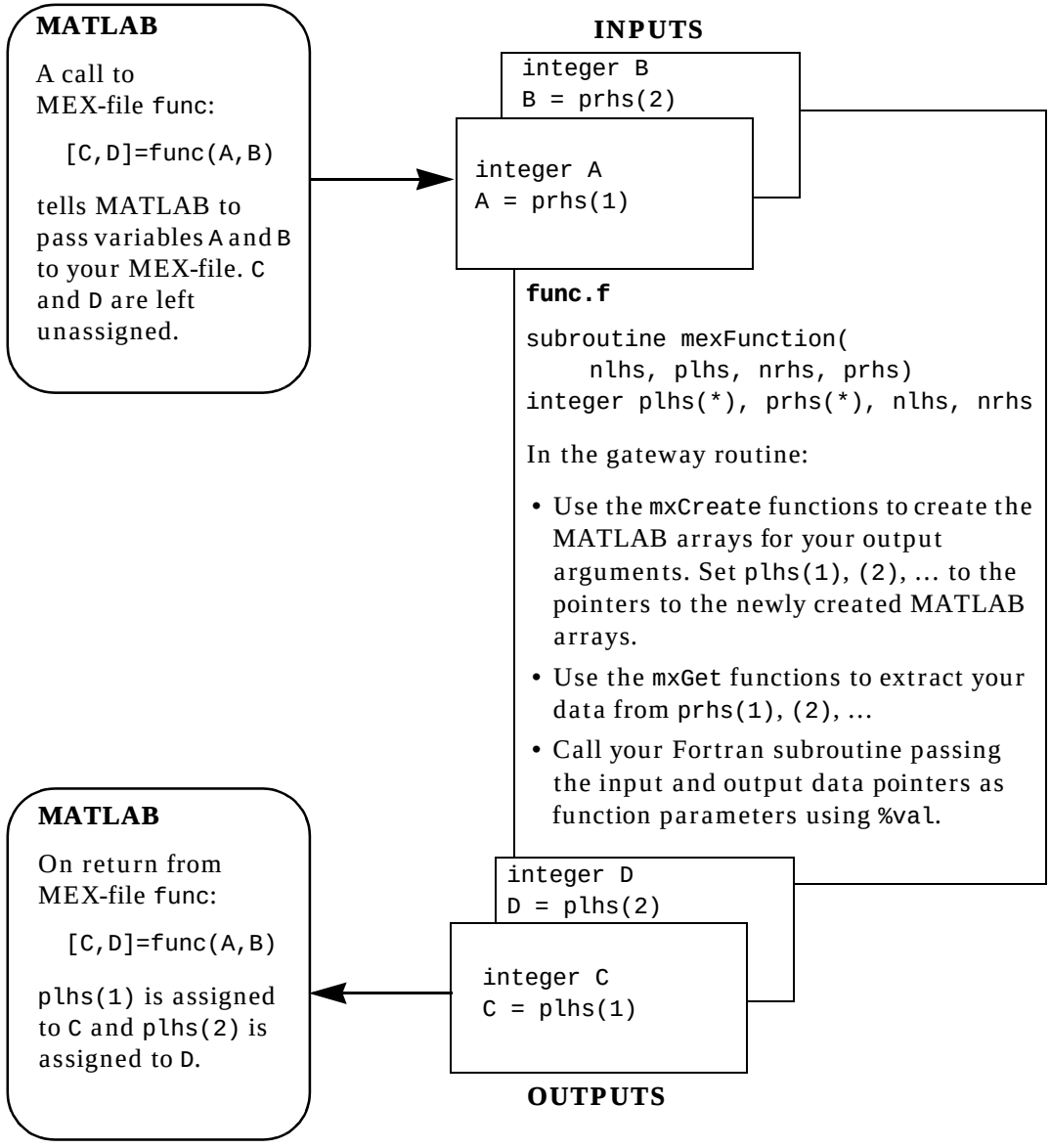


Figure 3-1: Fortran MEX Cycle

The Pointer Concept

The MATLAB API works with a unique data type, the `mxArray`. Because there is no way to create a new data type in Fortran, MATLAB passes a special identifier, called a pointer, to a Fortran program. You can get information about an `mxArray` by passing this pointer to various API functions called `Access Routines`. These access routines allow you to get a native Fortran data type containing exactly the information you want, i.e., the size of the `mxArray`, whether or not it is a string, or its data contents.

There are several implications when using pointers in Fortran:

- The `%val` construct.

  If your Fortran compiler supports the `%val` construct, then there is one type of pointer you can use without requiring an access routine, namely a pointer to data (i.e., the pointer returned by `mxGetPr` or `mxGetPi`). You can use `%val` to pass this pointer's contents to a subroutine, where it is declared as a Fortran double-precision matrix.

  If your Fortran compiler does not support the `%val` construct, you must use the `mxCopy__` routines (e.g., `mxCopyPtrToReal8`) to access the contents of the pointer. For more information about the `%val` construct and an example, see the section, The %val Construct.

- Variable declarations.

  To use pointers properly, you must declare them to be the correct size. On DEC Alpha machines, all pointers should be declared as `integer*8`. On all other platforms, pointers should be declared as `integer*4`.

  If your Fortran compiler supports preprocessing with the C preprocessor, you can use the preprocessing stage to map pointers to the appropriate declaration. In UNIX, see the examples ending with `.F` in the `examples` directory for a possible approach.

Caution Declaring a pointer to be the incorrect size may cause your program to crash.

The Gateway Routine

The entry point to the gateway subroutine must be named `mexFunction` and must contain these parameters:

```
subroutine mexFunction(nlhs, plhs, nrhs, prhs)
integer plhs(*), prhs(*)
integer nlhs, nrhs
```

Note Fortran is case-insensitive. This document uses mixed-case function names for ease of reading.

In a Fortran MEX-file, the parameters `nlhs` and `nrhs` contain the number of left- and right-hand arguments with which the MEX-file is invoked. `prhs` is a length `nrhs` array that contains pointers to the right-hand side inputs to the MEX-file, and `plhs` is a length `nlhs` array that contains pointers to the left-hand side outputs that your Fortran function generates.

In the syntax of the MATLAB language, functions have the general form

```
[a,b,c,…] = fun(d,e,f,…)
```

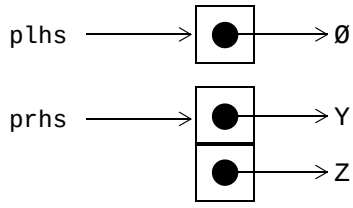
where the ellipsis (…) denotes additional terms of the same format. The `a,b,c,…` are left-hand arguments and the `d,e,f,…` are right-hand arguments.

As an example of the gateway routine, consider invoking a MEX-file from the MATLAB workspace with the command

```
x = fun(y,z);
```

the MATLAB interpreter calls `mexFunction` with the arguments

```
nlhs = 1

nrhs = 2
```



plhs is a 1-element C array where the single element is a null pointer. prhs is a 2-element C array where the first element is a pointer to an mxArray named Y and the second element is a pointer to an mxArray named Z.

The parameter plhs points at nothing because the output x is not created until the subroutine executes. It is the responsibility of the gateway routine to create an output array and to set a pointer to that array in plhs(1). If plhs(1) is left unassigned, MATLAB prints a warning message stating that no output has been assigned.

Note It is possible to return an output value even if nlhs = 0. This corresponds to returning the result in the ans variable.

The gateway routine should validate the input arguments and call mexErrMsgTxt if anything is amiss. This step includes checking the number, type, and size of the input arrays as well as examining the number of output arrays. The examples included later in this section illustrate this technique.

The mx functions provide a set of access methods (subroutines) for manipulating MATLAB arrays. These functions are fully documented in the online API reference pages. The mx prefix is shorthand for mxArray and it means that the function enables you to access and/or manipulate some of the information in the MATLAB array. For example, mxGetPr gets the real data from the MATLAB array. Additional routines are provided for transferring data between MATLAB arrays and Fortran arrays.

The gateway routine must call mxCreateFull, mxCreateSparse, or mxCreateString to create MATLAB arrays of the required sizes in which to return the results. The return values from these calls should be assigned to the appropriate elements of plhs.

The gateway routine may call mxCalloc to allocate temporary work arrays for the computational routine if it needs them.

The gateway routine should call the computational routine to perform the desired calculations or operations. There are a number of additional routines that MEX-files can use. These routines are distinguished by the initial characters mex, as in mexCallMATLAB and mexErrMsgTxt.

When a MEX-file completes its task, it returns control to MATLAB. Any MATLAB arrays that are created by the MEX-file that are not returned to MATLAB through the left-hand side arguments are automatically destroyed.

The %val Construct

The `%val` construct is supported by most, but not all, Fortran compilers. DIGITAL Visual Fortran *does* support the construct. `%val` causes the value of the variable, rather than the address of the variable, to be passed to the subroutine. If you are using a Fortran compiler that does not support the `%val` construct, you must copy the array values into a temporary true Fortran array using special routines. For example, consider a gateway routine that calls its computational routine, `yprime`, by

```
call yprime(%val(yp), %val(t), %val(y))
```

If your Fortran compiler does not support the `%val` construct, you would replace the call to the computational subroutine with

```
C Copy array pointers to local arrays.
      call mxCopyPtrToReal8(t, tr, 1)
      call mxCopyPtrToReal8(y, yr, 4)
C
C Call the computational subroutine.
      call yprime(ypr, tr, yr)
C
C Copy local array to output array pointer.
      call mxCopyReal8ToPtr(ypr, yp, 4)
```

You must also add the following declaration line to the top of the gateway routine.

```
real*8 ypr(4), tr, yr(4)
```

Note that if you use `mxCopyPtrToReal8` or any of the other `mxCopy__` routines, the size of the arrays declared in the Fortran gateway routine must be greater than or equal to the size of the inputs to the MEX-file coming in from MATLAB. Otherwise `mxCopyPtrToReal8` will not work correctly.

Examples of Fortran MEX-Files

The following sections include information and examples describing how to pass and manipulate the different data types when working with MEX-files. These topics include

- "A First Example — Passing a Scalar"
- "Passing Strings"
- "Passing Arrays of Strings"
- "Passing Matrices"
- "Passing Two or More Inputs or Outputs"
- "Handling Complex Data"
- "Dynamically Allocating Memory"
- "Handling Sparse Matrices"
- "Calling Functions from Fortran MEX-Files"

The MATLAB API provides a set of routines for Fortran that handle double-precision data and strings in MATLAB. For each data type, there is a specific set of functions that you can use for data manipulation.

Note to UNIX Users The example Fortran files in the directory `<matlab>/extern/examples/refbook` have extensions `.F` and `.f`. The distinction between these extensions is that the `.F` files need to be preprocessed.

Note You can find the most recent versions of the example programs from this chapter at the anonymous FTP server,

`ftp://ftp.mathworks.com/pub/tech-support/docexamples/apiguide/R12/refbook`

A First Example — Passing a Scalar

Let's look at a simple example of Fortran code and its MEX-file equivalent. Here is a Fortran computational routine that takes a scalar and doubles it.

```
      subroutine timestwo(y, x)
      real*8 x, y
C
      y = 2.0 * x
      return
      end
```

Below is the same function written in the MEX-file format.

```
C-----------------------------------------------------------------
C     timestwo.f
C
C     Multiply the input argument by 2.

C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C     $Revision: 1.11 $

      subroutine mexFunction(nlhs, plhs, nrhs, prhs)
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer plhs(*), prhs(*)
      integer mxGetPr, mxCreateFull
      integer x_pr, y_pr
C-----------------------------------------------------------------
C


      integer nlhs, nrhs
      integer mxGetM, mxGetN, mxIsNumeric
      integer m, n, size
      real*8  x, y

C     Check for proper number of arguments.
      if(nrhs .ne. 1) then
         call mexErrMsgTxt('One input required.')
      elseif(nlhs .ne. 1) then
         call mexErrMsgTxt('One output required.')
      endif
```

```
C     Get the size of the input array.
      m = mxGetM(prhs(1))
      n = mxGetN(prhs(1))
      size = m*n

C     Check to ensure the input is a number.
      if(mxIsNumeric(prhs(1)) .eq. 0) then
         call mexErrMsgTxt('Input must be a number.')
      endif
```

```
C     Create matrix for the return argument.
      plhs(1) = mxCreateFull(m, n, 0)
      x_pr = mxGetPr(prhs(1))
      y_pr = mxGetPr(plhs(1))
      call mxCopyPtrToReal8(x_pr, x, size)

C     Call the computational subroutine.
      call timestwo(y, x)

C     Load the data into y_pr, which is the output to MATLAB.
      call mxCopyReal8ToPtr(y, y_pr, size)

      return
      end

      subroutine timestwo(y, x)
      real*8 x, y
C
      y = 2.0 * x
      return
      end
```

To compile and link this example source file, at the MATLAB prompt type

```
mex timestwo.f
```

This carries out the necessary steps to create the MEX-file called `timestwo` with an extension corresponding to the machine type on which you're running. You can now call `timestwo` as if it were an M-function.

```
x = 2;
y = timestwo(x)
y =
     4
```

Passing Strings

Passing strings from MATLAB to a Fortran MEX-file is straightforward. This program accepts a string and returns the characters in reverse order.

```
C     $Revision: 1.14 $
C================================================================
C
C     revord.f
C     Example for illustrating how to copy string data from
C     MATLAB to a Fortran-style string and back again.
C
C     Takes a string and returns a string in reverse order.
C
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C================================================================

      subroutine revord(input_buf, strlen, output_buf)
      character  input_buf(*), output_buf(*)
      integer    i, strlen
      do 10 i=1,strlen
         output_buf(i) = input_buf(strlen-i+1)
 10   continue
      return
      end
```

Below is the gateway routine that calls the computational routine.

```
C     The gateway routine
      subroutine mexFunction(nlhs, plhs, nrhs, prhs)
      integer nlhs, nrhs
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer plhs(*), prhs(*)
      integer mxCreateString, mxGetString
C-----------------------------------------------------------------
C
```

```
      integer  mxGetM, mxGetN, mxIsString
      integer  status, strlen
      character*100 input_buf, output_buf

C     Check for proper number of arguments.
      if (nrhs .ne. 1) then
         call mexErrMsgTxt('One input required.')
      elseif (nlhs .gt. 1) then
         call mexErrMsgTxt('Too many output arguments.')
C     The input  must be a string.
      elseif(mxIsString(prhs(1)) .ne. 1) then
         call mexErrMsgTxt('Input must be a string.')
C     The input must be a row vector.
      elseif (mxGetM(prhs(1)) .ne. 1) then
         call mexErrMsgTxt('Input must be a row vector.')
      endif

C     Get the length of the input string.
      strlen = mxGetM(prhs(1))*mxGetN(prhs(1))

C     Get the string contents (dereference the input integer).
      status = mxGetString(prhs(1), input_buf, 100)

C     Check if mxGetString is successful.
      if (status .ne. 0) then
        call mexErrMsgTxt('String length must be less than 100.')
      endif

C     Initialize outbuf_buf to blanks. This is necessary on some
C     compilers.

      output_buf = ' '

C     Call the computational subroutine.
      call revord(input_buf, strlen, output_buf)
```

```
C     Set output_buf to MATLAB mexFunction output.
      plhs(1) = mxCreateString(output_buf)

      return
      end
```

After checking for the correct number of inputs, this MEX-file gateway routine verifies that the input was either a row or column vector string. It then finds the size of the string and places the string into a Fortran character array. Note that in the case of character strings, it is not necessary to copy the data into a Fortran character array by using `mxCopyPtrToCharacter`. In fact, `mxCopyPtrToCharacter` works only with MAT-files. For more information about MAT-files, see Importing and Exporting Data.

For an input string

```
x = 'hello world';
```

typing

```
y = revord(x)
```

produces

```
y =
dlrow olleh
```

Passing Arrays of Strings

Passing arrays of strings involves a slight complication from the previous example in the “Passing Strings” section. Because MATLAB stores elements of a matrix by column instead of by row, it is essential that the size of the string array be correctly defined in the Fortran MEX-file. The key point is that the row and column sizes as defined in MATLAB must be reversed in the Fortran MEX-file. Consequently, when returning to MATLAB, the output matrix must be transposed.

This example places a string array/character matrix into MATLAB as output arguments rather than placing it directly into the workspace. Inside MATLAB, call this function by typing

```
passstr;
```

You will get the matrix `mystring` of size 5-by-15. There are some manipulations that need to be done here. The original string matrix is of the size 5-by-15. Because of the way MATLAB reads and orients elements in matrices, the size of the matrix must be defined as `M=15` and `N=5` from the MEX-file. After the matrix is put into MATLAB, the matrix must be transposed.

```
C     $Revision: 1.11 $
C================================================================
C
C     passstr.f
C     Example for illustrating how to pass a character matrix
C     from Fortran to MATLAB.
C
C     Passes a string array/character matrix into MATLAB as
C     output arguments rather than placing it directly into the
C     workspace.
C
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.

C================================================================
      subroutine mexFunction(nlhs, plhs, nrhs, prhs)
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer plhs(*), prhs(*)
      integer p_str, mxCreateString
C-----------------------------------------------------------------
C
      integer nlhs, nrhs
      integer i
      character*75 thestring
      character*15 string(5)
```

```
C     Create the string to passed into MATLAB.
      string(1) = 'MATLAB         '
      string(2) = 'The Scientific '
      string(3) = 'Computing      '
      string(4) = 'Environment    '
      string(5) = '   by TMW, Inc.'

C     Concatenate the set of 5 strings into a long string.
      thestring = string(1)
      do 10 i = 2, 6
         thestring = thestring(:((i-1)*15)) // string(i)
 10   continue

C     Create the string matrix to be passed into MATLAB.
C     Set the matrix size to be M=15 and N=5.
      p_str = mxcreatestring(thestring)
      call mxSetM(p_str, 15)
      call mxSetN(p_str, 5)

C     Transpose the resulting matrix in MATLAB.
      call mexCallMATLAB(1, plhs, 1, p_str, 'transpose')

      return
      end
```

Typing

```
passstr
```

at the MATLAB prompt produces this result

```
ans =

MATLAB
The Scientific
Computing
Environment
   by TMW, Inc.
```

Passing Matrices

In MATLAB, you can pass matrices into and out of MEX-files written in Fortran. You can manipulate the MATLAB arrays by using `mxGetPr` and `mxGetPi` to assign pointers to the real and imaginary parts of the data stored in the MATLAB arrays. You can create new MATLAB arrays from within your MEX-file by using `mxCreateFull`.

This example takes a real 2-by-3 matrix and squares each element.

```
C-------------------------------------------------------------
C
C     matsq.f
C
C     Squares the input matrix

C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C     $Revision: 1.12 $
C-------------------------------------------------------------

      subroutine matsq(y, x, m, n)
      real*8 x(m,n), y(m,n)
      integer m, n
C
      do 20 i=1,m
         do 10 j=1,n
            y(i,j)= x(i,j)**2
 10      continue
 20   continue
      return
      end
```

This is the gateway routine that calls the computational subroutine.

```
      subroutine mexFunction(nlhs, plhs, nrhs, prhs)
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer plhs(*), prhs(*)
      integer mxCreateFull, mxGetPr
      integer x_pr, y_pr
C-----------------------------------------------------------------
C
      integer nlhs, nrhs
      integer mxGetM, mxGetN, mxIsNumeric
      integer m, n, size
      real*8  x(1000), y(1000)

C     Check for proper number of arguments.
      if(nrhs .ne. 1) then
         call mexErrMsgTxt('One input required.')
      elseif(nlhs .ne. 1) then
         call mexErrMsgTxt('One output required.')
      endif

C     Get the size of the input array.
      m = mxGetM(prhs(1))
      n = mxGetN(prhs(1))
      size = m*n

C     Column * row should be smaller than 1000.
      if(size.gt.1000) then
         call mexErrMsgTxt('Row * column must be <= 1000.')
      endif

C     Check to ensure the array is numeric (not strings).
      if(mxIsNumeric(prhs(1)) .eq. 0) then
         call mexErrMsgTxt('Input must be a numeric array.')
      endif
```

```
C     Create matrix for the return argument.
      plhs(1) = mxCreateFull(m, n, 0)
      x_pr = mxGetPr(prhs(1))
      y_pr = mxGetPr(plhs(1))
      call mxCopyPtrToReal8(x_pr, x, size)

C     Call the computational subroutine.
      call matsq(y, x, m, n)

C     Load the data into y_pr, which is the output to MATLAB.
      call mxCopyReal8ToPtr(y, y_pr, size)

      return
      end
```

After performing error checking to ensure that the correct number of inputs and outputs was assigned to the gateway subroutine and to verify the input was in fact a numeric matrix, `matsq.f` creates a matrix for the argument returned from the computational subroutine. The input matrix data is then copied to a Fortran matrix by using `mxCopyPtrToReal8`. Now the computational subroutine can be called, and the return argument can then be placed into `y_pr`, the pointer to the output, using `mxCopyReal8ToPtr`.

For a 2-by-3 real matrix

```
x = [1 2 3; 4 5 6];
```

typing

```
y = matsq(x)
```

produces this result

```
y =
     1      4      9
    16     25     36
```

Passing Two or More Inputs or Outputs

The `plhs` and `prhs` parameters are vectors that contain pointers to each left-hand side (output) variable and right-hand side (input) variable. Accordingly, `plhs(1)` contains a pointer to the first left-hand side argument, `plhs(2)` contains a pointer to the second left-hand side argument, and so on.

Likewise, prhs(1) contains a pointer to the first right-hand side argument, prhs(2) points to the second, and so on.

For example, this routine multiplies an input scalar times an input scalar or matrix. This is the Fortran code for the computational subroutine.

```
      subroutine xtimesy(x, y, z, m, n)
      real*8  x, y(3,3), z(3,3)
      integer m, n
      do 20 i=1,m
         do 10 j=1,n
            z(i,j)=x*y(i,j)
 10      continue
 20   continue
      return
      end
```

Below is the gateway routine that calls xtimesy, the computation subroutine that multiplies a scalar by a scalar or matrix.

```
C-----------------------------------------------------------------
C
C     xtimesy.f
C
C     Multiply the first input by the second input.

C     This is a MEX file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C     $Revision: 1.11 $

      subroutine mexFunction(nlhs, plhs, nrhs, prhs)
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer plhs(*), prhs(*)
      integer mxCreateFull
      integer x_pr, y_pr, z_pr
C-----------------------------------------------------------------
C
```

```
      integer nlhs, nrhs
      integer m, n, size
      integer mxGetM, mxGetN, mxIsNumeric
      real*8  x, y(3,3), z(3,3)

C     Check for proper number of arguments.
      if (nrhs .ne. 2) then
         call mexErrMsgTxt('Two inputs required.')
      elseif (nlhs .ne. 1) then
         call mexErrMsgTxt('One output required.')
      endif

C     Check to see both inputs are numeric.
      if (mxIsNumeric(prhs(1)) .ne. 1) then
         call mexErrMsgTxt('Input # 1 is not a numeric.')
      elseif (mxIsNumeric(prhs(2)) .ne. 1) then
         call mexErrMsgTxt('Input #2 is not a numeric array.')
      endif

C     Check that input #1 is a scalar.
      m = mxGetM(prhs(1))
      n = mxGetN(prhs(1))
      if(n .ne. 1 .or. m .ne. 1) then
         call mexErrMsgTxt('Input #1 is not a scalar.')
      endif

C     Get the size of the input matrix.
      m = mxGetM(prhs(2))
      n = mxGetN(prhs(2))
      size = m*n

C     Create matrix for the return argument.
      plhs(1) = mxCreateFull(m, n, 0)
      x_pr = mxGetPr(prhs(1))
      y_pr = mxGetPr(prhs(2))
      z_pr = mxGetPr(plhs(1))
```

```
C     Load the data into Fortran arrays.
      call mxCopyPtrToReal8(x_pr, x, 1)
      call mxCopyPtrToReal8(y_pr, y, size)

C     Call the computational subroutine.
      call xtimesy(x, y, z, m, n)

C     Load the output into a MATLAB array.
      call mxCopyReal8ToPtr(z, z_pr, size)

      return
      end
```

As this example shows, creating MEX-file gateways that handle multiple inputs and outputs is straightforward. All you need to do is keep track of which indices of the vectors `prhs` and `plhs` correspond to which input and output arguments of your function. In this example, the input variable `x` corresponds to `prhs(1)` and the input variable `y` to `prhs(2)`.

For an input scalar `x` and a real 3-by-3 matrix,

```
x = 3; y = ones(3);
```

typing

```
z = xtimesy(x, y)
```

yields this result

```
z =
     3     3     3
     3     3     3
     3     3     3
```

Handling Complex Data

MATLAB stores complex double-precision data as two vectors of numbers — one contains the real data and one contains the imaginary data. The API provides two functions, `mxCopyPtrToComplex16` and `mxCopyComplex16ToPtr`, which allow you to copy the MATLAB data to a native `complex*16` Fortran array.

This example takes two complex vectors (of length 3) and convolves them.

```
C     $Revision: 1.14 $
C================================================================
C
C     convec.f
C     Example for illustrating how to pass complex data from
C     MATLAB to FORTRAN (using COMPLEX data type) and back
C     again.
C
C     Convolves two complex input vectors.
C
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C================================================================
C
C     Computational subroutine
      subroutine convec(x, y, z, nx, ny)
      complex*16 x(*), y(*), z(*)
      integer nx, ny

C     Initialize the output array.
      do 10 i=1,nx+ny-1
         z(i) = (0.0,0.0)
 10   continue

      do 30 i=1,nx
         do 20 j=1,ny
            z(i+j-1) = z(i+j-1) + x(i) * y(j)
 20      continue
 30   continue
      return
      end
```

```
C     The gateway routine.
      subroutine mexFunction(nlhs, plhs, nrhs, prhs)
      integer nlhs, nrhs
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer plhs(*), prhs(*)
      integer mxGetPr, mxGetPi, mxCreateFull
C-----------------------------------------------------------------
C
      integer mx, nx, my, ny, nz
      integer mxGetM, mxGetN, mxIsComplex
      complex*16 x(100), y(100), z(199)

C     Check for proper number of arguments.
      if (nrhs .ne. 2) then
         call mexErrMsgTxt('Two inputs required.')
      elseif (nlhs .gt. 1) then
         call mexErrMsgTxt('Too many output arguments.')
      endif

C     Check that inputs are both row vectors.
      mx = mxGetM(prhs(1))
      nx = mxGetN(prhs(1))
      my = mxGetM(prhs(2))
      ny = mxGetN(prhs(2))
      nz = nx+ny-1

C     Only handle row vector input.
      if(mx .ne. 1 .or. my .ne. 1) then
         call mexErrMsgTxt('Both inputs must be row vector.')
C     Check sizes of the two input.
      elseif(nx .gt. 100 .or. ny .gt. 100) then
         call mexErrMsgTxt('Inputs must have less than 100
                           elements.')
```

```
C     Check to see both inputs are complex.
      elseif ((mxIsComplex(prhs(1)) .ne. 1) .or. +
              (mxIsComplex(prhs(2)) .ne. 1)) then
         call mexErrMsgTxt('Inputs must be complex.')
      endif

C     Create the output array.
      plhs(1) = mxCreateFull(1, nz, 1)

C     Load the data into Fortran arrays(native COMPLEX data).
      call mxCopyPtrToComplex16(mxGetPr(prhs(1)),
                                mxGetPi(prhs(1)), x, nx)
      call mxCopyPtrToComplex16(mxGetPr(prhs(2)),
                                mxGetPi(prhs(2)), y, ny)

C     Call the computational subroutine.
      call convec(x, y, z, nx, ny)

C     Load the output into a MATLAB array.
      call mxCopyComplex16ToPtr(z,mxGetPr(plhs(1)),
                                mxGetPi(plhs(1)), nz)

      return
      end
```

Entering these numbers at the MATLAB prompt

```
x = [3 - 1i, 4 + 2i, 7 - 3i]

x =

   3.0000 - 1.0000i   4.0000 + 2.0000i   7.0000 - 3.0000i

y = [8 - 6i, 12 + 16i, 40 - 42i]

y =

   8.0000 - 6.0000i  12.0000 +16.0000i  40.0000 -42.0000i
```

and invoking the new MEX-file

```
z = convec(x, y)
```

results in

```
z =

   1.0e+02 *

  Columns 1 through 4

   0.1800 - 0.2600i   0.9600 + 0.2800i   1.3200 - 1.4400i
   3.7600 - 0.1200i

  Column 5

   1.5400 - 4.1400i
```

which agrees with the results the built-in MATLAB function `conv.m` produces.

Dynamically Allocating Memory

It is possible to allocate memory dynamically in a Fortran MEX-file, but you must use `%val` to do it. This example takes an input matrix of real data and doubles each of its elements.

```
C     $Revision: 1.12 $
C=================================================================
C
C     dblmat.f
C     Example for illustrating how to use %val.
C     Doubles the input matrix. The demo only handles real part
C     of input.
C     NOTE: If your Fortran compiler does not support %val,
C     use mxCopy_routine.
C
C     NOTE: The subroutine compute() is in the file called
C     compute.f.
C
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C
C=================================================================
```

```
C     Gateway subroutine

      subroutine mexfunction(nlhs, plhs, nrhs, prhs)
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer plhs(*), prhs(*)
      integer pr_in, pr_out
      integer mxGetPr, mxCreateFull
C-----------------------------------------------------------------
C
      integer nlhs, nrhs, mxGetM, mxGetN
      integer m_in, n_in, size

      if(nrhs .ne. 1) then
         call mexErrMsgTxt('One input required.')
      endif
      if(nlhs .gt. 1) then
        call mexErrMsgTxt('Cannot return more than one output.')
      endif

      m_in = mxGetM(prhs(1))
      n_in = mxGetN(prhs(1))
      size = m_in * n_in
      pr_in = mxGetPr(prhs(1))
C     mxCreateFull dynamically allocates memory.
      plhs(1) = mxCreateFull(m_in, n_in, 0)
      pr_out = mxGetPr(plhs(1))

C     Call the computational routine.
      call compute(%val(pr_out), %val(pr_in), size)

      return
      end
```

```
C     $Revision: 1.3 $
C=================================================================
C
C     compute.f
C
C     This subroutine doubles the input matrix. Your version of
C     compute() may do whaveter you would like it to do.
C
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C
C=================================================================

C     Computational subroutine
      subroutine compute(out_mat, in_mat, size)
      integer size, i
      real*8  out_mat(*), in_mat(*)

      do 10 i=1,size
         out_mat(i) = 2*in_mat(i)
 10   continue

      return
      end
```

For an input 2-by-3 matrix

```
x = [1 2 3; 4 5 6];
```

typing

```
y = dblmat(x)
```

yields

```
y =
     2     4     6
     8    10    12
```

Note The `dblmat.f` example, as well as `fulltosparse.f` and `sincall.f`, are split into two parts, the gateway and the computational subroutine, because of restrictions in some compilers.

Handling Sparse Matrices

The MATLAB API provides a set of functions that allow you to create and manipulate sparse matrices from within your MEX-files. There are special parameters associated with sparse matrices, namely `ir`, `jc`, and `nzmax`. For information on how to use these parameters and how MATLAB stores sparse matrices in general, refer tothe section on "The MATLAB Array".

Note Sparse array indexing is zero-based, not one-based.

This example illustrates how to populate a sparse matrix.

```
C     $Revision: 1.6 $
C=================================================================
C
C     fulltosparse.f
C     Example for illustrating how to populate a sparse matrix.
C     For the purpose of this example, you must pass in a
C     non-sparse 2-dimensional argument of type real double.
C
C     NOTE: The subroutine loadsparse() is in the file called
C     loadsparse.f.
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C
C=================================================================

C     The gateway routine.
      subroutine mexFunction(nlhs, plhs, nrhs, prhs)
      integer nlhs, nrhs
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
```

```
C     64-bit platform
C
      integer plhs(*), prhs(*)
      integer mxGetPr, mxCreateSparse, mxGetIr, mxGetJc
      integer pr, sr, irs, jcs
C-----------------------------------------------------------------
C
      integer m, n, nzmax
      integer mxGetM, mxGetN, mxIsComplex, mxIsDouble
      integer loadsparse

C     Check for proper number of arguments.
      if (nrhs .ne. 1) then
         call mexErrMsgTxt('One input argument required.')
      endif
      if (nlhs .gt. 1) then
         call mexErrMsgTxt('Too many output arguments.')
      endif

C     Check data type of input argument.
      if (mxIsDouble(prhs(1)) .eq. 0) then
       call mexErrMsgTxt('Input argument must be of type double.')
      endif
      if (mxIsComplex(prhs(1)) .eq. 1) then
         call mexErrMsgTxt('Input argument must be real only')
      endif

C     Get the size and pointers to input data.
      m = mxGetM(prhs(1))
      n = mxGetN(prhs(1))
      pr = mxGetPr(prhs(1))

C     Allocate space.
C     NOTE: Assume at most 20% of the data is sparse.
      nzmax = dble(m*n) *.20 + .5
C     NOTE: The maximum number of non-zero elements cannot be less
C     than the number of columns in the matrix.
      if (n .gt. nzmax) then
         nzmax = n
      endif
```

```
      plhs(1) = mxCreateSparse(m,n,nzmax,0)
      sr = mxGetPr(plhs(1))
      irs = mxGetIr(plhs(1))
      jcs = mxGetJc(plhs(1))

C     Load the sparse data.
      if
(loadsparse(%val(pr),%val(sr),%val(irs),%val(jcs),m,n,nzmax)
     +     .eq. 1) then
       call mexPrintf('Truncating output, input is > 20%% sparse')
      endif
      return
      end
```

This is the subroutine that `fulltosparse` calls to fill the `mxArray` with the sparse data.

```
C     $Revision: 1.4 $
C=================================================================
C
C     loadsparse.f
C    This is the subfunction called by fulltosparse that fills the
C     mxArray with the sparse data.  Your version of
C     loadsparse can operate however you would like it to on the
C     data.
C
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C
C=================================================================

C     Load sparse data subroutine.
      function loadsparse(a,b,ir,jc,m,n,nzmax)
      integer nzmax, m, n
      integer ir(*), jc(*)
      real*8 a(*), b(*)

      integer i, j, k

C     Copy nonzeros.
      k = 1
```

```
      do 100 j=1,n
C        NOTE: Sparse indexing is zero based.
         jc(j) = k-1
         do 200 i=1,m
            if (a((j-1)*m+i).ne. 0.0) then
               if (k .gt. nzmax) then
                  jc(n+1) = nzmax
                  loadsparse = 1
                  goto 300
               endif
               b(k) = a((j-1)*m+i)
C              NOTE: Sparse indexing is zero based.
               ir(k) = i-1
               k = k+1
            endif
 200     continue
 100  continue
C     NOTE: Sparse indexing is zero based.
      jc(n+1) = k-1
      loadsparse = 0
 300  return
      end
```

At the MATLAB prompt, entering

```
full = eye(5)
full =
     1     0     0     0     0
     0     1     0     0     0
     0     0     1     0     0
     0     0     0     1     0
     0     0     0     0     1
```

creates a full, 5-by-5 identity matrix. Using `fulltosparse` on the full matrix produces the corresponding sparse matrix.

```
spar = fulltosparse(full)
spar =
   (1,1)        1
   (2,2)        1
   (3,3)        1
```

```
    (4,4)        1
    (5,5)        1
```

Calling Functions from Fortran MEX-Files

It's possible to call MATLAB functions, operators, M-files, and even other MEX-files from within your Fortran source code by using the API function `mexCallMATLAB`. This example creates an `mxArray`, passes various pointers to a subfunction to acquire data, and calls `mexCallMATLAB` to calculate the sine function and plot the results.

```
C     $Revision: 1.8 $
C
================================================================
C
C     sincall.f
C
C     Example for illustrating how to use mexCallMATLAB.
C
C     Creates an mxArray and passes its associated pointers (in
C     this demo, only pointer to its real part, pointer to number
C     of rows, pointer to number of columns) to subfunction fill()
C     to get data filled up, then calls mexCallMATLAB to calculate
C     sin function and plot the result.
C
C     NOTE: The subfunction fill() is in the file called fill.f.
C
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C
C ================================================================

C     Gateway subroutine

      subroutine mexFunction(nlhs, plhs, nrhs, prhs)
      integer nlhs, nrhs
C-----------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer plhs(*), prhs(*)
```

```
      integer rhs(1), lhs(1)
      integer mxGetPr, mxCreateFull
C-----------------------------------------------------------------
C
      integer m, n, max

C     initializition
      m=1
      n=1
      max=1000

      rhs(1) = mxCreateFull(max, 1, 0)

C     Pass the pointer and variable and let fill() fill up data.
      call fill(%val(mxGetPr(rhs(1))), m, n, max)
      call mxSetM(rhs(1), m)
      call mxSetN(rhs(1), n)

      call mexCallMATLAB(1, lhs, 1, rhs, 'sin')
      call mexCallMATLAB(0, NULL, 1, lhs, 'plot')

C     Clean up the unfreed memory after calling mexCallMATLAB.
      call mxFreeMatrix(rhs(1))
      call mxFreeMatrix(lhs(1))

      return
      end
```

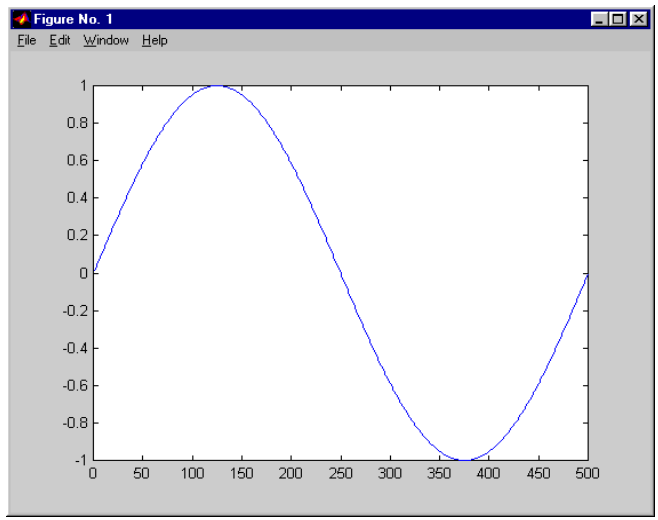
```
C     $Revision: 1.3 $
C
================================================================
C
C     fill.f
C     This is the subfunction called by sincall that fills the
C     mxArray with data. Your version of fill can load your data
C     however you would like.
C
C     This is a MEX-file for MATLAB.
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C
C
================================================================
C     Subroutine for filling up data.

      subroutine fill(pr, m, n, max)

      real*8  pr(*)
      integer i, m, n, max

      m=max/2
      n=1
      do 10 i=1,m
 10      pr(i)=i*(4*3.1415926/max)

      return
      end
```

It is possible to use `mexCallMATLAB` (or any other API routine) from within your computational Fortran subroutine. Note that you can only call most MATLAB functions with double-precision data. M-functions that perform computations, like `eig`, will not work correctly with data that is not double precision.

Running this example

```
sincall
```

displays the results



Note It is possible to generate an object of type `mxUNKNOWN_CLASS` using `mexCallMATLAB`. See the example below.

The following example creates an M-file that returns two variables but only assigns one of them a value.

```
function [a,b]=foo[c]
a=2*c;
```

MATLAB displays the following warning message.

```
Warning: One or more output arguments not assigned during call
to 'foo'.
```

If you then call `foo` using `mexCallMATLAB`, the unassigned output variable will now be of type `mxUNKNOWN_CLASS`.

Advanced Topics

These sections cover advanced features of MEX-files that you can use when your applications require sophisticated MEX-files.

Help Files

Because the MATLAB interpreter chooses the MEX-file when both an M-file and a MEX-file with the same name are encountered in the same directory, it is possible to use M-files for documenting the behavior of your MEX-files. The MATLAB `help` command will automatically find and display the appropriate M-file when help is requested and the interpreter will find and execute the corresponding MEX-file when the function is actually invoked.

Linking Multiple Files

You can combine several source files when building MEX-files. For example,

```
mex circle.f square.o rectangle.f shapes.o
```

is a legal command that operates on the `.f` and `.o` files to create a MEX-file called `circle.`*`ext`*, where *ext* is the extension corresponding to the MEX-file type. The name of the resulting MEX-file is taken from the first file in the list.

You may find it useful to use a software development tool like `MAKE` to manage MEX-file projects involving multiple source files. Simply create a `MAKEFILE` that contains a rule for producing object files from each of your source files and then invoke `mex` to combine your object files into a MEX-file. This way you can ensure that your source files are recompiled only when necessary.

Note On UNIX, you must use the `-fortran` switch to the `mex` script if you are linking Fortran objects.

Workspace for MEX-File Functions

Unlike M-file functions, MEX-file functions do not have their own variable workspace. `mexEvalString` evaluates the string in the caller's workspace. In addition, you can use the `mexGetMatrix` and `mexPutMatrix` routines to get and put variables into the caller's workspace.

Memory Management

As of Version 5.2, MATLAB now implicitly destroys (by calling `mxDestroyArray`) any arrays created by a MEX-file that are not returned in the left-hand side list (`plhs()`). Consequently, any misconstructed arrays left over at the end of a MEX-file's execution have the potential to cause memory errors.

In general, we recommend that MEX-files destroy their own temporary arrays and clean up their own temporary memory. For additional information on memory management techniques, see the Memory Management section under *Creating C Language MEX-Files* and the Memory Management Compatibility Issues section under *Calling C and Fortran Programs from MATLAB*.

Debugging Fortran Language MEX-Files

On most platforms, it is now possible to debug MEX-files while they are running within MATLAB. Complete source code debugging, including setting breakpoints, examining variables, and stepping through the source code line-by-line, is now available.

Note The section on "Troubleshooting," provides additional information on isolating problems with MEX-files.

To debug a MEX-file from within MATLAB, you must first compile the MEX-file with the `-g` option to `mex`.

```
mex -g filename.f
```

Debugging on UNIX

You must start MATLAB from within a debugger. To do this, specify the name of the debugger you want to use with the `-D` option when starting MATLAB. For example, to use `dbx`, the UNIX debugger, type

```
matlab -Ddbx
```

Once the debugger loads MATLAB into memory, you can start it by issuing a `run` command. Now, from within MATLAB, enable MEX-file debugging by typing

```
dbmex on
```

at the MATLAB prompt. Then run the MEX-file you want to debug as you would ordinarily (either directly or by means of some other function or script). Before executing the MEX-file, you will be returned to the debugger.

You may need to tell the debugger where the MEX-file was loaded or the name of the MEX-file, in which case MATLAB will display the appropriate command for you to use. At this point, you are ready to start debugging. You can list the source code for your MEX-file and set break points in it. It is often convenient to set one at `mexFunction` so that you stop at the beginning of the gateway routine.

Note The name `mexFunction` may be slightly altered by the compiler (i.e., it may have an underscore appended). To determine how this symbol appears in a given MEX-file, use the UNIX command

```
nm <MEX-file> | grep -i mexfunction
```

To proceed from the breakpoint, issue a `continue` command to the debugger.

Once you hit one of your breakpoints, you can make full use of any facilities your debugger provides to examine variables, display memory, or inspect registers. Refer to the documentation provided with your debugger for information on its use.

If you are at the MATLAB prompt and want to return control to the debugger, you can issue the command

```
dbmex stop
```

which allows you to gain access to the debugger so you can set additional breakpoints or examine source code. To resume execution, issue a “continue” command to the debugger.

Debugging on Windows

DIGITAL Visual Fortran

If you are using the DIGITAL Visual Fortran compiler, you use the Microsoft debugging environment to debug your program.

1. Start the Microsoft Visual Studio by typing at the DOS prompt

   ```
   msdev filename.dll
   ```

2. In the Microsoft environment, from the **Project** menu, select **Settings**. In the window that opens, select the **Debug** tab. This options window contains edit boxes. In the edit box labeled **Executable for debug session**, enter the full path where MATLAB resides. All other edit boxes should be empty.

3. Open the source files and set a break point on the desired line of code by right-clicking with your mouse on the line of code.

4. From the **Build** menu, select **Debug**, and click **Go**.

5. You will now be able to run your MEX-file in MATLAB and use the Microsoft debugging environment. For more information on how to debug in the Microsoft environment, see the Microsoft Development Studio documentation.

4

Calling MATLAB from C and Fortran Programs

Using the MATLAB Engine 4-3
The Engine Library 4-3
GUI-Intensive Applications 4-4

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Compiling and Linking Engine Programs 4-17
Masking Floating-Point Exceptions 4-17
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The MATLAB engine library is a set of routines that allows you to call MATLAB from your own programs, thereby employing MATLAB as a computation engine. MATLAB engine programs are C or Fortran programs that communicate with a separate MATLAB process via pipes (in UNIX) and through ActiveX on Windows. There is a library of functions provided with MATLAB that allows you to start and end the MATLAB process, send data to and from MATLAB, and send commands to be processed in MATLAB.

The following list summarizes the contents of this chapter:

- "Using the MATLAB Engine"
- "Examples of Calling Engine Functions"
- "Compiling and Linking Engine Programs"

For additional information and support in building your applications, see the section entitled, Additional Information.

Using the MATLAB Engine

Some of the things you can do with the MATLAB engine are:

- Call a math routine, for example, to invert an array or to compute an FFT from your own program. When employed in this manner, MATLAB is a powerful and programmable mathematical subroutine library.
- Build an entire system for a specific task, for example, radar signature analysis or gas chromatography, where the front end (GUI) is programmed in C and the back end (analysis) is programmed in MATLAB, thereby shortening development time.

The MATLAB engine operates by running in the background as a separate process from your own program. This offers several advantages:

- On UNIX, the MATLAB engine can run on your machine, or on any other UNIX machine on your network, including machines of a different architecture. Thus you could implement a user interface on your workstation and perform the computations on a faster machine located elsewhere on your network. The description of the `engOpen` function offers further information.
- Instead of requiring that all of MATLAB be linked to your program (a substantial amount of code), only a small engine communication library is needed.

The Engine Library

The engine library contains the following routines for controlling the MATLAB computation engine. Their names all begin with the three-letter prefix `eng`. These tables list all the available engine functions and their purposes.

Table 4-1: C Engine Routines

Function	Purpose
`engOpen`	Start up MATLAB engine
`engClose`	Shut down MATLAB engine
`engGetArray`	Get a MATLAB array from the MATLAB engine
`engPutArray`	Send a MATLAB array to the MATLAB engine

Table 4-1: C Engine Routines (Continued)

Function	Purpose
`engEvalString`	Execute a MATLAB command
`engOutputBuffer`	Create a buffer to store MATLAB text output
`engOpenSingleUse`	Start a MATLAB engine session for single, nonshared use

Table 4-2: Fortran Engine Routines

Function	Purpose
`engOpen`	Start up MATLAB engine
`engClose`	Shut down MATLAB engine
`engGetMatrix`	Get a MATLAB array from the MATLAB engine
`engPutMatrix`	Send a MATLAB array to the MATLAB engine
`engEvalString`	Execute a MATLAB command
`engOutputBuffer`	Create a buffer to store MATLAB text output

The MATLAB engine also uses the `mx` prefixed API routines discussed in Creating C Language MEX-Files and Creating Fortran MEX-Files.

Communicating with MATLAB

On UNIX, the engine library communicates with the MATLAB engine using pipes, and, if needed, `rsh` for remote execution. On Microsoft Windows, the engine library communicates with MATLAB using ActiveX. “ActiveX and DDE Support” contains a detailed description of ActiveX.

GUI-Intensive Applications

If you have graphical user interface (GUI) intensive applications that execute a lot of callbacks through the MATLAB engine, you should force these callbacks to be evaluated in the context of the base workspace. Use `evalin` to specify that

the base workspace is to be used in evaluating the callback expression, as follows.

```
engEvalString(ep, ”evalin('base', expression)”)
```

Specifying the base workspace in this manner ensures that MATLAB will process the callback correctly and return results for that call.

This does not apply to computational applications that do not execute callbacks.

Examples of Calling Engine Functions

This section contains examples that illustrate how to call engine functions from C and Fortran programs. The examples cover the following topics:

- "Calling MATLAB From a C Application"
- "Calling MATLAB From a Fortran Application"
- "Using an Open MATLAB"

It is important to understand the sequence of steps you must follow when using the engine functions. For example, before using `engPutArray`, you must create the matrix, assign a name to it, and populate it.

After reviewing these examples, follow the instructions in "Compiling and Linking Engine Programs" to build the application and test it. By building and running the application, you will ensure that your system is properly configured for engine applications.

Calling MATLAB From a C Application

This program, `engdemo.c`, illustrates how to call the engine functions from a stand-alone C program. For the Windows version of this program, see `engwindemo.c` in the `<matlab>\extern\examples\eng_mat` directory. Engine examples, like the MAT-file examples, are located in the `eng_mat` directory.

```
/* $Revision: 1.6 $ */
/*
 * engdemo.c
 *
 * This is a simple program that illustrates how to call the
 * MATLAB engine functions from a C program.
 *
 *      Copyright (c) 1996-2000 The MathWorks, Inc.
 *
 */
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include "engine.h"
#define  BUFSIZE 256
```

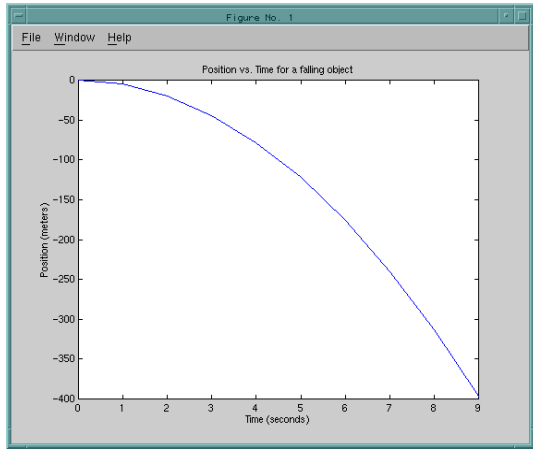
```
int main()

{
   Engine *ep;
   mxArray *T = NULL, *result = NULL;
   char buffer[BUFSIZE];
   double time[10] = { 0.0, 1.0, 2.0, 3.0, 4.0, 5.0, 6.0, 7.0,
                       8.0, 9.0 };
   /*
    * Start the MATLAB engine locally by executing the string
    * "matlab".
    *
    * To start the session on a remote host, use the name of
    * the host as the string rather than \0
    *
    * For more complicated cases, use any string with whitespace,
    * and that string will be executed literally to start MATLAB.
    */
   if (!(ep = engOpen("\0"))) {
   fprintf(stderr, "\nCan't start MATLAB engine\n");
   return EXIT_FAILURE;
   }

   /*
    * PART I
    *
    * For the first half of this demonstration, we will send data
    * to MATLAB, analyze the data, and plot the result.
    */

   /*
    * Create a variable for our data.
    */
   T = mxCreateDoubleMatrix(1, 10, mxREAL);
   mxSetName(T, "T");
   memcpy((void *)mxGetPr(T), (void *)time, sizeof(time));
   /*
    * Place the variable T into the MATLAB workspace.
    */
   engPutArray(ep, T);
```

```
/*
 * Evaluate a function of time, distance = (1/2)g.*t.^2
 * (g is the acceleration due to gravity).
 */
engEvalString(ep, "D = .5.*(-9.8).*T.^2;");

/*
 * Plot the result.
 */
engEvalString(ep, "plot(T,D);");
engEvalString(ep, "title('Position vs. Time for a falling
                          object');");
engEvalString(ep, "xlabel('Time (seconds)');");
engEvalString(ep, "ylabel('Position (meters)');");

/*
 * Use fgetc() to make sure that we pause long enough to be
 * able to see the plot.
 */
printf("Hit return to continue\n\n");
fgetc(stdin);
/*
 * We're done for Part I! Free memory, close MATLAB engine.
 */
printf("Done for Part I.\n");
mxDestroyArray(T);
engEvalString(ep, "close;");
/*
 * PART II
 *
 * For the second half of this demonstration, we will request
 * a MATLAB string, which should define a variable X.  MATLAB
 * will evaluate the string and create the variable.  We
 * will then recover the variable, and determine its type.
 */

/*
 * Use engOutputBuffer to capture MATLAB output, so we can
 * echo it back.
```

```
 */

engOutputBuffer(ep, buffer, BUFSIZE);
while (result == NULL) {
    char str[BUFSIZE];
    /*
     * Get a string input from the user.
     */
    printf("Enter a MATLAB command to evaluate.  This
            command should\n");
    printf("create a variable X.  This program will then
            determine\n");
    printf("what kind of variable you created.\n");
    printf("For example: X = 1:5\n");
    printf(">> ");

    fgets(str, BUFSIZE-1, stdin);

    /*
     * Evaluate input with engEvalString.
     */
    engEvalString(ep, str);
    /*
     * Echo the output from the command.  First two characters
     * are always the double prompt (>>).
     */
    printf("%s", buffer+2);

    /*
     * Get result of computation.
     */
    printf("\nRetrieving X...\n");
    if ((result = engGetArray(ep,"X")) == NULL)
      printf("Oops! You didn't create a variable X.\n\n");
    else {
printf("X is class %s\t\n", mxGetClassName(result));
    }
}
```

```
    /*
     * We're done! Free memory, close MATLAB engine and exit.
     */
    printf("Done!\n");
    mxDestroyArray(result);
    engClose(ep);

    return EXIT_SUCCESS;
}
```

The first part of this program launches MATLAB and sends it data. MATLAB then analyzes the data and plots the results.



The program then continues with

```
Hit return to continue
```

Pressing **Return** continues the program.

```
Done for Part I.
Enter a MATLAB command to evaluate.  This command should
create a variable X.  This program will then determine
what kind of variable you created.
For example: X = 1:5
```

Entering `X = 17.5` continues the program execution.

```
X = 17.5

X =

   17.5000


Retrieving X...
X is class double
Done!
```

Finally, the program frees memory, closes the MATLAB engine, and exits.

Calling MATLAB From a Fortran Application

This program, `fengdemo.f`, illustrates how to call the engine functions from a stand-alone Fortran program.

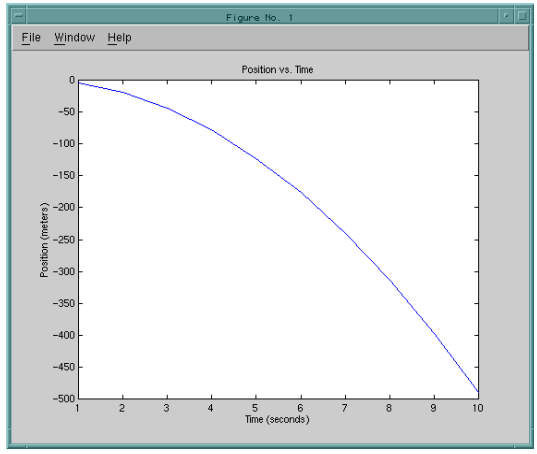
```
C
C
C     fengdemo.f
C
C     This program illustrates how to call the MATLAB
C     Engine functions from a Fortran program.
C
C Copyright (c) 1996-2000 by The MathWorks, Inc.
C
C====================================================================
C $Revision: 1.7 $
      program main
C--------------------------------------------------------------------
C     (pointer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer engOpen, engGetMatrix, mxCreateFull, mxGetPr
      integer ep, T, D
C--------------------------------------------------------------------
C
C     Other variable declarations here
```

```
      double precision time(10), dist(10)
      integer engPutMatrix, engEvalString, engClose
      integer temp, status
     data time / 1.0, 2.0, 3.0, 4.0, 5.0, 6.0, 7.0, 8.0, 9.0, 10.0 /
C
      ep = engOpen('matlab ')
C
      if (ep .eq. 0) then
         write(6,*) 'Can''t start MATLAB engine'
         stop
      endif
C
      T = mxCreateFull(1, 10, 0)
      call mxSetName(T, 'T')
      call mxCopyReal8ToPtr(time, mxGetPr(T), 10)
C
C
C     Place the variable T into the MATLAB workspace.
C
      status = engPutMatrix(ep, T)
C
      if (status .ne. 0) then
         write(6,*) 'engPutMatrix failed'
         stop
      endif
C
C
C     Evaluate a function of time, distance = (1/2)g.*t.^2
C     (g is the acceleration due to gravity)
C
      if (engEvalString(ep, 'D = .5.*(-9.8).*T.^2;') .ne. 0) then
         write(6,*) 'engEvalString failed'
         stop
      endif
C
```

```
C
C     Plot the result.
C
      if (engEvalString(ep, 'plot(T,D);') .ne. 0) then
       write(6,*) 'engEvalString failed'
         stop
      endif
     if (engEvalString(ep, 'title(''Position vs. Time'')') .ne. 0)
      then
           write(6,*) 'engEvalString failed'
           stop
      endif
      if (engEvalString(ep, 'xlabel(''Time (seconds)'')') .ne. 0)
       then
          write(6,*) 'engEvalString failed'
          stop
      endif
    if (engEvalString(ep, 'ylabel(''Position (meters)'')') .ne. 0)
     then
           write(6,*) 'engEvalString failed'
           stop
      endif
C
C
C    Read from console to make sure that we pause long enough to be
C     able to see the plot.
C
      print *, 'Type 0 <return> to Exit'
      print *, 'Type 1 <return> to continue'
      read(*,*) temp
C
      if (temp.eq.0) then
         print *, 'EXIT!'
         stop
      end if
C
      if (engEvalString(ep, 'close;') .ne. 0) then
         write(6,*) 'engEvalString failed'
         stop
      endif
```

```
C
      D = engGetMatrix(ep, 'D')
      call mxCopyPtrToReal8(mxGetPr(D), dist, 10)
      print *, 'MATLAB computed the following distances:'
      print *, '  time(s)  distance(m)'
      do 10 i=1,10
         print 20, time(i), dist(i)
 20      format(' ', G10.3, G10.3)
 10   continue
C
C
      call mxFreeMatrix(T)
      call mxFreeMatrix(D)
      status = engClose(ep)
C
      if (status .ne. 0) then
         write(6,*) 'engClose failed'
         stop
      endif
C
      stop
      end
```

Executing this program launches MATLAB, sends it data, and plots the results.



The program continues with

```
Type 0 <return> to Exit
Type 1 <return> to continue
```

Entering 1 at the prompt continues the program execution.

```
1
 MATLAB computed the following distances:
   time(s)  distance(m)
   1.00     -4.90
   2.00     -19.6
   3.00     -44.1
   4.00     -78.4
   5.00     -123.
   6.00     -176.
   7.00     -240.
   8.00     -314.
   9.00     -397.
   10.0     -490.
```

Finally, the program frees memory, closes the MATLAB engine, and exits.

Using an Open MATLAB

You can make a MATLAB engine program use a MATLAB that is already open by starting that MATLAB with the `/Automation` command line argument. This causes the `engOpen` call to connect to a session of MATLAB that is already running. However, it will cause *all* `engOpen` calls to connect to that MATLAB session, so it will only work for one instance. If you want to do this with two sessions of MATLAB, they would both connect.

The `/Automation` argument also causes the command window to be minimized. You must open it manually.

Note For more information on the `/Automation` command line argument and ActiveX in general, see Introducing MATLAB ActiveX Integration.

For example

1. Shut down any MATLAB.

2. From the **Start** button on windows menu bar click **Run**.

3. In the Open field type:

   ```
   d:\matlab\bin\win32\matlab.exe /Automation
   ```

   where `d:\matlab\bin\win32` represents the path to the MATLAB executable.

4. Click **OK**. This starts MATLAB.

5. In MATLAB, change directories to `$MATLAB/extern/examples/eng_mat`, where `$MATLAB` is the MATLAB root directory.

6. Compile the `engwindemo.c` example.

7. Run the `engwindemo` program by typing at the MATLAB prompt

   ```
   !engwindemo
   ```

   This does not start another MATLAB process, but rather uses the MATLAB process that is already open.

Note You cannot make a MATLAB engine program use a MATLAB that is already open on the UNIX platform.

Compiling and Linking Engine Programs

To produce an executable version of an engine program, you must compile it and link it with the appropriate library. This section describes the steps required to compile and link engine programs on UNIX and Windows systems. It begins by looking at a special consideration for compilers that do not mask floating-point exceptions. Topics covered are

- "Masking Floating-Point Exceptions"
- "Compiling and Linking on UNIX"
- "Compiling and Linking on Windows"

Masking Floating-Point Exceptions

Certain mathematical operations can result in nonfinite values. For example, division by zero results in the nonfinite IEEE value, `inf`. A floating-point exception occurs when such an operation is performed. Because MATLAB uses an IEEE model that supports nonfinite values such as `inf` and `NaN`, MATLAB disables, or *masks*, floating-point exceptions.

Some compilers do not mask floating-point exceptions by default. This causes engine programs built with such compilers to terminate when a floating-point exception occurs. Consequently, you need to take special precautions when using these compilers to mask floating-point exceptions so that your engine application will perform properly.

Note MATLAB based applications should never get floating-point exceptions. If you do get a floating-point exception, verify that any third party libraries that you link against do not enable floating-point exception handling.

The platforms and compilers on which you should mask floating-point exceptions are

- **Digital Fortran 77 Compiler on DEC Alpha**

  To mask floating-point exceptions on the DEC Alpha platform, use the `-fpe3` compile flag. For example,

```
f77 -fpe3
```

- **Borland C++ Compiler on Windows**

  To mask floating-point exceptions when using the Borland C++ compiler on the Windows platform, you must add some code to your program. Include the following at the beginning of your `main()` or `WinMain()` function, before any calls to MATLAB API functions.

```
#include <float.h>
    .
    .
    .
_control87(MCW_EM,MCW_EM);
    .
    .
    .
```

Compiling and Linking on UNIX

Under UNIX at runtime, you must tell the system where the API shared libraries reside. These sections provide the necessary UNIX commands depending on your shell and system architecture.

Setting Runtime Library Path

In C shell, the command to set the library path is

```
setenv LD_LIBRARY_PATH <matlab>/extern/lib/$Arch:$LD_LIBRARY_PATH
```

In Bourne shell, the commands to set the library path are

```
LD_LIBRARY_PATH=<matlab>/extern/lib/$Arch:$LD_LIBRARY_PATH
export LD_LIBRARY_PATH
```

where `<matlab>` is the MATLAB root directory and `$Arch` is your system architecture (`alpha`, `glnx86`, `sgi`, `sol2`, `hp700`, or `ibm_rs`).

Note that the environment variable (`LD_LIBRARY_PATH` in this example) varies on several platforms. This table lists the different environment variable names you should use on these systems.

Table 4-3: Environment Variable Names

Architecture	Environment Variable
HP700	`SHLIB_PATH`
IBM RS/6000	`LIBPATH`
SGI 64	`LD_LIBRARY64_PATH`

It is convenient to place these commands in a startup script such as `~/.cshrc` for C shell or `~/.profile` for Bourne shell.

Compiling and Linking

MATLAB provides an options file, `engopts.sh`, that lets you use the `mex` script to easily compile and link engine applications. For example, to compile and link the `engdemo.c` example, you can use

```
mex -f <matlab>/bin/engopts.sh <pathname>/engdemo.c
```

where `<pathname>` specifies the complete path to the specified file.

If you need to modify the options file for your particular compiler or platform, use the -v switch to view the current compiler and linker settings and then make the appropriate changes in a local copy of the engopts.sh file.

Special Consideration for Fortran (f77) on HP-UX 11.x

In the version of the Fortran compiler (f77) that ships with HP-UX 11.x, the meaning of the -L flag has changed. The -L flag now requests a listing. So, to force the linker to see the libraries you want linked in with your code, use

```
f77 <include dir> -o <result> <source> -Wl,-L<matlab>/extern/lib/hp700 <libraries>
```

Compiling and Linking on Windows

To compile and link engine programs, use the mex script with an engine options file. The Options Files table under "Building MEX-Files" lists the engine options files included in this release. All of these options files are located in <matlab>\bin\win32\mexopts.

As an example, to compile and link the stand-alone engine application engdemo.c on Windows using MSVC (Version 5.0), use

```
mex -f <matlab>\bin\win32\mexopts\msvc50engmatopts.bat <pathname>\engdemo.c
```

where <pathname> specifies the complete path to the specified file. If you need to modify the options file for your particular compiler, use the -v switch to view the current compiler and linker settings and then make the appropriate changes in the options file.

5

Calling Java from MATLAB

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This chapter describes how to use the MATLAB interface to Java classes and objects. This MATLAB capability enables you to conveniently bring Java classes into the MATLAB environment, to construct objects from those classes, to call methods on the Java objects, and to save Java objects for later reloading — all accomplished with MATLAB functions and commands.

The following list summarizes the contents of this chapter:

- "Using Java from MATLAB: An Overview"
- "Bringing Java Classes into MATLAB"
- "Creating and Using Java Objects"
- "Invoking Methods on Java Objects"
- "Working with Java Arrays"
- "Passing Data to a Java Method"
- "Handling Data Returned from a Java Method"
- "Introduction to Programming Examples"

Using Java from MATLAB: An Overview

Java Interface Is Integral to MATLAB

Every installation of MATLAB includes a Java Virtual Machine (JVM), so that you can use the Java interpreter via MATLAB commands, and you can create and run programs that create and access Java objects. For information on MATLAB installation, see the MATLAB installation documentation for your platform.

Benefits of the MATLAB Java Interface

The MATLAB Java interface enables you to:

- Access Java API (application programming interface) class packages that support essential activities such as I/O and networking. For example, the `URL` class provides convenient access to resources on the internet
- Access third-party Java classes
- Easily construct Java objects in MATLAB
- Call Java object methods, using either Java or MATLAB syntax
- Pass data seamlessly between MATLAB variables and Java objects

Who Should Use the MATLAB Java Interface

The MATLAB Java interface is intended for all MATLAB users who want to take advantage of the special capabilities of the Java programming language. For example:

- You need to access, from MATLAB, the capabilities of available Java classes.
- You are familiar with object-oriented programming in Java or in another language, such as C++.
- You are familiar with MATLAB object-oriented classes, or with MATLAB MEX-files.

To Learn More About Java Programming

For a complete description of the Java language and for guidance in object-oriented software design and programming, you'll need to consult outside resources. For example, these recently published books may be helpful:

- *Java in a Nutshell* (Second Edition), by David Flanagan
- *Teach Yourself Java in 21 Days*, by Lemay and Perkins

Another place to find information is the JavaSoft Web site.

```
http://www.javasoft.com
```

For other suggestions on object-oriented programming resources, see:

- *Object Oriented Software Construction*, by Bertrand Meyer
- *Object Oriented Analysis and Design with Applications*, by Grady Booch

Platform Support for the Java Virtual Machine

To find out which version of the Java Virtual Machine (JVM) is being used by MATLAB on your platform, type the following at the MATLAB prompt:

```
version -java
```

Bringing Java Classes into MATLAB

You can draw from an extensive collection of existing Java classes or create your own class definitions to use with MATLAB. This section explains how to go about finding the class definitions that you need or how to create classes of your own design. Once you have the classes you need, defined in either individual `.class` files, packages, or Java Archive files, you will see how to make them available within the MATLAB environment.

This section addresses the following topics:

- "Sources of Java Classes"
- "Defining New Java Classes"
- "Making Java Classes Available to MATLAB"
- "Loading Java Class Definitions"
- "Simplifying Java Class Names"

Sources of Java Classes

There are three main sources of Java classes that you can use in MATLAB:

- **Java built-in classes**

  The Java language includes general-purpose class packages, such as `java.awt`. See your Java language documentation for descriptions of these packages.

- **Third-party classes**

  There are a number of packages of special-purpose Java classes that you can use.

- **User-defined classes**

  You can define new Java classes or subclasses of existing classes. You need to use a Java development environment to do this, as explained in the following section.

Defining New Java Classes

To define new Java classes and subclasses of existing classes, you must use a Java development environment, external to MATLAB, that supports Java version 1.1. You can download the development kit that supports the version

1.1.8 Java Virtual Machine from the web site at Sun Microsystems, (`http://www.java.sun.com/jdk/`). The Sun site also provides documentation for the Java language and classes that you will need for development.

After you create class definitions in `.java` files, use your Java compiler to produce `.class` files from them. The next step is to make the class definitions in those `.class` files available for you to use in MATLAB.

Making Java Classes Available to MATLAB

To make your third-party and user-defined Java classes available in MATLAB, place them on your MATLAB path by adding their locations to the file `classpath.txt`. For more information on `classpath.txt`, see "Finding and Editing classpath.txt" on page 5-7.

Making Individual (Unpackaged) Classes Available

To make individual classes (classes not part of a package) available in MATLAB, add to `classpath.txt` an entry containing the full path to the directory you want to use for the `.class` file(s).

For example, to make available your compiled Java classes in the file `d:\work\javaclasses\test.class`, add the following entry to your `classpath.txt` file

```
d:\work\javaclasses
```

Making Entire Packages Available

To access one or more classes belonging to a package, you need to make the entire package available to MATLAB. Do this by adding to `classpath.txt` the full path to the *parent directory of the highest-level directory* of the package path. This directory is the first component in the package name.

For example, if your Java class package `com.mw.tbx.ini` has its classes in directory `d:\work\com\mw\tbx\ini`, add the following entry to your `classpath.txt`

```
d:\work
```

Making Classes in a JAR File Available

You can use the `jar` (Java Archive) tool to create a JAR file, containing multiple Java classes and packages in a compressed ZIP format. For information on `jar`

and JAR files, consult your Java development documentation or the JavaSoft web site. See also “To Learn More About Java Programming” on page 5-3.

To make the contents of a JAR file available for use in MATLAB, add to `classpath.txt` the full path, *including full filename*, for the JAR file.

Note Note that the `classpath.txt` requirement for JAR files is different than that for `.class` files and packages, for which you do not specify any filename.

For example, to make available the JAR file `e:\java\classes\utilpkg.jar`, add the following to your `classpath.txt`

```
e:\java\classes\utilpkg.jar
```

Finding and Editing classpath.txt

To make your Java classes available, you can edit the default `classpath.txt`, which is in the directory `toolbox/local`. Or, you can copy the default `classpath.txt` from this directory to your own startup directory where the changes you make to it do not affect anyone else.

To find the `classpath.txt` that is used by your MATLAB environment, use the MATLAB `which` function.

```
which classpath.txt
```

To edit either the default file or the copy you have made in your own directory, enter the following command in MATLAB.

```
edit classpath.txt
```

MATLAB reads `classpath.txt` only upon startup. So, if you edit `classpath.txt` or change your `.class` files while MATLAB is running, you must restart MATLAB to put those changes into effect.

Loading Java Class Definitions

Normally, MATLAB loads a Java class automatically when your code first uses it, (for example, when you call its constructor). However, there is one exception that you should be aware of.

When you use the `which` function on methods defined by Java classes, the function only acts on the classes currently loaded into the MATLAB working environment. In contrast, `which` always operates on MATLAB classes, whether or not they are loaded.

Determining Which Classes Are Loaded

At any time during a MATLAB session, you can obtain a listing of all the Java classes that are currently loaded. To do so, you use the `inmem` function, in the following form.

```
[M,X,J] = inmem
```

This function returns the list of Java classes in output argument `J`. (It also returns in `M` the names of all currently loaded M-files, and in `X` the names of all currently loaded MEX-files.)

Here's a sample of output from the `inmem` function.

```
[m,x,j] = inmem
m =
    'isequal'
    'isunix'
    'fullfile'
    'filesep'
    .
    .
    .
    'matlabrc'
x =
    'getprofl'
j =
    'java.awt.Frame'
    'com.mathworks.ide.desktop.MLDesktop'
```

Simplifying Java Class Names

Your MATLAB commands can refer to any Java class by its fully qualified name, which includes its package name. For example, the following are fully qualified names:

- java.lang.String

- java.util.Enumeration

A fully qualified name can be rather long, making commands and functions, such as constructors, cumbersome to edit and to read. You can refer to classes by the class name alone (without a package name) if you, first, `import` the fully qualified name into MATLAB.

The `import` command has the following forms:

```
import pkg_name.*                % import all classes in package
import pkg_name1.* pkg_name2.*   % import multiple packages
import class_name                % import one class
import                           % display current import list
L = import                       % return current import list
```

MATLAB adds all classes that you `import` to a list called the *import list*. You can see what classes are on that list by typing `import`, without any arguments. Your code can refer to any class on the list by class name alone.

When called from a function, `import` adds the specified classes to the import list in effect for that function. When invoked at the command prompt, `import` uses the base import list for your MATLAB environment.

For example, suppose a function contains the following statements:

```
import java.lang.String
import java.util.* java.awt.*
import java.util.Enumeration
```

Code that follows the `import` statements above can now refer to the `String`, `Frame`, and `Enumeration` classes without using the package names.

```
str = String('hello');     % Create java.lang.String object
frm = Frame;               % Create java.awt.Frame object
methods Enumeration        % List java.util.Enumeration methods
```

To `clear` the list of imported Java classes, invoke the command

```
clear import
```

Creating and Using Java Objects

In MATLAB, you create a Java object by calling one of the constructors of that class. You then use commands and programming statements to perform operations on these objects. You can also save your Java objects to a MAT-file and, in subsequent sessions, reload them into MATLAB.

This section addresses the following topics:

- "Constructing Java Objects"
- "Concatenating Java Objects"
- "Saving and Loading Java Objects to MAT-Files"
- "Finding the Public Data Fields of an Object"
- "Accessing Private and Public Data"
- "Determining the Class of an Object"

Constructing Java Objects

You construct Java objects in MATLAB by calling the Java class constructor, which has the same name as the class. For example, the following constructor creates a `Frame` object with the title `'Frame A'` and the other properties with their default values:

```
frame = java.awt.Frame('Frame A');
```

Displaying the new object `frame` shows the following:

```
frame =
java.awt.Frame[frame0,0,0,0x0,invalid,hidden,layout=
java.awt.BorderLayout,resizable,title=Frame A]
```

All of the programming examples in this chapter contain Java object constructors. For example, the sample code for Reading a URL creates a `java.net.URL` object with the constructor

```
url = java.net.URL(...
     'http://www.ncsa.uiuc.edu/demoweb/url-primer.html')
```

Using the javaObject Function

Under certain circumstances, you may need to use the `javaObject` function to construct a Java object. The following syntax invokes the Java constructor for

class, `class_name`, with the argument list that matches `x1, . . . , xn`, and returns a new object, `J`.

```
J = javaObject('class_name',x1,...,xn);
```

For example, to construct and return a Java object of class java.lang.String, you use

```
strObj = javaObject('java.lang.String','hello');
```

Using the `javaObject` function enables you to

- use classes having names with more than 31 consecutive characters
- specify the class for an object at run-time, for example, as input from an application user

The default MATLAB constructor syntax requires that no segment of the input class name be longer than 31 characters. (A *class name segment* is any portion of the class name before, between, or after a dot. For example, there are three segments in class, `java.lang.String`.) Any class name segment that exceeds 31 characters is truncated by MATLAB. In the rare case where you need to use a class name of this length, you must use `javaObject` to instantiate the class.

The `javaObject` function also allows you to specify the Java class for the object being constructed at run-time. In this situation, you call `javaObject` with a string variable in place of the class name argument.

```
class  = 'java.lang.String';
text = 'hello';
strObj = javaObject(class, text);
```

In the usual case, when the class to instantiate is known at development time, it is more convenient to use the MATLAB constructor syntax. For example, to create a `java.lang.String` object, you would use

```
strObj = java.lang.String('hello');
```

Note Typically, you will not need to use `javaObject`. The default MATLAB syntax for instantiating a Java class is somewhat simpler and is preferable for most applications. Use `javaObject` primarily for the two cases described above.

Java Objects Are References in MATLAB

In MATLAB, Java objects are *references* and do not adhere to MATLAB copy-on-assignment and pass-by-value rules. For example,

```
origFrame = java.awt.Frame;
setSize(origFrame, 800, 400);
newFrameRef = origFrame;
```

In the second statement above, the variable `newFrameRef` is a second reference to `origFrame`, not a copy of the object. In any code following the example above, any change to the object at `newFrameRef` will also change the object at `origFrame`. This effect occurs whether the object is changed by MATLAB code, or by Java code.

The following example shows that `origFrame` and `newFrameRef` are both references to the same entity. When the size of the frame is changed via one reference (`newFrameRef`), the change is reflected through the other reference (`origFrame`), as well.

```
setSize(newFrameRef, 1000, 800);

getSize(origFrame)
ans =
java.awt.Dimension[width=1000,height=800]
```

Concatenating Java Objects

You can concatenate Java objects in the same way that you concatenate native MATLAB data types. You use either the `cat` function or the square bracket operators to tell MATLAB to assemble the enclosed objects into a single object. If all of the objects being operated on are of the same Java class, then the concatenation of those objects will be an array of objects from the same class.

In the following example, the cat function concatenates two objects of the class java.awt.Point. The class of the result is also java.awt.Point.

Note When using the cat function, the first argument, which specifies the axis along which to perform the concatenation, must be 1. Java objects can only be concatenated along the first axis.

```
point1=java.awt.Point(24,127);
point2=java.awt.Point(114,29);

cat(1, point1, point2)
ans =
java.awt.Point[]:
    [1x1 java.awt.Point]
    [1x1 java.awt.Point]
```

In this second example, the MATLAB square bracket operators are used to concatenate two objects of unlike classes. The resultant class is java.lang.Object, which is the root of the Java class hierarchy.

```
frame=java.awt.Frame('Sample Frame');

[frame point1]
ans =
java.lang.Object[]:
    [1x1 java.awt.Frame]
    [1x1 java.awt.Point]
```

Saving and Loading Java Objects to MAT-Files

Use the MATLAB save function to save a Java object to a MAT-file. Use the load function to load it back into MATLAB from that MAT-file. To save a Java object to a MAT-file, and to load the object from the MAT-file, make sure that the object and its class meet all of the following criteria:

- The class implements the Serializable interface (part of the Java API), either directly or by inheriting it from a parent class. Any embedded or otherwise referenced objects must also implement Serializable.

- The definition of the class is not changed between saving and loading the object. Any change to the data fields or methods of a class prevents the loading (deserialization) of an object that was constructed with the old class definition.
- Either the class does not have any transient data fields, or the values in transient data fields of the object to be saved are not significant. Values in transient data fields are never saved with the object.

If you define your own Java classes, or subclasses of existing classes, you can follow the criteria above to enable objects of the class to be saved and loaded in MATLAB. For details on defining classes to support serialization, consult your Java development documentation. (See also "To Learn More About Java Programming" on page 5-3).

Finding the Public Data Fields of an Object

To list the public fields that belong to a Java object, use the `fieldnames` function, which takes either of these forms

```
names = fieldnames(obj)
names = fieldnames(obj,'-full')
```

Calling `fieldnames` without `'-full'` returns the names of all the data fields (including inherited) on the object. With the `'-full'` qualifier, `fieldnames` returns the full description of the data fields defined for the object, including type, attributes, and inheritance information.

Suppose, for example, that you constructed a `Frame` object with

```
frame = java.awt.Frame;
```

To obtain the full description of the data fields on `frame`, you could use the command

```
fieldnames(frame,'-full')
```

Sample output from this command follows:

```
ans =
'static final int WIDTH
    % Inherited from java.awt.image.ImageObserver'
'static final int HEIGHT
    % Inherited from java.awt.image.ImageObserver'
```

```
[1x74 char]
'static final int SOMEBITS
    % Inherited from java.awt.image.ImageObserver'
'static final int FRAMEBITS
    % Inherited from java.awt.image.ImageObserver'
'static final int ALLBITS
    % Inherited from java.awt.image.ImageObserver'
'static final int ERROR
    % Inherited from java.awt.image.ImageObserver'
'static final int ABORT
    % Inherited from java.awt.image.ImageObserver'
'static final float TOP_ALIGNMENT
    % Inherited from java.awt.Component'
'static final float CENTER_ALIGNMENT
    % Inherited from java.awt.Component'
'static final float BOTTOM_ALIGNMENT
    % Inherited from java.awt.Component'
'static final float LEFT_ALIGNMENT
    % Inherited from java.awt.Component'
'static final float RIGHT_ALIGNMENT
    % Inherited from java.awt.Component'
.
.
.
```

Accessing Private and Public Data

Java API classes provide accessor methods you can use to read from and, where allowed, to modify *private* data fields. These are sometimes referred to as *get* and *set* methods, respectively.

Some Java classes have *public* data fields, which your code can read or modify directly. To access these fields, use the syntax `object.field`.

Examples

The `java.awt.Frame` class provides an example of access to both private and public data fields. This class has the read accessor method `getSize`, which returns a `java.awt.Dimension` object. The `Dimension` object has data fields `height` and `width`, which are public and therefore directly accessible. The following example shows MATLAB commands accessing this data.

```
frame = java.awt.Frame;
frameDim = getSize(frame);
height = frameDim.height;
frameDim.width = 42;
```

The programming examples in this chapter also contain calls to data field accessors. For instance, the sample code for Finding an Internet Protocol Address uses calls to accessors on a `java.net.InetAddress` object.

```
hostname = address.getHostName;
ipaddress = address.getHostAddress;
```

Accessing Data from a Static Field

In Java, a static data field is a field that applies to an entire class of objects. Static fields are most commonly accessed in relation to the class name itself in Java. For example, the code below accesses the `WIDTH` field of the Frame class by referring to it in relation to the package and class names, `java.awt.Frame`, rather than an object instance.

```
width = java.awt.Frame.WIDTH;
```

In MATLAB, you can use that same syntax. Or you can refer to the WIDTH field in relation to an instance of the class. The example shown here creates an instance of `java.awt.Frame` called `frameObj`, and then accesses the `WIDTH` field using the name `frameObj` rather than the package and class names.

```
frame = java.awt.Frame('Frame A');

width = frame.WIDTH
width =
    1
```

Assigning to a Static Field

You can assign values to static Java fields by using a static `set` method of the class, or by making the assignment in reference to an instance of the class. For more information, see the previous section, "Accessing Data from a Static Field". You can assign `value` to the field `staticFieldName` in the example below by referring to this field in reference to an instance of the class.

```
objectName = java.className;
objectName.staticFieldName = value;
```

Note MATLAB does not allow assignment to static fields using the class name itself.

Determining the Class of an Object

To find the class of a Java object, use the query form of the MATLAB function, `class`. After execution of the following example, `frameClass` contains the name of the package and class that Java object `frame` instantiates.

```
frameClass = class(frame)
frameClass =
java.awt.Frame
```

Because this form of `class` also works on MATLAB objects, it does not, in itself, tell you whether it is a Java class. To determine the type of class, use the `isjava` function,which has the form

```
x = isjava(obj)
```

`isjava` returns `1` if `obj` is Java, and `0` if it is not.

```
isjava(frame)
ans =
    1
```

To find out whether or not an object is an instance of a specified class, use the `isa` function, which has the form

```
x = isa(obj, 'class_name')
```

`isa` returns `1` if `obj` is an instance of the class named '*class_name*', and `0` if it is not. Note that '*class_name*' can be a MATLAB built-in or user-defined class, as well as a Java class.

```
isa(frame, 'java.awt.Frame')
ans =
    1
```

Invoking Methods on Java Objects

This section explains how to invoke an object's methods in MATLAB. It also covers how to obtain information related to the methods that you're using and how MATLAB handles certain types of nonstandard situations.

This section addresses the following topics:

- "Using Java and MATLAB Calling Syntax"
- "Invoking Static Methods on Java Classes"
- "Obtaining Information About Methods"
- "Java Methods that Affect MATLAB Commands"
- "How MATLAB Handles Undefined Methods"
- "How MATLAB Handles Java Exceptions"

Using Java and MATLAB Calling Syntax

To call methods on Java objects, you can use the Java syntax

```
object.method(arg1,...,argn)
```

In the following example, `frame` is the `java.awt.Frame` object created above, and `getTitle` and `setTitle` are methods of that object.

```
frame.setTitle('Sample Frame')

title = frame.getTitle
title =
Sample Frame
```

Alternatively, you can call Java object (non-static) methods with the MATLAB syntax

```
method(object, arg1,...,argn)
```

With MATLAB syntax, the `java.awt.Frame` example above becomes

```
setTitle(frame, 'Sample Frame')
```

```
title = getTitle(frame)
title =
Sample Frame
```

All of the programming examples in this chapter contain invocations of Java object methods. For example, the code for Reading a URL contains a call, using MATLAB syntax, to the `openStream` method on a `java.net.URL` object, `url`:

```
is = openStream(url)
```

In another example, the code for Creating and Using a Phone Book contains a call, using Java syntax, to the `load` method on a `java.utils.Properties` object, `pb_htable`:

```
pb_htable.load(FIS);
```

Using the javaMethod Function on Non-Static Methods

Under certain circumstances, you may need to use the `javaMethod` function to call a Java method. The following syntax invokes the method, `method_name`, on Java object `J` with the argument list that matches `x1, . . . , xn`. This returns the value `X`.

```
X = javaMethod('method_name',J,x1,...,xn);
```

For example, to call the `startsWith` method on a `java.lang.String` object passing one argument, use

```
gAddress = java.lang.String('Four score and seven years ago');
str = java.lang.String('Four score');

javaMethod('startsWith', gAddress, str)
ans =
     1
```

Using the `javaMethod` function enables you to:

- use methods having names longer than 31 characters
- specify the method you want to invoke at run-time, for example, as input from an application user

The only way to invoke a method whose name is longer than 31 characters is to use `javaMethod`. The Java and MATLAB calling syntax does not accept method names of this length.

With javaMethod, you can also specify the method to be invoked at run-time. In this situation, your code calls javaMethod with a string variable in place of the method name argument. When you use javaMethod to invoke a static method, you can also use a string variable in place of the class name argument.

Note Typically, you will not need to use javaMethod. The default MATLAB syntax for invoking a Java method is somewhat simpler and is preferable for most applications. Use javaMethod primarily for the two cases described above.

Invoking Static Methods on Java Classes

To invoke a static method on a Java class, use the Java invocation syntax

```
class.method(arg1,...,argn)
```

For example, call the isNaN static method on the java.lang.Double class.

```
java.lang.Double.isNaN(2.2)
```

Alternatively, you can apply static method names to instances of a class. In this example, the isNaN static method is referenced in relation to the dblObject instance of the java.lang.Double class.

```
dblObject = java.lang.Double(2.2);

dblObject.isNaN
ans =
     0
```

Several of the programming examples in this chapter contain examples of static method invocation. For example, the code for Communicating Through a Serial Port contains a call to static method getPortIdentifier on Java class javax.comm.CommPortIdentifier.

```
commPort =
javax.comm.CommPortIdentifier.getPortIdentifier('COM1');
```

Using the javaMethod Function on Static Methods

The `javaMethod` function was introduced in section "Using the javaMethod Function on Non-Static Methods" on page 5-19. You can also use this function to call static methods.

The following syntax invokes the static method, `method_name`, in class, `class_name`, with the argument list that matches `x1, . . . , xn`. This returns the value `X`.

```
X = javaMethod('method_name','class_name',x1,...,xn);
```

For example, to call the static `isNaN` method of the `java.lang.Double` class on a double value of 2.2, you use

```
javaMethod('isNaN','java.lang.Double',2.2);
```

Using the `javaMethod` function to call static methods enables you to:

- use methods having names longer than 31 characters
- specify method and class names at run-time, for example, as input from an application user

For further information, see "Using the javaMethod Function on Non-Static Methods" on page 5-19.

Obtaining Information About Methods

MATLAB offers several functions to help obtain information related to the Java methods you are working with. You can request a list of all of the methods that are implemented by any class. The list may be accompanied by other method information such as argument types and exceptions. You can also request a listing of every Java class that you loaded into MATLAB that implements a specified method.

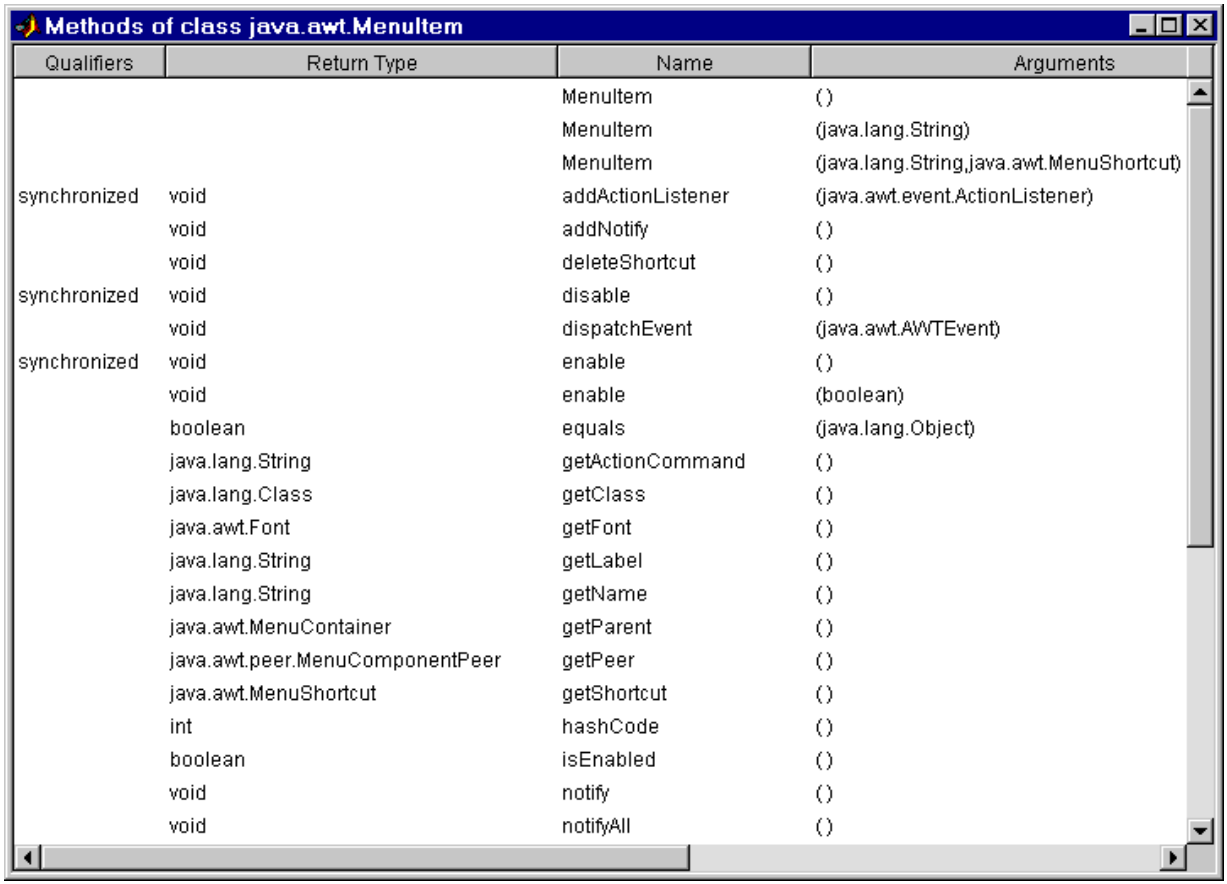
Methodsview: Displaying a Listing of Java Methods

If you want to know what methods are implemented by a particular Java (or MATLAB) class, use the `methodsview` function in MATLAB. Specify the class name (along with its package name, for Java classes) in the command line. If you have imported the package that defines this class, then the class name alone will suffice.

The following command lists information on all methods in the `java.awt.MenuItem` class.

```
methodsview java.awt.MenuItem
```

A new window appears, listing one row of information for each method in the class. This is what the `methodsview` display looks like. The fieldnames shown at the top of the window are described following the figure.



Qualifiers	Return Type	Name	Arguments
		MenuItem	()
		MenuItem	(java.lang.String)
		MenuItem	(java.lang.String,java.awt.MenuShortcut)
synchronized	void	addActionListener	(java.awt.event.ActionListener)
	void	addNotify	()
	void	deleteShortcut	()
synchronized	void	disable	()
	void	dispatchEvent	(java.awt.AWTEvent)
synchronized	void	enable	()
	void	enable	(boolean)
	boolean	equals	(java.lang.Object)
	java.lang.String	getActionCommand	()
	java.lang.Class	getClass	()
	java.awt.Font	getFont	()
	java.lang.String	getLabel	()
	java.lang.String	getName	()
	java.awt.MenuContainer	getParent	()
	java.awt.peer.MenuComponentPeer	getPeer	()
	java.awt.MenuShortcut	getShortcut	()
	int	hashCode	()
	boolean	isEnabled	()
	void	notify	()
	void	notifyAll	()

Each row in the window displays up to six fields of information describing the method. The table below lists the fields displayed in the `methodsview` window along with a description and examples of each field type.

Table 5-1: Fields Displayed in the Methodsview Window

Field Name	Description	Examples
Qualifiers	Method type qualifiers	abstract, synchronized
Return Type	Data type returned by the method	`void`, `java.lang.String`
Name	Method name	`addActionListener`, `dispatchEvent`
Arguments	Arguments passed to method	`boolean`, `java.lang.Object`
Other	Other relevant information	throws `java.io.IOException`
Parent	Parent of the specified class	`java.awt.MenuComponent`

Using the Methods Function on Java Classes

In addition to `methodsview`, the MATLAB `methods` function, that returns information on methods of MATLAB classes, will also work on Java classes. You can use any of the following forms of this command.

```
methods class_name
methods class_name -full
n = methods('class_name')
n = methods('class_name','-full')
```

Use `methods` without the `'-full'` qualifier to return the names of all the methods (including inherited methods) of the class. Names of overloaded methods are listed only once.

With the `'-full'` qualifier, `methods` returns a listing of the method names (including inherited methods) along with attributes, argument lists, and inheritance information on each. Each overloaded method is listed separately.

For example, display a full description of all methods of the `java.awt.Dimension` object.

```
methods java.awt.Dimension -full
```

```
Methods for class java.awt.Dimension:
Dimension()
Dimension(java.awt.Dimension)
Dimension(int,int)
java.lang.Class getClass()  % Inherited from java.lang.Object
int hashCode()  % Inherited from java.lang.Object
boolean equals(java.lang.Object)
java.lang.String toString()
void notify()  % Inherited from java.lang.Object
void notifyAll()  % Inherited from java.lang.Object
void wait(long) throws java.lang.InterruptedException
   % Inherited from java.lang.Object
void wait(long,int) throws java.lang.InterruptedException
   % Inherited from java.lang.Object
void wait() throws java.lang.InterruptedException
   % Inherited from java.lang.Object
java.awt.Dimension getSize()
void setSize(java.awt.Dimension)
void setSize(int,int)
```

Determining What Classes Define a Method

You can use the `which` function to display the fully qualified name (package and class name) of a method implemented by a *loaded* Java class. With the `-all` qualifier, the `which` function finds all classes with a method of the name specified.

Suppose, for example, that you want to find the package and class name for the `concat` method, with the `String` class currently loaded. Use the command

```
which concat
java.lang.String.concat  % String method
```

If the `java.lang.String` class has not been loaded, the same `which` command would give the output

```
which concat
concat not found.
```

If you use `which -all` for the method `equals`, with the `String` and `java.awt.Frame` classes loaded, you see the following display.

```
which -all equals
java.lang.String.equals                          % String method
java.awt.Frame.equals                            % Frame method
com.mathworks.ide.desktop.MLDesktop.equals  % MLDesktop method
```

The `which` function operates differently on Java classes than it does on MATLAB classes. MATLAB classes are always displayed by `which`, whether or not they are loaded. This is not true for Java classes. You can find out which Java classes are currently loaded by using the command `[m,x,j]=inmem`, described in "Determining Which Classes Are Loaded" on page 5-8.

For a description of how Java classes are loaded, see "Making Java Classes Available to MATLAB" on page 5-6.

Java Methods that Affect MATLAB Commands

MATLAB commands that operate on Java objects and arrays make use of the methods that are implemented within, or inherited by, these objects' classes. There are some MATLAB commands that you can alter somewhat in behavior by changing the Java methods that they rely on.

Changing the Effect of DISP and DISPLAY

You can use the `disp` function to display the value of a variable or an expression in MATLAB. Terminating a command line without a semicolon also calls the `disp` function. You can also use `disp` to display a Java object in MATLAB.

When `disp` operates on a Java object, MATLAB formats the output using the `toString` method of the class to which the object belongs. If the class does not implement this method, then an inherited `toString` method is used. If no intermediate ancestor classes define this method, it uses the `toString` method defined by the `java.lang.Object` class. You can override inherited `toString` methods in classes that you create by implementing such a method within your class definition. In this way, you can change the way MATLAB displays information regarding the objects of the class.

Changing the Effect of ISEQUAL

The MATLAB `isequal` function compares two or more arrays for equality in type, size, and contents. This function can also be used to test Java objects for equality.

When you compare two Java objects using `isequal`, MATLAB performs the comparison using the Java method, `equals`. MATLAB first determines the class of the objects specified in the command, and then uses the `equals` method implemented by that class. If it is not implemented in this class, then an inherited `equals` method is used. This will be the `equals` method defined by the `java.lang.Object` class if no intermediate ancestor classes define this method.

You can override inherited `equals` methods in classes that you create by implementing such a method within your class definition. In this way, you can change the way MATLAB performs comparison of the members of this class.

Changing the Effect of DOUBLE and CHAR

You can also define your own Java methods `toDouble` and `toChar` to change the output of the MATLAB `double` and `char` functions. For more information, see the sections entitled "Converting to the MATLAB double Data Type" and "Converting to the MATLAB char Data Type" on page 5-57.

How MATLAB Handles Undefined Methods

If your MATLAB command invokes a nonexistent method on a Java object, MATLAB looks for a built-in function with the same name. If MATLAB finds a built-in function of that name, it attempts to invoke it. If MATLAB does not find a function with that name, it displays a message stating that it cannot find a method by that name for the class.

For example, MATLAB has a built-in method named `size`, and the Java API `java.awt.Frame` class also has a `size` method. If you call `size` on a `Frame` object, the `size` method defined by `java.awt.Frame` is executed. However, if you call `size` on an object of `java.lang.String`, MATLAB does not find a `size` method for this class. It executes the MATLAB `size` built-in instead.

```
string = java.lang.String('hello');

size(string)
ans =
     1     1
```

Note When you define a Java class for use in MATLAB, avoid giving any of its methods the same name as a MATLAB built-in function.

How MATLAB Handles Java Exceptions

If invoking a Java method or constructor throws an exception, MATLAB catches the exception and transforms it into a MATLAB error. MATLAB puts the text of the Java error message into its own error message. Receiving an error from a Java method or constructor has the same appearance as receiving an error from an M-file.

Working with Java Arrays

You can pass singular Java objects to and from methods or you may pass them in an array, providing the method expects them in that form. This array must either be a Java array (returned from another method call or created within MATLAB) or, under certain circumstances, a MATLAB cell array. This section describes how to create and manipulate Java arrays in MATLAB. Later sections will describe how to use MATLAB cell arrays in calls to Java methods.

Note The term *dimension* here refers more to the number of subscripts required to address the elements of an array than to its length, width, and height characteristics. For example, a 5-by-1 array is referred to as being one-dimensional, as its individual elements can be indexed into using only one array subscript.

This section addresses the following topics:

- "How MATLAB Represents the Java Array"
- "Creating an Array of Objects within MATLAB"
- "Accessing Elements of a Java Array"
- "Assigning to a Java Array"
- "Concatenating Java Arrays"
- "Creating a New Array Reference"
- "Creating a Copy of a Java Array"

How MATLAB Represents the Java Array

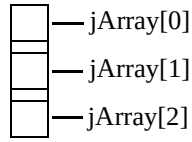
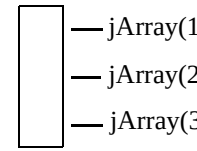
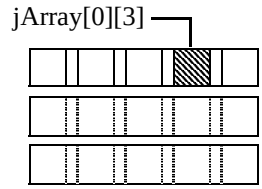
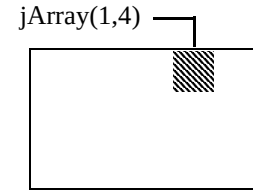
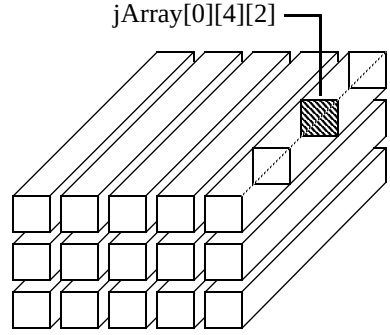
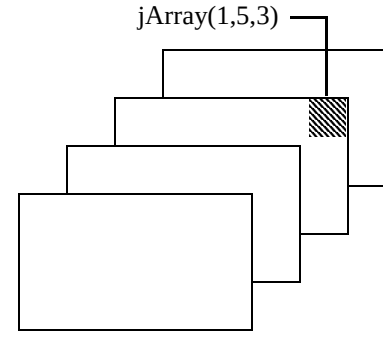
The term *java array* refers to any array of Java objects returned from a call to a Java class constructor or method. You may also construct a Java array within MATLAB using the `javaArray` function. The structure of a Java array is significantly different from that of a MATLAB matrix or array. MATLAB *hides* these differences whenever possible, allowing you to operate on the arrays using the usual MATLAB command syntax. Just the same, it may be helpful to keep the following differences in mind as you work with Java arrays.

Representing More Than One Dimension

An array in the Java language is strictly a one-dimensional structure because it is measured only in length. If you want to work with a two-dimensional array, you can create an equivalent structure using an array of arrays. To add further dimensions, you add more levels to the array, making it an array of arrays of arrays, and so on. You may want to use such multilevel arrays when working in MATLAB as it is a matrix and array-based programming language.

MATLAB makes it easy for you to work with multilevel Java arrays by treating them like the matrices and multidimensional arrays that are a part of the language itself. You access elements of an array of arrays using the same MATLAB syntax that you would use if you were handling a matrix. If you were to add more levels to the array, MATLAB would be able to access and operate on the structure as if it were a multidimensional MATLAB array.

The left side of the figure below shows Java arrays of one, two, and three dimensions. To the right of each is the way the same array is represented to you in MATLAB. Note that single-dimension arrays are represented as a column vector.

Array Access from Java	Array Access from MATLAB
	
Simple Array	One-dimensional Array
	
Array of Arrays	Two-Dimensional Array
	
Array of Arrays of Arrays	Three-Dimensional Array

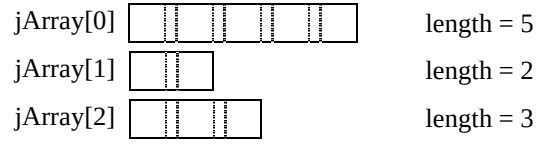
Array Indexing

Java array indexing is different than MATLAB array indexing. Java array indices are zero-based, MATLAB array indices are one-based. In Java programming, you access the elements of array `y` of length `N` using `y[0]` through `y[N-1]`. When working with this array in MATLAB, you access these same elements using the MATLAB indexing style of `y(1)` through `y(N)`. Thus, if you have a Java array of 10 elements, the seventh element is obtained using `y(7)`, and not `y[6]` as you would have used when writing a program in Java.

The Shape of the Java Array

A Java array can be different from a MATLAB array in its overall *shape*. A two-dimensional MATLAB array maintains a rectangular shape, as each row is of equal length and each column of equal height. The Java counterpart of this, an array of arrays, does not necessarily hold to this rectangular form. Each individual lower level array may have a different length.

Such an array structure is pictured below. This is an array of three underlying arrays of different lengths. The term *ragged* is commonly used to describe this arrangement of array elements as the array ends do not match up evenly. When a Java method returns an array with this type of structure, it is stored in a cell array by MATLAB.

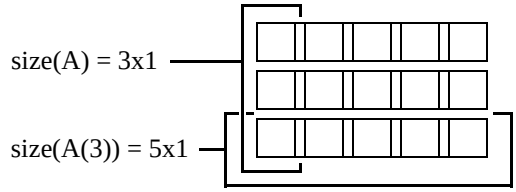


Interpreting the Size of a Java Array

When the MATLAB `size` function is applied to a simple Java array, the number of rows returned is the length of the Java array and the number of columns is always 1.

Determining the size of a Java array of arrays is not so simple. The potentially ragged shape of an array returned from Java makes it impossible to size the array in the same way as for a rectangular matrix. In a ragged Java array, there is no one value that represents the size of the lower level arrays.

When the size function is applied to a Java array of arrays, the resulting value describes the top level of the specified array. For the Java array shown here



size(A) returns the dimensions of the highest array level of A. The highest level of the array has a size of 3-by-1.

```
size(A)
ans =
     3     1
```

To find the size of a lower level array, say the five-element array in row 3, refer to the row explicitly.

```
size(A(3))
ans =
     5     1
```

You can specify a dimension in the size command using the following syntax. However, you will probably find this useful only for sizing the first dimension, dim=1, as this will be the only non-unary dimension.

```
m = size(X,dim)

size(A, 1)
ans =
     3
```

Interpreting the Number of Dimensions of a Java Arrays

For Java arrays, whether they are simple one-level arrays or multilevel, the MATLAB ndims function always returns a value of 2 to indicate the number of dimensions in the array. This is a measure of the number of dimensions in the top-level array which will always be equal to 2.

Creating an Array of Objects within MATLAB

To call a Java method that has one or more arguments defined as an array of Java objects, you must, under most circumstances, pass your objects in a Java array. You can construct an array of objects in a call to a Java method or constructor. Or you can create the array within MATLAB.

The MATLAB `javaArray` function lets you create a Java array structure that can be handled in MATLAB as a single multidimensional array. You specify the number and size of the array dimensions along with the class of objects you intend to store in it. Using the one-dimensional Java array as its primary building block, MATLAB then builds an array structure that satisfies the dimensions requested in the `javaArray` command.

Using the javaArray Function

To create a Java object array, use the MATLAB `javaArray` function, which has the following syntax.

```
A = javaArray('element_class', m, n, p, ...)
```

The first argument is the `'element_class'` string, which names the class of the elements in the array. You must specify the fully qualified name (package and class name). The remaining arguments (`m, n, p, ...`) are the number of elements in each dimension of the array.

An array that you create with `javaArray` is equivalent to the array that you would create with the Java code.

```
A = new element_class[m][n][p]...;
```

The following command builds a Java array of four lower level arrays, each capable of holding five objects of the `java.lang.Double` class. (You will probably be more likely to use primitive types of `double` than instances of the `java.lang.Double` class, but in this context, it affords us a simple example.)

```
dblArray = javaArray('java.lang.Double', 4, 5);
```

The `javaArray` function does not deposit any values into the array elements that it creates. You must do this separately. The following MATLAB code stores objects of the `java.lang.Double` type in the Java array `dblArray` that was just created.

```
for i = 1:4
    for j = 1:5
```

```
    dblArray(i,j) = java.lang.Double((i*10) + j);
    end
end

dblArray
dblArray =
java.lang.Double[][]:
    [11]    [12]    [13]    [14]    [15]
    [21]    [22]    [23]    [24]    [25]
    [31]    [32]    [33]    [34]    [35]
    [41]    [42]    [43]    [44]    [45]
```

Another Way to Create a Java Array

You can also create an array of java objects using syntax that is more typical to MATLAB. For example, the following syntax creates a 4-by-5 MATLAB array of type double and assigns zero to each element of the array.

```
matlabArray(4,5) = 0;
```

You use similar syntax to create a Java array in MATLAB, except that you must specify the Java class name. The value being assigned, `0` in this case, is stored in the final element of the array, `javaArray(4,5)`. All other elements of the array receive the empty matrix.

```
javaArray(4,5) = java.lang.Double(0)
javaArray =
java.lang.Double[][]:
     []     []     []     []     []
     []     []     []     []     []
     []     []     []     []     []
     []     []     []     []    [0]
```

Accessing Elements of a Java Array

You can access elements of a Java object array by using the MATLAB array indexing syntax, `A(row,col)`. For example, to access the element of array `dblArray` located at row 3, column 4, use

```
row3_col4 = dblArray(3,4)
row3_col4 =
34.0
```

In Java, this would be `dblArray[2][3]`.

You can also use MATLAB array indexing syntax to access an element in an object's data field. Suppose that `myMenuObj` is an instance of a window menu class. This user-supplied class has a data field, `menuItemArray`, which is a Java array of `java.awt.menuItem`. To get element 3 of this array, use the following command.

```
currentItem = myMenuObj.menuItemArray(3)
```

Using Single Subscript Indexing to Access Arrays

Elements of a MATLAB matrix are most commonly referenced using both row and column subscripts. For example, you use `x(3,4)` to reference the array element at the intersection of row 3 and column 4. Sometimes it is more advantageous to use just a single subscript. MATLAB provides this capability (see the section on "Advanced Indexing").

Indexing into a MATLAB matrix using a single subscript references one element of the matrix. Using the MATLAB matrix shown here, `matlabArray(3)` returns a single element of the matrix.

```
matlabArray = [11 12 13 14 15; 21 22 23 24 25; ...
               31 32 33 34 35; 41 42 43 44 45]
matlabArray =
    11    12    13    14    15
    21    22    23    24    25
    31    32    33    34    35
    41    42    43    44    45

matlabArray(3)
ans =
    31
```

Indexing this way into a Java array of arrays references an entire subarray of the overall structure. Using the `dblArray` Java array, that looks the same as `matlabArray` shown above, `dblArray(3)` returns the 5-by-1 array that makes up the entire third row.

```
row3 = dblArray(3)
row3 =
java.lang.Double[]:
    [31]
```

```
    [32]
    [33]
    [34]
    [35]
```

This is a useful feature of MATLAB as it allows you to specify an entire array from a larger array structure, and then manipulate it as an object.

Using the Colon Operator

Use of the MATLAB `colon` operator (`:`) is supported in subscripting Java array references. This operator works just the same as when referencing the contents of a MATLAB array. Using the Java array of `java.lang.Double` objects shown here, the statement `dblArray(2,2:4)` refers to a portion of the lower level array, `dblArray(2)`. A new array, `row2Array`, is created from the elements in columns 2 through 4.

```
dblArray
dblArray =
java.lang.Double[][]:
    [11]    [12]    [13]    [14]    [15]
    [21]    [22]    [23]    [24]    [25]
    [31]    [32]    [33]    [34]    [35]
    [41]    [42]    [43]    [44]    [45]

row2Array = dblArray(2,2:4)
row2Array =
java.lang.Double[]:
    [22]
    [23]
    [24]
```

You also can use the colon operator in single-subscript indexing, as covered in “Using Single Subscript Indexing to Access Arrays” on page 5-35. By making your subscript a colon rather than a number, you can convert an array of arrays into one linear array. The following example converts the 4-by-5 array `dblArray` into a 20-by-1 linear array.

```
linearArray = dblArray(:)
linearArray =
java.lang.Double[]:
    [11]
```

```
[12]
[13]
[14]
[15]
[21]
[22]
 .
 .
 .
```

This works the same way on an N-dimensional Java array structure. Using the colon operator as a single subscripted index into the array produces a linear array composed of all of the elements of the original array.

Note Java and MATLAB arrays are stored differently in memory. This is reflected in the order they are given in a linear array. Java array elements are stored in an order that matches the *rows* of the matrix, (`11`, `12`, `13`, `...` in the array shown above). MATLAB array elements are stored in an order that matches the *columns*, (`11`, `21`, `31`, `...`).

Using END in a Subscript

You can use the `end` keyword in the first subscript of an access statement. The first subscript references the top-level array in a multilevel Java array structure.

Note Using `end` on lower level arrays is not valid due to the potentially ragged nature of these arrays (see "The Shape of the Java Array" on page 5-31). In this case, there is no consistent end value to be derived.

The following example displays data from the third to the last row of Java array `dblArray`.

```
last2rows = dblArray(3:end, :)
last2rows =
java.lang.Double[][]:
    [31]    [32]    [33]    [34]    [35]
```

```
    [41]    [42]    [43]    [44]    [45]
```

Assigning to a Java Array

You assign values to objects in a Java array in essentially the same way as you do in a MATLAB array. Although Java and MATLAB arrays are structured quite differently, you use the same command syntax to specify which elements you want to assign to. See "How MATLAB Represents the Java Array" on page 5-29 for more information on Java and MATLAB array differences.

The following example deposits the value `300` in the `dblArray` element at row 3, column 2. In Java, this would be `dblArray[2][1]`.

```
dblArray(3,2) = java.lang.Double(300)
dblArray =
java.lang.Double[][]:
    [11]    [ 12]    [13]    [14]    [15]
    [21]    [ 22]    [23]    [24]    [25]
    [31]    [300]    [33]    [34]    [35]
    [41]    [ 42]    [43]    [44]    [45]
```

You use the same syntax to assign to an element in an object's data field. Continuing with the `myMenuObj` example shown in "Accessing Elements of a Java Array" on page 5-34, you assign to the third menu item in `menuItemArray` as follows.

```
myMenuObj.menuItemArray(3) = java.lang.String('Save As...');
```

Using Single Subscript Indexing for Array Assignment

You can use a single-array subscript to index into a Java array structure that has more than one dimension. Refer to "Using Single Subscript Indexing to Access Arrays" on page 5-35 for a description of this feature as used with Java arrays.

You can use single-subscript indexing to assign values to an array as well. The example below assigns a one-dimensional Java array, `onedimArray`, to a row of a two-dimensional Java array, `dblArray`. Start out by creating the one-dimensional array.

```
onedimArray = javaArray('java.lang.Double', 5);
for i = 1:5
    onedimArray(i) = java.lang.Double(100 * i);
```

```
    end
```

Since `dblArray(3)` refers to the 5-by-1 array displayed in the third row of `dblArray`, you can assign the entire, similarly dimensioned, 5-by-1 `onedimArray` to it.

```
dblArray(3) = onedimArray
dblArray =
java.lang.Double[][]:
    [ 11]    [ 12]    [ 13]    [ 14]    [ 15]
    [ 21]    [ 22]    [ 23]    [ 24]    [ 25]
    [100]    [200]    [300]    [400]    [500]
    [ 41]    [ 42]    [ 43]    [ 44]    [ 45]
```

Assigning to a Linear Array

You can assign a value to *every* element of a multidimensional Java array by treating the array structure as if it were a single linear array. This entails replacing the single, numerical subscript with the MATLAB colon operator. If you start with the `dblArray` array, you can initialize the contents of every object in the two-dimensional array with the following statement.

```
dblArray(:) = java.lang.Double(0)
dblArray =
java.lang.Double[][]:
    [0]    [0]    [0]    [0]    [0]
    [0]    [0]    [0]    [0]    [0]
    [0]    [0]    [0]    [0]    [0]
    [0]    [0]    [0]    [0]    [0]
```

Using the Colon Operator

You can use the MATLAB colon operator as you would when working with MATLAB arrays. The statements below assign given values to each of the four rows in the Java array, `dblArray`. Remember that each row actually represents a separate Java array in itself.

```
dblArray(1,:) = java.lang.Double(125);
dblArray(2,:) = java.lang.Double(250);
dblArray(3,:) = java.lang.Double(375);
dblArray(4,:) = java.lang.Double(500)
dblArray =
java.lang.Double[][]:
```

```
[125]    [125]    [125]    [125]    [125]
[250]    [250]    [250]    [250]    [250]
[375]    [375]    [375]    [375]    [375]
[500]    [500]    [500]    [500]    [500]
```

Assigning the Empty Matrix

When working with MATLAB arrays, you can assign the empty matrix, (i.e., the 0-by-0 array denoted by []) to an element of the array. For Java arrays, you can also assign [] to array elements. This stores the NULL value, rather than a 0-by-0 array, in the Java array element.

Subscripted Deletion

When you assign the empty matrix value to an entire row or column of a MATLAB array, you find that MATLAB actually removes the affected row or column from the array. In the example below, the empty matrix is assigned to all elements of the fourth column in the MATLAB matrix, `matlabArray`. Thus, the fourth column is completely eliminated from the matrix. This changes its dimensions from 4-by-5 to 4-by-4.

```
matlabArray = [11 12 13 14 15; 21 22 23 24 25; ...
               31 32 33 34 35; 41 42 43 44 45]
matlabArray =
    11    12    13    14    15
    21    22    23    24    25
    31    32    33    34    35
    41    42    43    44    45

matlabArray(:,4) = []
matlabArray =
    11    12    13    15
    21    22    23    25
    31    32    33    35
    41    42    43    45
```

You can assign the empty matrix to a Java array, but the effect will be different. The next example shows that, when the same operation is performed on a Java array, the structure is not collapsed; it maintains its 4-by-5 dimensions.

```
dblArray(:,4) = []
```

```
dblArray =
java.lang.Double[][]:
    [125]    [125]    [125]     []    [125]
    [250]    [250]    [250]     []    [250]
    [375]    [375]    [375]     []    [375]
    [500]    [500]    [500]     []    [500]
```

The `dblArray` data structure s actually an array of five-element arrays of `java.lang.Double` objects. The empty array assignment placed the NULL value in the fourth element of each of the lower level arrays.

Concatenating Java Arrays

The degree of concatenation you can perform on Java arrays is limited due to the significant structural differences between MATLAB and Java arrays. The counterpart of a multidimensional MATLAB array in Java is a considerably more complex structure built upon arrays of the one-dimensional Java array. The individual lower level arrays in this structure can be of varying lengths, giving the overall array structure an uneven, or ragged, look. This quality in the Java array results in a greater chance of incompatibility between arrays and thus limits the degree to which they can be joined together by the MATLAB concatenation operation.

If the Java arrays being concatenated are of the same class (or the class of one array is assignable to that of the other(s)), then they are considered to be assignment compatible. In this case, the class of the resultant array is the class that is compatible with all of the constituent arrays. And the length of the resultant array is the sum of the lengths of each constituent array.

Consider the two arrays of `java.awt.Frame` shown below. The `frmArray1` array is a 3-by-5 array of Frame objects. The `frmArray2` array is a 7-by-12 array of the same. The `cat` function is used to concatenate the two arrays. The result is a 10-element array of the java.awt.Frame class.

Note When you use the `cat` function, the first argument (specifying the axis along which to perform the concatenation), must be 1. Java objects can only be concatenated along the first axis.

```
frmArray1 = javaArray('java.awt.Frame', 3, 5);
```

```
frmArray2 = javaArray('java.awt.Frame', 7, 12);
twoFrames = cat(1, frmArray1, frmArray2);

class(twoFrames)
ans =
java.awt.Frame[][]

length(twoFrames)
ans =
10
```

If the constituent arrays are not assignment compatible, then the resultant array is of the `java.lang.Object` class. The length of the array is equal to the number of arrays being combined in the concatenation. For example,

```
ptArray = javaArray('java.awt.Point', 8, 5);
dblArray = javaArray('java.lang.Double', 8, 5);

class([ptArray dblArray])
ans =
java.lang.Object[]

length([ptArray dblArray])
ans =
2
```

Creating a New Array Reference

Because Java arrays in MATLAB are *references*, assigning an array variable to another variable results in a second reference to the array.

Consider the following example where two separate array variables reference a common array. The original array, `origArray`, is created and initialized. A copy of this array variable is created by the statement `newArrayRef = origArray`. Changes made to the array referred to by `newArrayRef` also show up in the original array.

```
origArray = javaArray('java.lang.Double', 3, 4);
for i = 1:3
    for j = 1:4
    origArray(i,j) = java.lang.Double((i * 10) + j);
    end
```

```
end

origArray
origArray =
java.lang.Double[][]:
    [11]    [12]    [13]    [14]
    [21]    [22]    [23]    [24]
    [31]    [32]    [33]    [34]

%  ----- Make a copy of the array reference -----
newArrayRef = origArray;
newArrayRef(3,:) = java.lang.Double(0);

origArray
origArray =
java.lang.Double[][]:
    [11]    [12]    [13]    [14]
    [21]    [22]    [23]    [24]
    [ 0]    [ 0]    [ 0]    [ 0]
```

Creating a Copy of a Java Array

You can create an entirely new array from an existing Java array by indexing into the array to describe a block of elements, (or subarray), and assigning this subarray to a variable. The assignment copies the values in the original array to the corresponding cells of the new array.

As with the example in section “Creating a New Array Reference” on page 5-42, an original array is created and initialized. But, this time, a copy is made of the array contents rather than copying the array reference. Changes made using the reference to the new array do not affect the original.

```
origArray = javaArray('java.lang.Double', 3, 4);
for i = 1:3
    for j = 1:4
    origArray(i,j) = java.lang.Double((i * 10) + j);
    end
end

origArray
origArray =
```

```
java.lang.Double[][]:
    [11]    [12]    [13]    [14]
    [21]    [22]    [23]    [24]
    [31]    [32]    [33]    [34]

%  ----- Make a copy of the array contents -----
newArray = origArray(:,:);
newArray(3,:) = java.lang.Double(0);

origArray
origArray =
java.lang.Double[][]:
    [11]    [12]    [13]    [14]
    [21]    [22]    [23]    [24]
    [31]    [32]    [33]    [34]
```

Passing Data to a Java Method

When you make a call from MATLAB to Java code, any MATLAB data types you pass in the call are converted to data types native to the Java language. MATLAB performs this conversion on each argument that is passed, except for those arguments that are already Java objects. This section describes the conversion that is performed on specific MATLAB data types and, at the end, also takes a look at how argument types affect calls made to overloaded methods.

If data is to be returned by the method being called, MATLAB receives this data and converts it to the appropriate MATLAB format wherever necessary. This process is covered in the next section entitled "Handling Data Returned from a Java Method" on page 5-55.

This section addresses the following topics:

- "Conversion of MATLAB Argument Data"
- "Passing Built-In Data Types"
- "Passing String Arguments"
- "Passing Java Objects"
- "Other Data Conversion Topics"
- "Passing Data to Overloaded Methods"

Conversion of MATLAB Argument Data

MATLAB data, passed as arguments to Java methods, are converted by MATLAB into data types that best represent the data to the Java language. The table below shows all of the MATLAB base types for passed arguments and the Java base types defined for input arguments. Each row shows a MATLAB type followed by the possible Java argument matches, from left to right in order of closeness of the match. The MATLAB types (except cell arrays) can all be

scalar (1-by-1) arrays or matrices. All of the Java types can be scalar values or arrays.

Table 5-2: Conversion of MATLAB Types to Java Types

MATLAB Argument	Closest Type (7)	Java Input Argument (Scalar or Array)					Least Close Type (1)
double (logical)	boolean	byte	short	int	long	float	double
double	double	float	long	int	short	byte	boolean
single	float	double					
char	String	char					
uint8	byte	short	int	long	float	double	
uint16	short	int	long	float	double		
uint32	int	long	float	double			
int8	byte	short	int	long	float	double	
int16	short	int	long	float	double		
int32	int	long	float	double			
cell array of strings	array of String						
Java object	Object						
cell array of object	array of Object						

Data type conversion of arguments passed to Java code will be discussed in the following three categories. MATLAB handles each category differently.

- “Passing Built-In Data Types”
- “Passing String Arguments”
- “Passing Java Objects”

Passing Built-In Data Types

Java has eight data types that are intrinsic to the language and are not represented as Java objects. These are often referred to as *built-in*, or *elemental*, data types and they include `boolean`, `byte`, `short`, `long`, `int`, `double`, `float`, and `char`. MATLAB converts its own data types to these Java built-in types according to the table, "Conversion of MATLAB Types to Java Types" on page 5-46. Built-in types are in the first 10 rows of the table.

When a Java method you are calling expects one of these data types, you can pass it the type of MATLAB argument shown in the left-most column of the table. If the method takes an array of one of these types, you can pass a MATLAB array of the data type. MATLAB converts the data type of the argument to the type assigned in the method declaration.

The MATLAB code shown below creates a top-level window frame and sets its dimensions. The call to `setBounds` passes four MATLAB scalars of the `double` type to the inherited Java Frame method, `setBounds`, that takes four arguments of the `int` type. MATLAB converts each 64-bit double data type to a 32-bit integer prior to making the call. Shown here is the `setBounds` method declaration followed by the MATLAB code that calls the method.

```
public void setBounds(int x, int y, int width, int height)

frame=java.awt.Frame;
frame.setBounds(200,200,800,400);
frame.setVisible(1);
```

Passing Built-In Types in an Array

To call a Java method with an argument defined as an *array* of a built-in type, you can create and pass a MATLAB matrix with a compatible base type. The following code defines a polygon by sending four `x` and `y` coordinates to the Polygon constructor. Two 1-by-4 MATLAB arrays of `double` are passed to `java.awt.Polygon`, which expects `integer` arrays in the first two arguments. Shown here is the Java method declaration followed by MATLAB code that calls the method, and then verifies the set coordinates.

```
public Polygon(int xpoints[], int ypoints[], int npoints)

poly = java.awt.Polygon([14 42 98 124], [55 12 -2 62], 4);
[poly.xpoints poly.ypoints]       % Verify the coordinates
```

```
ans =
14     55
42     12
98    -2
124    62
```

MATLAB Arrays Are Passed by Value

Since MATLAB arrays are passed by value, any changes that a Java method makes to them will not be visible to your MATLAB code. If you need to access changes that a Java method makes to an array, then, rather than passing a MATLAB array, you should create and pass a Java array, which is a reference. For a description of using Java arrays in MATLAB, see "Working with Java Arrays" on page 5-28.

Note Generally, it is preferable to have methods return data that has been modified using the return argument mechanism as opposed to passing a reference to that data in an argument list.

Passing String Arguments

To call a Java method that has an argument defined as an object of class `java.lang.String`, you can pass either a `String` object that was returned from an earlier Java call or a MATLAB 1-by-n character array. If you pass the character array, MATLAB converts the array to a Java object of `java.lang.String` for you.

For a programming example, see "Example – Reading a URL" on page 5-62. This shows a MATLAB character array that holds a URL being passed to the Java `URL` class constructor. The constructor, shown below, expects a Java String argument:

```
public URL(String spec) throws MalformedURLException
```

In the MATLAB call to this constructor, a character array specifying the URL is passed. MATLAB converts this array to a Java String object prior to calling the constructor.

```
url = java.net.URL(...
     'http://www.ncsa.uiuc.edu/demoweb/url-primer.html')
```

Passing Strings in an Array

When the method you are calling expects an argument of an array of type `String`, you can create such an array by packaging the strings together in a MATLAB cell array. The strings can be of varying lengths since you are storing them in different cells of the array. As part of the method call, MATLAB converts the cell array to a Java array of `String` objects.

In the following example, the `echoPrompts` method of a user-written class accepts a string array argument that MATLAB converted from its original format as a cell array of strings. The parameter list in the Java method appears as follows.

```
public String[] echoPrompts(String s[])
```

You create the input argument by storing both strings in a MATLAB cell array. MATLAB converts this structure to a Java array of `String`.

```
myaccount.echoPrompts({'Username: ','Password: '})
ans =
'Username: '
'Password: '
```

Passing Java Objects

When calling a method that has an argument belonging to a particular Java class, you must pass an object that is an instance of that class. In the example below, the `add` method belonging to the `java.awt.Menu` class requires, as an argument, an object of the `java.awt.MenuItem` class. The method declaration for this is

```
public MenuItem add(MenuItem mi)
```

The example operates on the frame created in the previous example in “Passing Built-In Data Types” on page 5-47. The second, third, and fourth lines of code shown here add items to a menu to be attached to the existing window frame. In each of these calls to `menu1.add`, an object that is an instance of the `java.awt.MenuItem` Java class is passed.

```
menu1 = java.awt.Menu('File Options');
menu1.add(java.awt.MenuItem('New'));
menu1.add(java.awt.MenuItem('Open'));
menu1.add(java.awt.MenuItem('Save'));
```

```
menuBar=java.awt.MenuBar;
menuBar.add(menu1);
frame.setMenuBar(menuBar);
```

Handling Objects of Class java.lang.Object

A special case exists when the method being called takes an argument of the `java.lang.Object` class. Since this class is the root of the Java class hierarchy, you can pass objects of any class in the argument. The hash table example shown that follows, passes objects belonging to different classes to a common method, `put`, which expects an argument of `java.lang.Object`. The method declaration for `put` is

```
public synchronized Object put(Object key, Object value)
```

The following MATLAB code passes objects of different types (`boolean`, `float`, and `string`) to the `put` method.

```
hTable = java.util.Hashtable;
hTable.put(0, java.lang.Boolean('TRUE'));
hTable.put(1, java.lang.Float(41.287));
hTable.put(2, java.lang.String('test string'));

hTable                  % Verify hash table contents
hTable =
{1.0=41.287, 2.0=test string, 0.0=true}
```

When passing arguments to a method that takes `java.lang.Object`, it is not necessary to specify the class name for objects of a built-in data type. Line three, in the example above, specifies that `41.287` is an instance of class `java.lang.Float`. You can omit this and simply say, `41.287`, as shown in the following example. Thus, MATLAB will create each object for you, choosing the closest matching Java object representation for each argument. The three calls to `put` from the preceding example can be rewritten as

```
hTable.put(0, 1);
hTable.put(1, 41.287);
hTable.put(2, 'test string');
```

Passing Objects in an Array

The only types of Java object arrays that you can pass to Java methods are Java arrays and MATLAB cell arrays.

If the objects have already been placed into an array, either an array returned from a Java constructor or constructed in MATLAB by the `javaArray` function, then you simply pass it as is in the argument to the method being called. No conversion is done by MATLAB, as this is already a Java array.

If you have objects that are not already in a Java array, then MATLAB allows you to simply pass them in a MATLAB cell array. In this case, MATLAB converts the cell array to a Java array prior to passing the argument.

The following example shows the `mapPoints` method of a user-written class accepting an array of class `java.awt.Point`. The method declaration for this is

```
public Object mapPoints(java.awt.Point p[])
```

The MATLAB code shown below creates a 2-by-2 cell array containing four Java Point objects. When the cell array is passed to the `mapPoints` method, MATLAB converts it to a Java array of type `java.awt.Point`.

```
pointObj1 = java.awt.Point(25,143);
pointObj2 = java.awt.Point(31,147);
pointObj3 = java.awt.Point(49,151);
pointObj4 = java.awt.Point(52,176);

cellArray={pointObj1, pointObj2; pointObj3, pointObj4}
cellArray =
    [1x1 java.awt.Point]    [1x1 java.awt.Point]
    [1x1 java.awt.Point]    [1x1 java.awt.Point]

testData.mapPoints(cellArray);
```

Handling a Cell Array of Java Objects

You create a cell array of Java objects by using the MATLAB syntax `{a1,a2,...}`. You index into a cell array of Java objects in the usual way, with the syntax `a{m,n,...}`.

The following example creates a cell array of two `Frame` objects, `frame1` and `frame2`, and assigns it to variable `frames`.

```
frame1 = java.awt.Frame('Frame A');
frame2 = java.awt.Frame('Frame B');

frameArray = {frame1, frame2}
frameArray =
[1x1 java.awt.Frame]    [1x1 java.awt.Frame]
```

The next statement assigns element `{1,2}` of the cell array `frameArray` to variable `f`.

```
f = frameArray {1,2}
f =
java.awt.Frame[frame2,0,0,0x0,invalid,hidden,layout =
java.awt.BorderLayout,resizable,title=Frame B]
```

Other Data Conversion Topics

There are several remaining items of interest regarding the way MATLAB converts its data to a compatible Java type. This includes how MATLAB matches array dimensions, and how it handles empty matrices and empty strings.

How Array Dimensions Affect Conversion

The term *dimension*, as used in this section, refers more to the number of subscripts required to address the elements of an array than to its length, width, and height characteristics. For example, a 5-by-1 array is referred to as having one dimension, as its individual elements can be indexed into using only one array subscript.

In converting MATLAB to Java arrays, MATLAB handles dimension in a special manner. For a MATLAB array, dimension can be considered as the number of nonsingleton dimensions in the array. For example, a 10-by-1 array has dimension 1, and a 1-by-1 array has dimension 0. In Java, dimension is determined solely by the number of nested arrays. For example, `double[][]` has dimension 2, and `double` has dimension 0.

If the Java array's number of dimensions exactly matches the MATLAB array's number of dimensions `n`, then the conversion results in a Java array with `n` dimensions. If the Java array has fewer than `n` dimensions, the conversion

drops singleton dimensions, starting with the first one, until the number of remaining dimensions matches the number of dimensions in the Java array.

Empty Matrices and Nulls

The empty matrix is compatible with any method argument for which `NULL` is a legal value in Java. The empty string (`''`) in MATLAB translates into an empty (not `NULL`) `String` object in Java.

Passing Data to Overloaded Methods

When you invoke an overloaded method on a Java object, MATLAB determines which method to invoke by comparing the arguments your call passes to the arguments defined for the methods. Note that in this discussion, the term *method* includes constructors. When it determines the method to call, MATLAB converts the calling arguments to Java method types according to Java conversion rules, except for conversions involving objects or cell arrays. See “Passing Objects in an Array” on page 5-51.

How MATLAB Determines the Method to Call

When your MATLAB function calls a Java method, MATLAB

1. checks to make sure that the object (or class, for a static method) has a method by that name
2. determines whether the invocation passes the same number of arguments of at least one method with that name
3. makes sure that each passed argument can be converted to the Java type defined for the method

If all of the preceding conditions are satisfied, MATLAB calls the method.

In a call to an overloaded method, if there is more than one candidate, MATLAB selects the one with arguments that best fit the calling arguments. First, MATLAB rejects all methods that have any argument types that are incompatible with the passed arguments (for example, if the method has a `double` argument and the passed argument is a `char`).

Among the remaining methods, MATLAB selects the one with the highest fitness value, which is the sum of the fitness values of all its arguments. The

fitness value for each argument is the fitness of the base type minus the difference between the MATLAB array dimension and the Java array dimension. (Array dimensionality is explained in "How Array Dimensions Affect Conversion" on page 5-52.) If two methods have the same fitness, the first one defined in the Java class is chosen.

Example - Calling an Overloaded Method

Suppose a function constructs a `java.io.OutputStreamWriter` object, `osw`, and then invokes a method on the object.

```
osw.write('Test data', 0, 9);
```

MATLAB finds that the class `java.io.OutputStreamWriter` defines three `write` methods.

```
public void write(int c);
public void write(char[] cbuf, int off, int len);
public void write(String str, int off, int len);
```

MATLAB rejects the first `write` method, because it takes only one argument. Then, MATLAB assesses the fitness of the remaining two `write` methods. These differ only in their first argument, as explained below.

In the first of these two `write` methods, the first argument is defined with base type, `char`. The table, Conversion of MATLAB Types to Java Types, shows that for the type of the calling argument (MATLAB `char`), Java type, `char`, has a value of 6. There is no difference between the dimension of the calling argument and the Java argument. So the fitness value for the first argument is 6.

In the other `write` method, the first argument has Java type `String`, which has a fitness value of 7. The dimension of the Java argument is 0, so the difference between it and the calling argument dimension is 1. Therefore, the fitness value for the first argument is 6.

Because the fitness value of those two `write` methods is equal, MATLAB calls the one listed first in the class definition, with `char[]` first argument.

Handling Data Returned from a Java Method

In many cases, data returned from Java is incompatible with the data types operated on within MATLAB. When this is the case, MATLAB converts the returned value to a data type native to the MATLAB language. This section describes the conversion performed on the various data types that can be returned from a call to a Java method.

This section addresses the following topics:

- "Conversion of Java Return Data"
- "Built-In Data Types"
- "Java Objects"
- "Converting Objects to MATLAB Data Types"

Conversion of Java Return Data

The following table lists Java return types and the resulting MATLAB types. For some Java base return types, MATLAB treats scalar and array returns differently, as described following the table.

Table 5-3: Conversion of Java Types to MATLAB Types

Java Return Type	If Scalar Return, Resulting MATLAB Type	If Array Return, Resulting MATLAB Type
`boolean`	`double (logical)`	`double (logical)`
`byte`	`double`	`int8`
`short`	`double`	`int16`
`int`	`double`	`int32`
`long`	`double`	`double`
`float`	`double`	`single`
`double`	`double`	`double`
`char`	`char`	`char`

Built-In Data Types

Java *built-in* data types are described in "Passing Built-In Data Types" on page 5-47. Basically, this data type includes `boolean`, `byte`, `short`, `long`, `int`, `double`, `float`, and `char`. When the value returned from a method call is one of these Java built-in types, MATLAB converts it according to the table, "Conversion of Java Types to MATLAB Types" on page 5-55.

A single numeric or `boolean` value converts to a 1-by-1 matrix of `double`, which is convenient for use in MATLAB. An array of a numeric or `boolean` return values converts to an array of the closest base type, to minimize the required storage space. Array conversions are listed in the right-hand column of the table.

A return value of Java type `char` converts to a 1-by-1 matrix of `char`. And an array of Java `char` converts to a MATLAB array of that type.

Java Objects

When a method call returns Java objects, MATLAB leaves them in their original form. They remain as Java objects so you can continue to use them to interact with other Java methods.

The only exception to this is when the method returns data of type, `java.lang.Object`. This class is the root of the Java class hierarchy and is frequently used as a catchall for objects and arrays of various types. When the method being called returns a value of the `Object` class, MATLAB converts its value according to the table, "Conversion of Java Types to MATLAB Types" on page 5-55. That is, numeric and `boolean` objects such as `java.lang.Integer` or `java.lang.Boolean` convert to a 1-by-1 MATLAB matrix of `double`. Object arrays of these types convert to the MATLAB data types listed in the right-hand column of the table. Other object types are not converted.

Converting Objects to MATLAB Data Types

With the exception of objects of class `String` and class `Object`, MATLAB does not convert Java objects returned from method calls to a native MATLAB data type. If you want to convert Java object data to a form more readily useable in MATLAB, there are a few MATLAB functions that enable you to do this. These are described in the following sections.

Converting to the MATLAB double Data Type

Using the `double` function in MATLAB, you can convert any Java object or array of objects to the MATLAB `double` data type. The action taken by the `double` function depends on the class of the object you specify.

- If the object is an instance of a numeric class (`java.lang.Number` or one of the classes that inherit from that class), then MATLAB uses a preset conversion algorithm to convert the object to a MATLAB `double`.
- If the object is not an instance of a numeric class, MATLAB checks the class definition to see if it implements a method called `toDouble`. Note that MATLAB uses `toDouble` to perform its conversion of Java objects to the MATLAB `double` data type. If such a method is implemented for this class, MATLAB executes it to perform the conversion.
- If you are using a class of your own design, you can write your own `toDouble` method to perform conversions on objects of that class to a MATLAB `double`. This enables you to specify your own means of data type conversion for objects belonging to your own classes.

Note If the class of the specified object is not `java.lang.Number`, does not inherit from that `java.lang.Number`, and it does not implement a `toDouble` method, then an attempt to convert the object using the `double` function results in an error in MATLAB.

The syntax for the `double` command is as follows, where `object` is a Java object or Java array of objects.

```
double(object);
```

Converting to the MATLAB char Data Type

With the MATLAB `char` function, you can convert `java.lang.String` objects and arrays to MATLAB data types. A single `java.lang.String` object converts to a MATLAB character array. An array of `java.lang.String` objects converts to a MATLAB cell array, with each cell holding a character array.

If the object specified in the `char` command is not an instance of the `java.lang.String` class, then MATLAB checks its class to see if it implements a method named `toChar`. If this is the case, then MATLAB executes the `toChar`

method of the class to perform the conversion. If you write your own class definitions, then you can make use of this feature by writing a `toChar` method that performs the conversion according to your own needs.

Note If the class of the specified object is not `java.lang.String` and it does not implement a `toChar` method, then an attempt to convert the object using the `char` function results in an error in MATLAB.

The syntax for the `char` command is as follows, where `object` is a Java object or Java array of objects.

```
char(object);
```

Converting to a MATLAB Structure

Java objects are similar to the MATLAB `structure` in that many of an object's characteristics are accessible via field names defined within the object. You may want to convert a Java object into a MATLAB `structure` to facilitate the handling of its data in MATLAB. Use the MATLAB `struct` function on the object to do this.

The syntax for the `struct` command is as follows, where `object` is a Java object or Java array of objects.

```
struct(object);
```

The following example converts a `java.awt.Polygon` object into a MATLAB `structure`. You can access the fields of the object directly using MATLAB `structure` operations. The last line indexes into the array, `pstruct.xpoints`, to deposit a new value into the third array element.

```
polygon = java.awt.Polygon([14 42 98 124], [55 12 -2 62], 4);

pstruct = struct(polygon)
pstruct =
    npoints: 4
    xpoints: [4x1 int32]
    ypoints: [4x1 int32]

pstruct.xpoints
ans =
```

```
    14
    42
    98
   124

pstruct.xpoints(3) = 101;
```

Converting to a MATLAB Cell Array

Use the `cell` function to convert a Java array or Java object into a MATLAB cell array. Elements of the resulting cell array will be of the MATLAB type (if any) closest to the Java array elements or Java object.

The syntax for the `cell` command is as follows, where `object` is a Java object or Java array of objects.

```
cell(object);
```

In the following example, a MATLAB cell array is created in which each cell holds an array of a different data type. The `cell` command used in the first line converts each type of object array into a cell array.

```
import java.lang.* java.awt.*;

% Create a Java array of double
dblArray = javaArray('java.lang.Double', 1, 10);
for m = 1:10
   dblArray(1, m) = Double(m * 7);
end

% Create a Java array of points
ptArray = javaArray('java.awt.Point', 3);
ptArray(1) = Point(7.1, 22);
ptArray(2) = Point(5.2, 35);
ptArray(3) = Point(3.1, 49);

% Create a Java array of strings
strArray = javaArray('java.lang.String', 2, 2);
strArray(1,1) = String('one');    strArray(1,2) = String('two');
strArray(2,1) = String('three');  strArray(2,2) = String('four');
```

```
% Convert each to cell arrays
cellArray = {cell(dblArray), cell(ptArray), cell(strArray)}
cellArray =
    {1x10 cell}    {3x1 cell}    {2x2 cell}

cellArray{1,1}       % Array of type double
ans =

   [7]   [14]   [21]   [28]   [35]   [42]   [49]   [56]   [63]   [70]

cellArray{1,2}       % Array of type Java.awt.Point

ans =

    [1x1 java.awt.Point]
    [1x1 java.awt.Point]
    [1x1 java.awt.Point]

cellArray{1,3}       % Array of type char array

ans =

    'one'      'two'
    'three'    'four'
```

Introduction to Programming Examples

The following programming examples demonstrate the MATLAB interface to Java classes and objects.

- "Example – Reading a URL"
- "Example – Finding an Internet Protocol Address"
- "Example – Communicating Through a Serial Port"
- "Example – Creating and Using a Phone Book"

Each example contains the following sections:

- Overview - Describes what the example does and how it uses the Java interface to accomplish it. Highlighted are the most important Java objects that are constructed and used in the example code.
- Description - provides a detailed description of all code in the example. For longer functions, the description is divided into functional sections that focus on a few statements.
- Running the Example - Shows a sample of the output from execution of the example code.

The example descriptions concentrate on the Java-related functions. For information on other MATLAB programming constructs, operators, and functions used in the examples, see the applicable sections in the MATLAB documentation.

Example – Reading a URL

This program, `URLdemo`, opens a connection to a web site specified by a URL (Uniform Resource Locator), for the purpose of reading text from a file at that site. It constructs an object of the Java API class, `java.net.URL`, which enables convenient handling of URLs. Then, it calls a method on the URL object, to open a connection.

To read and display the lines of text at the site, `URLdemo` uses classes from the Java I/O package `java.io`. It creates an `InputStreamReader` object, and then uses that object to construct a `BufferedReader` object. Finally, it calls a method on the `BufferedReader` object to read the specified number of lines from the site.

Description of URLdemo

The major tasks performed by `URLdemo` are:

1. Construct a URL Object

The example first calls a constructor on `java.net.URL` and assigns the resulting object to variable `url`. The `URL` constructor takes a single argument, the name of the URL to be accessed, as a string. The constructor checks whether the input URL has a valid form.

```
url = java.net.URL(...
     'http://www.ncsa.uiuc.edu/demoweb/url-primer.html')
```

2. Open a Connection to the URL

The second statement of the example calls the method, `openStream`, on the `URL` object `url`, to establish a connection with the web site named by the object. The method returns an `InputStream` object to variable, `is`, for reading bytes from the site.

```
is = openStream(url)
```

3. Set Up a Buffered Stream Reader

The next two lines create a buffered stream reader for characters. The `java.io.InputStreamReader` constructor is called with the input stream `is`, to return to variable `isr` an object that can read characters. Then, the `java.io.BufferedReader` constructor is called with `isr`, to return a

`BufferedReader` object to variable `br`. A buffered reader provides for efficient reading of characters, arrays, and lines.

```
isr = java.io.InputStreamReader(is)
br = java.io.BufferedReader(isr)
```

4. Read and Display Lines of Text

The final statement reads and displays the first 10 lines of text from the site. Within a MATLAB `for` statement that iterates 10 times, the `BufferedReader` method `readLine` reads a line of text (terminated by a `return` and/or line feed character) from the site. To display the output in MATLAB, assign it to variable `s`, without terminating the statement with a semicolon.

```
for i = 1:10
   s = readLine(br)
end
```

Running the Example

When you run this example, you see output similar to the following.

```
url =
http://www.ncsa.uiuc.edu/demoweb/url-primer.html
is =
java.io.BufferedInputStream@62d
isr =
java.io.InputStreamReader@67d
br =
java.io.BufferedReader@644
s =
<TITLE>A Beginner's Guide to URLs</TITLE>
s =
<H1>A Beginner's Guide to URLs</H1>
s =
     ''
s =
What is a URL?  A URL is a <b>Uniform Resource Locator</b>.  Think
of
s =
it as a networked extension of the standard <i>filename</i>
concept:
```

```
s =
not only can you point to a file in a directory, but that file and
s =
that directory can exist on any machine on the network, can be
served
s =
via any of several different methods, and might not even be
something
s =
as simple as a file: URLs can also point to queries, documents
stored
s =
deep within databases, the results of a <i>finger</i> or
<i>archie</i>
```

Example – Finding an Internet Protocol Address

The `resolveip` function returns either the name or address of an IP (internet protocol) host. If you pass `resolveip` a hostname, it returns the IP address. If you pass `resolveip` an IP address, it returns the hostname. The function uses the Java API class `java.net.InetAddress`, which enables you to find an IP address for a hostname, or the hostname for a given IP address, without making DNS calls.

`resolveip` calls a `static` method on the `InetAddress` class to obtain an `InetAddress` object. Then, it calls accessor methods on the `InetAddress` object to get the hostname and IP address for the input argument. It displays either the hostname or the IP address, depending on the program input argument.

Description of resolveip

The major tasks performed by `resolveip` are:

1. Create an InetAddress Object

Instead of constructors, the `java.net.InetAddress` class has `static` methods that return an instance of the class. The `try` statement calls one of those methods, `getByName`, passing the `input` argument that the user has passed to `resolveip`. The input argument can be either a hostname or an IP address. If `getByName` fails, the `catch` statement displays an `error` message.

```
function resolveip(input)
try
   address = java.net.InetAddress.getByName(input);
catch
   error(sprintf('Unknown host %s.', input));
end
```

2. Retrieve the Hostname and IP Address

The example uses calls to the `getHostName` and `getHostAddress` accessor functions on the `java.net.InetAddress` object, to obtain the hostname and IP address, respectively.

```
hostname = address.getHostName;
ipaddress = address.getHostAddress;
```

3. Display the Hostname or IP Address

The example uses the MATLAB `strcmp` function to compare the `input` argument to the resolved IP address. If it matches, MATLAB displays the hostname for the internet address. If the input does not match, MATLAB displays the IP address.

```
if strcmp(input,ipaddress)
   disp(sprintf('Host name of %s is %s', input, hostname));
else
   disp(sprintf('IP address of %s is %s', input, ipaddress));
end;
```

Running the Example

Here is an example of calling the `resolveip` function with a hostname.

```
resolveip www.mathworks.com
IP address of www.mathworks.com is 144.212.100.10
```

Here is a call to the function with an IP address.

```
resolveip 144.212.100.10
Host name of 144.212.100.10 is www.mathworks.com
```

Example – Communicating Through a Serial Port

The `serialexample` program uses classes of the Java API `javax.comm` package, which support access to communications ports. After defining port configuration variables, `serialexample` constructs a `javax.comm.CommPortIdentifier` object, to manage the serial communications port. The program calls the `open` method on that object to return an object of the `javax.comm.SerialPort` class, which describes the low-level interface to the `COM1` serial port, assumed to be connected to a Tektronix oscilloscope. (The example can be run without an oscilloscope.) The `serialexample` program then calls several methods on the `SerialPort` object to configure the serial port.

The `serialexample` program uses the I/O package `java.io`, to write to and read from the serial port. It calls a `static` method to return an `OutputStream` object for the serial port. It then passes that object to the constructor for `java.io.OutputStreamWriter`. It calls the `write` method on the `OutputStreamWriter` object to write a command to the serial port, which sets the contrast on the oscilloscope. It calls `write` again to write a command that checks the contrast. It then constructs an object of the `java.io.InputStreamWriter` class to read from the serial port.

It calls another `static` method on the SerialPort object to return an `OutputStream` object for the serial port. It calls a method on that object to get the number of bytes to read from the port. It passes the InputStream object to the constructor for `java.io.OutputStreamWriter`. Then, if there is data to read, it calls the `read` method on the `OutputStreamWriter` object to read the contrast data returned by the oscilloscope.

Note MATLAB also provides built-in serial port support, described in the chapter on Serial Port I/O.

Description of Serial Example

The major tasks performed by `serialexample` are:

1. Define Variables for Serial Port Configuration and Output

The first five statements define variables for configuring the serial port. The first statement defines the baud rate to be 9600, the second defines number of data bits to be 8, and the third defines the number of stop bits to be 1. The fourth statement defines parity to be off, and the fifth statement defines flow control (handshaking) to be off.

```
SerialPort_BAUD_9600 = 9600;
SerialPort_DATABITS_8 = 8;
SerialPort_STOPBITS_1 = 1;
SerialPort_PARITY_NONE = 0;
SerialPort_FLOWCTRL_NONE = 0;
```

The last variable definition sets the terminator character for writing to the serial port, to a carriage return.

```
terminator = char(13);
```

2. Create a CommPortIdentifier Object

Instead of constructors, the `javax.comm.CommPortIdentifier` class has `static` methods that return an instance of the class. The example calls one of these, `getPortIdentifier`, to return a `CommPortIdentifier` object for port `COM1`.

```
commPort = ...
javax.comm.CommPortIdentifier.getPortIdentifier('COM1');
```

3. Open the Serial Port

The example opens the serial port, by calling `open` on the `CommPortIdentifier` object `commPort`. The `open` call returns a `SerialPort` object, assigning it to `serialPort`. The first argument to `open` is the name (owner) for the port, the second argument is the name for the port, and the third argument is the number of milliseconds to wait for the open.

```
serialPort = open(commPort, 'serial', 1000);
```

4. Configure the Serial Port

The next three statements call configuration methods on the `SerialPort` object `serialPort`. The first statement calls `setSerialPortParams` to set the baud rate, data bits, stop bits, and parity. The next two statements call `setFlowControlMode` to set the flow control, and then `enableReceiveTimeout` to set the timeout for receiving data.

```
setSerialPortParams(serialPort, SerialPort_BAUD_9600,...
SerialPort_DATABITS_8, SerialPort_STOPBITS_1,...
SerialPort_PARITY_NONE);
setFlowControlMode(serialPort, SerialPort_FLOWCTRL_NONE);
enableReceiveTimeout(serialPort, 1000);
```

5. Set Up an Output Stream Writer

The example then calls a constructor to create and open a `java.io.OutputStreamWriter` object. The constructor call passes the `java.io.OutputStream` object, returned by a call to the `getOutputStream` method `serialPort`, and assigns the `OutputStreamWriter` object to `out`.

```
out = java.io.OutputStreamWriter(getOutputStream(serialPort));
```

6. Write Data to Serial Port and Close Output Stream

The example writes a string to the serial port, by calling `write` on the object `out`. The string is formed by concatenating (with MATLAB [ ] syntax) a command to set the oscilloscope's contrast to 45, with the command terminator that is required by the instrument. The next statement calls `flush` on `out` to flush the output stream.

```
write(out, ['Display:Contrast 45' terminator]);
flush(out);
```

Then, the example again calls `write` on `out` to send another string to the serial port. This string is a query command, to determine the oscilloscope's contrast setting, concatenated with the command terminator. The example then calls `close` on the output stream.

```
write(out, ['Display:Contrast?' terminator]);
close(out);
```

7. Open an Input Stream and Determine Number of Bytes to Read

To read the data expected from the oscilloscope in response to the contrast query, the example opens an input stream by calling the `static` method, `InputStream.getInputStream`, to obtain an `InputStream` object for the serial port. Then, the example calls the method `available` on the `InputStream` object, `in`, and assigns the returned number of bytes to `numAvail`.

```
in = getInputStream(serialPort);
numAvail = available(in);
```

8. Create an Input Stream Reader for the Serial Port

The example then calls a `java.io.InputStreamReader` constructor, with the `InputStream` object, `in`, and assigns the new object to `reader`.

```
reader = java.io.InputStreamReader(in);
```

9. Read Data from Serial Port and Close Reader

The example reads from the serial port, by calling the `read` method on the `InputStreamReader` object reader for each available byte. The `read` statement uses MATLAB array concatenation to add each newly read byte to the array of bytes already read. After reading the data, the example calls `close` on `reader` to close the input stream reader.

```
result = [];
for i = 1:numAvail
   result = [result read(reader)];
end
close(reader);
```

10. Close the Serial Port

The example closes the serial port, by calling `close` on the `serialPort` object.

```
close(serialPort);
```

11. Convert Input Argument to a MATLAB Character Array

The last statement of the example uses the MATLAB function, `char`, to convert the array input bytes (integers) to an array of characters:

```
result = char(result);
```

Running the serialexample Program

The value of `result` depends upon whether your system's COM1 port is cabled to an oscilloscope. If you have run the example with an oscilloscope, you see the result of reading the serial port.

```
result =
45
```

If you run the example without an oscilloscope attached, there is no data to read. In that case, you see an empty character array.

```
result =
''
```

Example – Creating and Using a Phone Book

The example's main function, phonebook, can be called either with no arguments, or with one argument, which is the key of an entry that exists in the phone book. The function first determines the directory to use for the phone book file.

If no phone book file exists, it creates one by constructing a `java.io.FileOutputStream` object, and then closing the output stream. Next, it creates a data dictionary by constructing an object of the Java API class, `java.util.Properties`, which is a subclass of `java.util.Hashtable` for storing key/value pairs in a hash table. For the phonebook program, the key is a name, and the value is one or more telephone numbers.

The phonebook function creates and opens an input stream for reading by constructing a `java.io.FileInputStream` object. It calls load on that object to load the hash table contents, if it exists. If the user passed the key to an entry to look up, it looks up the entry by calling `pb_lookup`, which finds and displays it. Then, the phonebook function returns.

If phonebook was called without the name argument, it then displays a textual menu of the available phone book actions:

- Look up an entry
- Add an entry
- Remove an entry
- Change the phone number(s) in an entry
- List all entries

The menu also has a selection to exit the program. The function uses MATLAB functions to display the menu and to input the user selection.

The phonebook function iterates accepting user selections and performing the requested phone book action until the user selects the menu entry to exit. The phonebook function then opens an output stream for the file by constructing a `java.io.FileOutputStream` object. It calls save on the object to write the current data dictionary to the phone book file. It finally closes the output stream and returns.

Description of Function phonebook

The major tasks performed by phonebook are:

1. Determine the Data Directory and Full Filename

The first statement assigns the phone book filename, 'myphonebook', to the variable pbname. If the phonebook program is running on a PC, it calls the java.lang.System static method getProperty to find the directory to use for the data dictionary. This will be set to the user's current working directory. Otherwise, it uses MATLAB function getenv to determine the directory, using the system variable HOME which you can define beforehand to anything you like. It then assigns to pbname the full pathname, consisting of the data directory and filename 'myphonebook'.

```
function phonebook(varargin)
pbname = 'myphonebook'; % name of data dictionary
if ispc
   datadir = char(java.lang.System.getProperty('user.dir'));
else
   datadir = getenv('HOME');
end;
pbname = fullfile(datadir, pbname);
```

2. If Needed, Create a File Output Stream

If the phonebook file does not already exist, phonebook asks the user whether to create a new one. If the user answers y, phonebook creates a new phone book by constructing a FileOutputStream object. In the try clause of a try-catch block, the argument pbname passed to the FileOutputStream constructor is the full name of the file that the constructor creates and opens. The next statement closes the file by calling close on the FileOutputStream object FOS. If the output stream constructor fails, the catch statement prints a message and terminates the program.

```
if ~exist(pbname)
   disp(sprintf('Data file %s does not exist.', pbname));
   r = input('Create a new phone book (y/n)?','s');
   if r == 'y',
       try
           FOS = java.io.FileOutputStream(pbname);
           FOS.close
       catch
```

```
            error(sprintf('Failed to create %s', pbname));
        end;
    else
        return;
    end;
end;
```

3. Create a Hash Table

The example constructs a `java.util.Properties` object to serve as the hash table for the data dictionary.

```
pb_htable = java.util.Properties;
```

4. Create a File Input Stream

In a `try` block, the example invokes a `FileInputStream` constructor with the name of the phone book file, assigning the object to `FIS`. If the call fails, the `catch` statement displays an `error` message and terminates the program.

```
try
   FIS = java.io.FileInputStream(pbname);
catch
   error(sprintf('Failed to open %s for reading.', pbname));
end;
```

5. Load the Phone Book Keys and Close the File Input Stream

The example calls `load` on the `FileInputStream` object `FIS`, to load the phone book keys and their values (if any) into the hash table. It then closes the file input stream.

```
pb_htable.load(FIS);
FIS.close;
```

6. Display the Action Menu and Get the User's Selection

Within a `while` loop, several `disp` statements display a menu of actions that the user can perform on the phone book. Then, an `input` statement requests the user's typed selection.

```
while 1
   disp ' '
   disp ' Phonebook Menu:'
```

```
disp ' '
disp ' 1. Look up a phone number'
disp ' 2. Add an entry to the phone book'
disp ' 3. Remove an entry from the phone book'
disp ' 4. Change the contents of an entry in the phone book'
disp ' 5. Display entire contents of the phone book'
disp ' 6. Exit this program'
disp ' '
s = input('Please type the number for a menu selection: ','s');
```

7. Invoke the Function to Perform A Phone Book Action

Still within the `while` loop, a `switch` statement provides a case to handle each user selection. Each of the first five cases invokes the function to perform a phone book action.

Case 1 prompts for a name that is a key to an entry. It calls `isempty` to determine whether the user has entered a name. If a name has not been entered, it calls `disp` to display an error message. If a name has been input, it passes it to `pb_lookup`. The `pb_lookup` routine looks up the entry and, if it finds it, displays the entry contents.

```
switch s
   case '1',
       name = input('Enter the name to look up: ','s');
       if isempty(name)
           disp 'No name entered'
       else
           pb_lookup(pb_htable, name);
       end;
```

Case 2 calls `pb_add`, which prompts the user for a new entry and then adds it to the phone book.

```
case '2',
    pb_add(pb_htable);
```

Case 3 uses `input` to prompt for the name of an entry to remove. If a name has not been entered, it calls `disp` to display an error message. If a name has been input, it passes it to `pb_remove`.

```
case '3',
    name=input('Enter the name of the entry to remove: ', 's');
```

```
        if isempty(name)
            disp 'No name entered'
        else
            pb_remove(pb_htable, name);
        end;
```

Case 4 uses `input` to prompt for the name of an entry to change. If a name has not been entered, it calls `disp` to display an error message. If a name has been input, it passes it to `pb_change`.

```
    case '4',
        name=input('Enter the name of the entry to change: ', 's');
        if isempty(name)
            disp 'No name entered'
        else
            pb_change(pb_htable, name);
        end;
```

Case 5 calls `pb_listall` to display all entries.

```
    case '5',
        pb_listall(pb_htable);
```

8. Exit by Creating an Output Stream and Saving the Phone Book

If the user has selected case `6` to exit the program, a `try` statement calls the constructor for a `FileOuputStream` object, passing it the name of the phone book. If the constructor fails, the `catch` statement displays an error message.

If the object is created, the next statement saves the phone book data by calling `save` on the `Properties` object `pb_htable`, passing the `FileOutputStream` object `FOS` and a descriptive header string. It then calls `close` on the `FileOutputStream` object, and returns.

```
    case '6',
        try
            FOS = java.io.FileOutputStream(pbname);
        catch
            error(sprintf('Failed to open %s for writing.',...
            pbname));
        end;
        pb_htable.save(FOS,'Data file for phonebook program');
        FOS.close;
```

```
        return;
    otherwise
        disp 'That selection is not on the menu.'
    end;
end;
```

Description of Function pb_lookup

Arguments passed to `pb_lookup` are the `Properties` object `pb_htable` and the `name` key for the requested entry. The `pb_lookup` function first calls `get` on `pb_htable` with the `name` key, on which support function `pb_keyfilter` is called to change spaces to underscores. The `get` method returns the entry (or null, if the entry is not found) to variable `entry`. Note that `get` takes an argument of type `java.lang.Object` and also returns an argument of that type. In this invocation, the key passed to `get` and the entry returned from it are actually character arrays.

`pb_lookup` then calls `isempty` to determine whether `entry` is `null`. If it is, it uses `disp` to display an message stating that the name was not found. If `entry` is not `null`, it calls `pb_display` to display the entry.

```
function pb_lookup(pb_htable,name)
entry = pb_htable.get(pb_keyfilter(name));
if isempty(entry),
   disp(sprintf('The name %s is not in the phone book',name));
else
   pb_display(entry);
end
```

Description of Function pb_add

1. Input the Entry to Add

The `pb_add` function takes one argument, the `Properties` object `pb_htable`. `pb_add` uses `disp` to prompt for an entry. Using the up-arrow (^) character as a line delimiter, `input` inputs a name to the variable `entry`. Then, within a while loop, it uses input to get another line of the entry into variable `line`. If the line is empty, indicating that the user has finished the entry, the code breaks out of the while loop. If the line is not empty, the else statement appends line to entry and then appends the line delimiter. At the end, the `strcmp`

checks the possibility that no input was entered and, if that is the case, returns.

```
function pb_add(pb_htable)
disp 'Type the name for the new entry, followed by Enter.'
disp 'Then, type the phone number(s), one per line.'
disp 'To complete the entry, type an extra Enter.'
name = input(':: ','s');
entry=[name '^'];
while 1
   line = input(':: ','s');
   if isempty(line)
       break;
   else
       entry=[entry line '^'];
   end;
end;

if strcmp(entry, '^')
   disp 'No name entered'
   return;
end;
```

2. Add the Entry to the Phone Book

After the input has completed, `pb_add` calls `put` on `pb_htable` with the hash key `name` (on which `pb_keyfilter` is called to change spaces to underscores) and `entry`. It then displays a message that the entry has been added.

```
pb_htable.put(pb_keyfilter(name),entry);
disp ' '
disp(sprintf('%s has been added to the phone book.', name));
```

Description of Function pb_remove

1. Look For the Key in the Phone Book

Arguments passed to `pb_remove` are the `Properties` object `pb_htable` and the `name` key for the entry to remove. The `pb_remove` function calls `containsKey` on `pb_htable` with the `name` key, on which support function `pb_keyfilter` is

called to change spaces to underscores. If name is not in the phone book, disp displays a message and the function returns.

```
function pb_remove(pb_htable,name)
if ~pb_htable.containsKey(pb_keyfilter(name))
   disp(sprintf('The name %s is not in the phone book',name))
   return
end;
```

2. Ask for Confirmation and If Given, Remove the Key

If the key is in the hash table, pb_remove asks for user confirmation. If the user confirms the removal by entering y, pb_remove calls remove on pb_htable with the (filtered) name key, and displays a message that the entry has been removed. If the user enters n, the removal is not performed and disp displays a message that the removal has not been performed.

```
r = input(sprintf('Remove entry %s (y/n)? ',name), 's');
if r == 'y'
   pb_htable.remove(pb_keyfilter(name));
   disp(sprintf('%s has been removed from the phone book',name))
else
   disp(sprintf('%s has not been removed',name))
end;
```

Description of Function pb_change

1. Find the Entry to Change, and Confirm

Arguments passed to pb_change are the Properties object pb_htable and the name key for the requested entry. The pb_change function calls get on pb_htable with the name key, on which pb_keyfilter is called to change spaces to underscores. The get method returns the entry (or null, if the entry is not found) to variable entry. pb_change calls isempty to determine whether the entry is empty. If the entry is empty, pb_change displays a message that the name will be added to the phone book, and allows the user to enter the phone number(s) for the entry.

If the entry is found, in the else clause, pb_change calls pb_display to display the entry. It then uses input to ask the user to confirm the replacement. If the user enters anything other than y, the function returns.

```
function pb_change(pb_htable,name)
entry = pb_htable.get(pb_keyfilter(name));
if isempty(entry)
   disp(sprintf('The name %s is not in the phone book', name));
   return;
else
   pb_display(entry);
   r = input('Replace phone numbers in this entry (y/n)? ','s');
   if r ~= 'y'
       return;
   end;
end;
```

2. Input New Phone Number(s) and Change the Phone Book Entry

pb_change uses disp to display a prompt for new phone number(s). Then, pb_change inputs data into variable entry, with the same statements described in "Input the Entry to Add".

Then, to replace the existing entry with the new one, pb_change calls put on pb_htable with the (filtered) key name and the new entry. It then displays a message that the entry has been changed.

```
disp 'Type in the new phone number(s), one per line.'
disp 'To complete the entry, type an extra Enter.'
disp(sprintf(':: %s', name));
entry=[name '^'];
while 1
   line = input(':: ','s');
   if isempty(line)
       break;
   else
       entry=[entry line '^'];
   end;
end;
pb_htable.put(pb_keyfilter(name),entry);
disp ' '
disp(sprintf('The entry for %s has been changed', name));
```

Description of Function pb_listall

The pb_listall function takes one argument, the Properties object pb_htable. The function calls propertyNames on the pb_htable object to return to enum a java.util.Enumeration object, which supports convenient enumeration of all the keys. In a while loop, pb_listall calls hasMoreElements on enum, and if it returns true, pb_listall calls nextElement on enum to return the next key. It then calls pb_display to display the key and entry, which it retrieves by calling get on pb_htable with the key.

```
function pb_listall(pb_htable)
enum = pb_htable.propertyNames;
while enum.hasMoreElements
   key = enum.nextElement;
   pb_display(pb_htable.get(key));
end;
```

Description of Function pb_display

The pb_display function takes an argument entry, which is a phone book entry. After displaying a horizontal line, pb_display calls MATLAB function strtok to extract the first line the entry, up to the line delimiter (^), into t and and the remainder into r. Then, within a while loop that terminates when t is empty, it displays the current line in t. Then it calls strtok to extract the next line from r, into t. When all lines have been displayed, pb_display indicates the end of the entry by displaying another horizontal line.

```
function pb_display(entry)
disp ' '
disp '-------------------------'
[t,r] = strtok(entry,'^');
while ~isempty(t)
   disp(sprintf(' %s',t));
   [t,r] = strtok(r,'^');
end;
disp '-------------------------'
```

Description of Function pb_keyfilter

The pb_keyfilter function takes an argument key, which is a name used as a key in the hash table, and either filters it for storage or unfilters it for display.

The filter, which replaces each space in the key with an underscore (_), makes the key usable with the methods of `java.util.Properties`.

```
function out = pb_keyfilter(key)
if ~isempty(findstr(key,' '))
   out = strrep(key,' ','_');
else
   out = strrep(key,'_',' ');
end;
```

Running the phonebook Program

In this sample run, a user invokes `phonebook` with no arguments. The user selects menu action `5`, which displays the two entries currently in the phone book (all entries are fictitious). Then, the user selects `2`, to add an entry. After adding the entry, the user again selects `5`, which displays the new entry along with the other two entries.

```
Phonebook Menu:

     1. Look up a phone number
     2. Add an entry to the phone book
     3. Remove an entry from the phone book
     4. Change the contents of an entry in the phone book
     5. Display entire contents of the phone book
     6. Exit this program

Please type the number for a menu selection: 5

-------------------------
 Sylvia Woodland
 (508) 111-3456
-------------------------

-------------------------
 Russell Reddy
 (617) 999-8765
-------------------------

Phonebook Menu:
```

```
     1. Look up a phone number
     2. Add an entry to the phone book
     3. Remove an entry from the phone book
     4. Change the contents of an entry in the phone book
     5. Display entire contents of the phone book
     6. Exit this program

Please type the number for a menu selection: 2

Type the name for the new entry, followed by Enter.
Then, type the phone number(s), one per line.
To complete the entry, type an extra Enter.
:: BriteLites Books
:: (781) 777-6868
::

BriteLites Books has been added to the phone book.

Phonebook Menu:

     1. Look up a phone number
     2. Add an entry to the phone book
     3. Remove an entry from the phone book
     4. Change the contents of an entry in the phone book
     5. Display entire contents of the phone book
     6. Exit this program

Please type the number for a menu selection: 5

-------------------------
 BriteLites Books
 (781) 777-6868
-------------------------


-------------------------
 Sylvia Woodland
 (508) 111-3456
-------------------------
```

```
-------------------------
 Russell Reddy
 (617) 999-8765
-------------------------
```

6

Importing and Exporting Data

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You can use MAT-files, the data file format MATLAB uses for saving data to disk, to import data to and export data from the MATLAB environment. MAT-files provide a convenient mechanism for moving your MATLAB data between different platforms in a highly portable manner. In addition, they provide a means to import and export your data to other stand-alone MATLAB applications.

To simplify your use of MAT-files in applications outside of MATLAB, we provide a library of access routines that you can use in your own C or Fortran programs to read and write MAT-files. Programs that access MAT-files also use the mx API routines discussed in this book.

The following list summarizes the contents of this chapter:

- "Using MAT-Files"
- "Examples of MAT-Files"
- "Compiling and Linking MAT-File Programs"

For additional information and support in building your applications, see the section entitled, Additional Information.

Using MAT-Files

This section describes the various techniques for importing data to and exporting data from the MATLAB environment. The main topics that are discussed are:

- "Importing Data to MATLAB"
- "Exporting Data from MATLAB"
- "Exchanging Data Files Between Platforms"
- "Reading and Writing MAT-Files"
- "Finding Associated Files"

The most important approach to importing and exporting data involves the use of MAT-files, the data file format that MATLAB uses for saving data to your disk. MAT-files provide a convenient mechanism for moving your MATLAB data between different platforms and for importing and exporting your data to other stand-alone MATLAB applications.

To simplify your use of MAT-files in applications outside of MATLAB, we have developed a library of access routines with a `mat` prefix that you can use in your own C or Fortran programs to read and write MAT-files. Programs that access MAT-files also use the `mx` prefixed API routines discussed in "Creating C Language MEX-Files" and "Creating Fortran MEX-Files".

Importing Data to MATLAB

You can introduce data from other programs into MATLAB by several methods. The best method for importing data depends on how much data there is, whether the data is already in machine-readable form, and what format the data is in. Here are some choices. Select the one that best meets your needs.

- **Enter the data as an explicit list of elements.**

  If you have a small amount of data, less than 10-15 elements, it is easy to type the data explicitly using brackets [ ]. This method is awkward for larger amounts of data because you can't edit your input if you make a mistake.

- **Create data in an M-file.**

  Use your text editor to create an M-file that enters your data as an explicit list of elements. This method is useful when the data isn't already in

computer-readable form and you have to type it in. Essentially the same as the first method, this method has the advantage of allowing you to use your editor to change the data and correct mistakes. You can then just rerun your M-file to re-enter the data.

- **Load data from an ASCII flat file.**

  A *flat file* stores the data in ASCII form, with fixed-length rows terminated with new lines (carriage returns) and with spaces separating the numbers. You can edit ASCII flat files using a normal text editor. Flat files can be read directly into MATLAB using the `load` command. The result is to create a variable with the same name as the filename.

- **Read data using MATLAB's I/O functions.**

  You can read data using `fopen`, `fread`, and MATLAB's other low-level I/O functions. This method is useful for loading data files from other applications that have their own established file formats.

- **Write a MEX-file to read the data.**

  This is the method of choice if subroutines are already available for reading data files from other applications. See the section, Introducing MEX-Files, for more information.

- **Write a program to translate your data.**

  You can write a program in C or Fortran to translate your data into MAT-file format. You can then read the MAT-file into MATLAB using the `load` command. Refer to the section, Reading and Writing MAT-Files, for more information.

Exporting Data from MATLAB

There are several methods for getting MATLAB data back to the outside world:

- **Create a diary file.**

  For small matrices, use the `diary` command to create a diary file and display the variables, echoing them into this file. You can use your text editor to manipulate the diary file at a later time. The output of `diary` includes the MATLAB commands used during the session, which is useful for inclusion

into documents and reports.

- **Use the Save command.**

  Save the data in ASCII form using the save command with the -ascii option. For example,

  ```
  A = rand(4,3);
  save temp.dat A -ascii
  ```

  creates an ASCII file called temp.dat containing:

  ```
  1.3889088e-001  2.7218792e-001  4.4509643e-001
  2.0276522e-001  1.9881427e-001  9.3181458e-001
  1.9872174e-001  1.5273927e-002  4.6599434e-001
  6.0379248e-001  7.4678568e-001  4.1864947e-001
  ```

  The -ascii option supports data in numerical matrix form only; numerical arrays (more than 2-dimensions), cell arrays, and structures are not supported.

- **Use MATLAB I/O functions.**

  Write the data in a special format using fopen, fwrite, and the other low-level I/O functions. This method is useful for writing data files in the file formats required by other applications.

- **Develop a MEX-file to write the data.**

  You can develop a MEX-file to write the data. This is the method of choice if subroutines are already available for writing data files in the form needed by other applications. See the section, Introducing MEX-Files, for more information.

- **Translate data from a MAT-file.**

  You can write out the data as a MAT-file using the save command. You can then write a program in C or Fortran to translate the MAT-file into your own special format. See the section, Reading and Writing MAT-Files, for more information.

Exchanging Data Files Between Platforms

You may want to work with MATLAB implementations on several different computer systems, or need to transmit MATLAB applications to users on other systems. MATLAB applications consist of M-files containing functions and scripts, and MAT-files containing binary data.

Both types of files can be transported directly between machines: M-files because they are platform independent and MAT-files because they contain a machine signature in the file header. MATLAB checks the signature when it loads a file and, if a signature indicates that a file is foreign, performs the necessary conversion.

Using MATLAB across several different machine architectures requires a facility for exchanging both binary and ASCII data between the various machines. Examples of this type of facility include FTP, NFS, Kermit, and other communication programs. When using these programs, be careful to transmit binary MAT-files in *binary file mode* and ASCII M-files in *ASCII file mode*. Failure to set these modes correctly corrupts the data.

Reading and Writing MAT-Files

The `save` command in MATLAB saves the MATLAB arrays currently in memory to a binary disk file called a MAT-file. The term MAT-file is used because these files have the extension `.mat`. The `load` command performs the reverse operation. It reads the MATLAB arrays from a MAT-file on disk back into MATLAB's workspace.

A MAT-file may contain one or more of any of the data types supported in MATLAB 5 or later, including strings, matrices, multidimensional arrays, structures, and cell arrays. MATLAB writes the data sequentially onto disk as a continuous byte stream.

MAT-File Interface Library

The MAT-file interface library contains a set of routines for reading and writing MAT-files. You can call these routines from within your own C and Fortran programs. We recommend that you use these routines, rather than attempt to write your own code, to perform these operations. By using the routines in this library, you will be insulated from future changes to the MAT-file structure.

The MAT-file library contains routines for reading and writing MAT-files. They all begin with the three-letter prefix `mat`. These tables list all the available MAT-functions and their purposes.

Table 6-1: C MAT-File Routines

MAT-Function	Purpose
`matOpen`	Open a MAT-file
`matClose`	Close a MAT-file
`matGetDir`	Get a list of MATLAB arrays from a MAT-file
`matGetFp`	Get an ANSI C file pointer to a MAT-file
`matGetArray`	Read a MATLAB array from a MAT-file
`matPutArray`	Write a MATLAB array to a MAT-file
`matGetNextArray`	Read the next MATLAB array from a MAT-file
`matDeleteArray`	Remove a MATLAB array from a MAT-file

Table 6-1: C MAT-File Routines (Continued)

MAT-Function	Purpose
matPutArrayAsGlobal	Put a MATLAB array into a MAT-file such that the load command will place it into the global workspace
matGetArrayHeader	Load a MATLAB array header from a MAT-file (no data)
matGetNextArrayHeader	Load the next MATLAB array header from a MAT-file (no data)

Table 6-2: Fortran MAT-File Routines

MAT-Function	Purpose
matOpen	Open a MAT-file
matClose	Close a MAT-file
matGetDir	Get a list of MATLAB arrays from a MAT-file
matGetMatrix	Get a named MATLAB array from a MAT-file
matPutMatrix	Put a MATLAB array into a MAT-file
matGetNextMatrix	Get the next sequential MATLAB array from a MAT-file
matDeleteMatrix	Remove a MATLAB array from a MAT-file
matGetString	Read a MATLAB string from a MAT-file
matPutString	Write a MATLAB string to a MAT-file

Finding Associated Files

A collection of files associated with reading and writing MAT-files is located on your disk. The following table, MAT-Function Subdirectories, lists the path to the required subdirectories for importing and exporting data using MAT-functions.

Table 6-3: MAT-Function Subdirectories

Platform	Contents	Directories
Windows	Include Files	`<matlab>\extern\include`
	Libraries	`<matlab>\bin\win32`
	Examples	`<matlab>\extern\examples/eng_mat`
UNIX	Include Files	`<matlab>/extern/include`
	Libraries	`<matlab>/extern/lib/$arch`
	Examples	`<matlab>/extern/examples/eng_mat`

Include Files

The `include` directory holds header files containing function declarations with prototypes for the routines that you can access in the API Library. These files are the same for both Windows and UNIX. Included in the subdirectory are:

- `matrix.h`, the header file that defines MATLAB array access and creation methods
- `mat.h`, the header file that defines MAT-file access and creation methods

Libraries

The subdirectory that contains shared (dynamically linkable) libraries for linking your programs is platform dependent.

Shared Libraries on Windows. The `bin` subdirectory contains the shared libraries for linking your programs.

- `libmat.dll`, the library of MAT-file routines (C and Fortran)
- `libmx.dll`, the library of array access and creation routines

Shared Libraries on UNIX. The `extern/lib/$arch` subdirectory, where `$arch` is your machine's architecture, contains the shared libraries for linking your programs. For example, on `sol2`, the subdirectory is `extern/lib/sol2`.

- `libmat.so`, the library of MAT-file routines (C and Fortran)
- `libmx.so`, the library of array access and creation routines

Example Files

The `examples/eng_mat` subdirectory contains C and Fortran source code for a number of example files that demonstrate how to use the MAT-file routines. The source code files are the same for both Windows and UNIX.

Table 6-4: C and Fortran Examples

Library	Description
`matcreat.c`	Example C program that demonstrates how to use the library routines to create a MAT-file that can be loaded into MATLAB
`matdgns.c`	Example C program that demonstrates how to use the library routines to read and diagnose a MAT-file
`matdemo1.f`	Example Fortran program that demonstrates how to call the MATLAB MAT-file functions from a Fortran program
`matdemo2.f`	Example Fortran program that demonstrates how to use the library routines to read in the MAT-file created by `matdemo1.f` and describe its contents

For additional information about the MATLAB API files and directories, see Additional Information."

Examples of MAT-Files

This section includes C and Fortran examples of writing, reading, and diagnosing MAT-files. The examples cover the following topics:

- "Creating a MAT-File in C"
- "Reading a MAT-File in C"
- "Creating a MAT-File in Fortran"
- "Reading a MAT-File in Fortran"

Creating a MAT-File in C

This sample program illustrates how to use the library routines to create a MAT-file that can be loaded into MATLAB. The program also demonstrates how to check the return values of MAT-function calls for read or write failures.

```
/*
 * MAT-file creation program
 *
 * See the MATLAB API Guide for compiling information.
 *
 * Calling syntax:
 *
 *   matcreat
 *
 * Create a MAT-file which can be loaded into MATLAB.
 *
 * This program demonstrates the use of the following functions:
 *
 *  matClose
 *  matGetArray
 *  matOpen
 *  matPutArray
 *  matPutArrayAsGlobal
 *
 * Copyright 1984-2000 The MathWorks, Inc.
 */
/* $Revision: 1.10 $ */
#include <stdio.h>
#include <string.h> /* For strcmp() */
```

```
#include <stdlib.h> /* For EXIT_FAILURE, EXIT_SUCCESS */
#include "mat.h"

#define BUFSIZE 256

int main() {
  MATFile *pmat;
  mxArray *pa1, *pa2, *pa3;
  double data[9] = { 1.0, 4.0, 7.0, 2.0, 5.0, 8.0, 3.0, 6.0, 9.0 };
  const char *file = "mattest.mat";
  char str[BUFSIZE];
  int status;

  printf("Creating file %s...\n\n", file);
  pmat = matOpen(file, "w");
  if (pmat == NULL) {
    printf("Error creating file %s\n", file);
   printf("(Do you have write permission in this directory?)\n");
    return(EXIT_FAILURE);
  }

  pa1 = mxCreateDoubleMatrix(3,3,mxREAL);
  if (pa1 == NULL) {
      printf("%s : Out of memory on line %d\n",
              __FILE__, __LINE__);
      printf("Unable to create mxArray.\n");
      return(EXIT_FAILURE);
  }
  mxSetName(pa1, "LocalDouble");

  pa2 = mxCreateDoubleMatrix(3,3,mxREAL);
  if (pa2 == NULL) {
      printf("%s : Out of memory on line %d\n",
              __FILE__, __LINE__);
      printf("Unable to create mxArray.\n");
      return(EXIT_FAILURE);
  }
  mxSetName(pa2, "GlobalDouble");
  memcpy((void *)(mxGetPr(pa2)), (void *)data, sizeof(data));
```

```
pa3 = mxCreateString("MATLAB: the language of technical
                      computing");
if (pa3 == NULL) {
    printf("%s :  Out of memory on line %d\n",
            __FILE__, __LINE__);
    printf("Unable to create string mxArray.\n");
    return(EXIT_FAILURE);
}
mxSetName(pa3, "LocalString");

status = matPutArray(pmat, pa1);
if (status != 0) {
    printf("%s :  Error using matPutArray on line %d\n",
            __FILE__, __LINE__);
    return(EXIT_FAILURE);
}

status = matPutArrayAsGlobal(pmat, pa2);
if (status != 0) {
    printf("Error using matPutArrayAsGlobal\n");
    return(EXIT_FAILURE);
}

status = matPutArray(pmat, pa3);
if (status != 0) {
    printf("%s :  Error using matPutArray on line %d\n",
            __FILE__, __LINE__);
    return(EXIT_FAILURE);
}

/*
 * Ooops! we need to copy data before writing the array.  (Well,
 * ok, this was really intentional.) This demonstrates that
 * matPutArray will overwrite an existing array in a MAT-file.
 */
memcpy((void *)(mxGetPr(pa1)), (void *)data, sizeof(data));
status = matPutArray(pmat, pa1);
if (status != 0) {
    printf("%s :  Error using matPutArray on line %d\n",
            __FILE__, __LINE__);
```

```
    return(EXIT_FAILURE);
}

/* clean up */
mxDestroyArray(pa1);
mxDestroyArray(pa2);
mxDestroyArray(pa3);

if (matClose(pmat) != 0) {
  printf("Error closing file %s\n",file);
  return(EXIT_FAILURE);
}

/*
 * Re-open file and verify its contents with matGetArray
 */
pmat = matOpen(file, "r");
if (pmat == NULL) {
  printf("Error reopening file %s\n", file);
  return(EXIT_FAILURE);
}

/*
 * Read in each array we just wrote
 */
pa1 = matGetArray(pmat, "LocalDouble");
if (pa1 == NULL) {
  printf("Error reading existing matrix LocalDouble\n");
  return(EXIT_FAILURE);
}
if (mxGetNumberOfDimensions(pa1) != 2) {
  printf("Error saving matrix: result does not have two
          dimensions\n");
  return(EXIT_FAILURE);
}

pa2 = matGetArray(pmat, "GlobalDouble");
if (pa2 == NULL) {
  printf("Error reading existing matrix GlobalDouble\n");
  return(EXIT_FAILURE);
```

```
  }
  if (!(mxIsFromGlobalWS(pa2))) {
    printf("Error saving global matrix: result is not global\n");
    return(EXIT_FAILURE);
  }

  pa3 = matGetArray(pmat, "LocalString");
  if (pa3 == NULL) {
    printf("Error reading existing matrix LocalDouble\n");
    return(EXIT_FAILURE);
  }

  status = mxGetString(pa3, str, sizeof(str));
  if(status != 0) {
      printf("Not enough space. String is truncated.");
      return(EXIT_FAILURE);
  }
  if (strcmp(str, "MATLAB: the language of technical
                   computing")) {
    printf("Error saving string: result has incorrect
            contents\n");
    return(EXIT_FAILURE);
  }

  /* clean up before exit */
  mxDestroyArray(pa1);
  mxDestroyArray(pa2);
  mxDestroyArray(pa3);

  if (matClose(pmat) != 0) {
    printf("Error closing file %s\n",file);
    return(EXIT_FAILURE);
  }
  printf("Done\n");
  return(EXIT_SUCCESS);
}
```

To produce an executable version of this example program, compile the file and link it with the appropriate library. Details on how to compile and link

MAT-file programs on the various platforms are discussed in the “Compiling and Linking MAT-File Programs” section.

Once you have compiled and linked your MAT-file program, you can run the stand-alone application you have just produced. This program creates a MAT-file, `mattest.mat`, that can be loaded into MATLAB. To run the application, depending on your platform, either double-click on its icon or enter `matcreat` at the system prompt.

```
matcreat
Creating file mattest.mat...
```

To verify that the MAT-file has been created, at the MATLAB prompt enter

```
whos -file mattest.mat
  Name               Size         Bytes  Class

  GlobalDouble       3x3             72  double array (global)
  LocalDouble        3x3             72  double array
  LocalString        1x43            86  char array

Grand total is 61 elements using 230 bytes
```

Reading a MAT-File in C

This sample program illustrates how to use the library routines to read and diagnose a MAT-file.

```
/* $Revision: 1.1 $ */
/*
 * MAT-file diagnose program
 *
 * Calling syntax:
 *
 *   matdgns <matfile.mat>
 *
 * It diagnoses the MAT-file named <matfile.mat>.
 *
 * This program demonstrates the use of the following functions:
 *
 *  matClose
 *  matGetDir
 *  matGetNextArray
 *  matGetNextArrayHeader
 *  matOpen
 *
 *  Copyright (c) 1984-1998 The MathWorks, Inc.
 */

#include <stdio.h>
#include <stdlib.h>
#include "string.h"
#include "mat.h"

int diagnose(const char *file) {
  MATFile*pmat;
  char**dir;
  intndir;
  inti;
  mxArray *pa;

  printf("Reading file %s...\n\n", file);
```

```
/*
 * Open file to get directory.
 */
pmat = matOpen(file, "r");
if (pmat == NULL) {
  printf("Error opening file %s\n", file);
  return(1);
}

/*
 * Get directory of MAT-file.
 */
dir = matGetDir(pmat, &ndir);
if (dir == NULL) {
  printf("Error reading directory of file %s\n", file);
  return(1);
} else {
  printf("Directory of %s:\n", file);
  for (i=0; i < ndir; i++)
    printf("%s\n",dir[i]);
}
mxFree(dir);

/* In order to use matGetNextXXX correctly, reopen file to read
   in headers. */
if (matClose(pmat) != 0) {
  printf("Error closing file %s\n",file);
  return(1);
}
pmat = matOpen(file, "r");
if (pmat == NULL) {
  printf("Error reopening file %s\n", file);
  return(1);
}
```

```
/* Get headers of all variables. */
printf("\nExamining the header for each variable:\n");
for (i=0; i < ndir; i++) {
  pa = matGetNextArrayHeader(pmat);
  if (pa == NULL) {
 printf("Error reading in file %s\n", file);
 return(1);
  }
  /* Diagnose header pa. */
  printf("According to its header, array %s has %d
          dimensions\n", mxGetName(pa),
          mxGetNumberOfDimensions(pa));
  if (mxIsFromGlobalWS(pa))
    printf("  and was a global variable when saved\n");
  else
    printf("  and was a local variable when saved\n");
  mxDestroyArray(pa);
}

/* Reopen file to read in actual arrays. */
if (matClose(pmat) != 0) {
  printf("Error closing file %s\n",file);
  return(1);
}
pmat = matOpen(file, "r");
if (pmat == NULL) {
  printf("Error reopening file %s\n", file);
  return(1);
}

/* Read in each array. */
printf("\nReading in the actual array contents:\n");
for (i=0; i<ndir; i++) {
    pa = matGetNextArray(pmat);
    if (pa == NULL) {
   printf("Error reading in file %s\n", file);
   return(1);
    }
```

```
        /*
         * Diagnose array pa.
         */
        printf("According to its contents, array %s has %d
                dimensions\n", mxGetName(pa),
                mxGetNumberOfDimensions(pa));
        if (mxIsFromGlobalWS(pa))
         printf("  and was a global variable when saved\n");
        else
         printf("  and was a local variable when saved\n");
        mxDestroyArray(pa);
    }

    if (matClose(pmat) != 0) {
        printf("Error closing file %s\n",file);
        return(1);
    }
    printf("Done\n");
    return(0);
}

int main(int argc, char **argv)
{

    int result;

    if (argc > 1)
      result = diagnose(argv[1]);
    else{
      result = 0;
      printf("Usage: matdgns <matfile>");
      printf("where <matfile> is the name of the MAT-file");
      printf("to be diagnosed");
    }

    return (result==0)?EXIT_SUCCESS:EXIT_FAILURE;

}
```

After compiling and linking this program, you can view its results.

```
matdgns mattest.mat
Reading file mattest.mat...

Directory of mattest.mat:
GlobalDouble
LocalString
LocalDouble

Examining the header for each variable:
According to its header, array GlobalDouble has 2 dimensions
  and was a global variable when saved
According to its header, array LocalString has 2 dimensions
  and was a local variable when saved
According to its header, array LocalDouble has 2 dimensions
  and was a local variable when saved

Reading in the actual array contents:
According to its contents, array GlobalDouble has 2 dimensions
  and was a global variable when saved
According to its contents, array LocalString has 2 dimensions
  and was a local variable when saved
According to its contents, array LocalDouble has 2 dimensions
  and was a local variable when saved
Done
```

Creating a MAT-File in Fortran

This example creates a MAT-file, `matdemo.mat`.

```
C $Revision: 1.6 $
C
C     matdemo1.f
C
C     This is a simple program that illustrates how to call the
C     MATLAB MAT-file functions from a Fortran program.  This
C     demonstration focuses on writing MAT-files.
C
C     Copyright (c) 1984-2000 The MathWorks, Inc.
C
C


C
C     matdemo1 - Create a new MAT-file from scratch.
C
      program matdemo1
C-----------------------------------------------------------------
C     (integer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer matOpen, mxCreateFull, mxCreateString
      integer matGetMatrix, mxGetPr
      integer mp, pa1, pa2, pa3
C-----------------------------------------------------------------
C
C     Other variable declarations here
C
      integer status, matClose
      double precision dat(9)
      data dat / 1.0, 2.0, 3.0, 4.0, 5.0, 6.0, 7.0, 8.0, 9.0 /
C
C     Open MAT-file for writing.
C
      write(6,*) 'Creating MAT-file matdemo.mat ...'
      mp = matOpen('matdemo.mat', 'w')
      if (mp .eq. 0) then
```

```
  write(6,*) 'Can''t open ''matdemo.mat'' for writing.'
  write(6,*) '(Do you have write permission in this directory?)'

         stop
      end if
C
C     Create variables.
C
      pa1 = mxCreateFull(3,3,0)
      call mxSetName(pa1, 'Numeric')
C
      pa2 = mxCreateString('MATLAB: The language of computing')
      call mxSetName(pa2, 'String')
C
      pa3 = mxCreateString('MATLAB: The language of computing')
      call mxSetName(pa3, 'String2')
C
      call matPutMatrix(mp, pa1)
      call matPutMatrix(mp, pa2)
      call matPutMatrix(mp, pa3)
C
C     Whoops! Forgot to copy the data into the first matrix --
C     it's now blank. (Well, ok, this was deliberate.)  This
C     demonstrates that matPutMatrix will overwrite existing
C     matrices.
C
      call mxCopyReal8ToPtr(dat, mxGetPr(pa1), 9)
      call matPutMatrix(mp, pa1)
C
C     Now, we'll delete String2 from the MAT-file.
C
      call matDeleteMatrix(mp, 'String2')
C
C    Finally, read back in MAT-file to make sure we know what we
C     put in it.
C
      status = matClose(mp)
      if (status .ne. 0) then
         write(6,*) 'Error closing MAT-file'
         stop
```

```
      end if
C
      mp = matOpen('matdemo.mat', 'r')
      if (status .ne. 0) then
         write(6,*) 'Can''t open ''matdemo.mat'' for reading.'
         stop
      end if
C
      pa1 = matGetMatrix(mp, 'Numeric')
      if (mxIsNumeric(pa1) .eq. 0) then
       write(6,*) 'Invalid non-numeric matrix written to MAT-file'
        stop
      end if
C
      pa2 = matGetMatrix(mp, 'String')
      if (mxIsString(pa2) .eq. 0) then
       write(6,*) 'Invalid non-numeric matrix written to MAT-file'
         stop
      end if
C
      pa3 = matGetMatrix(mp, 'String2')
      if (pa3 .ne. 0) then
         write(6,*) 'String2 not deleted from MAT-file'
         stop
      end if
C
      status = matClose(mp)
      if (status .ne. 0) then
         write(6,*) 'Error closing MAT-file'
         stop
      end if
C
      write(6,*) 'Done creating MAT-file'
      stop
      end
```

Once you have compiled and linked your MAT-file program, you can run the stand-alone application you have just produced. This program creates a MAT-file, `matdemo.mat`, that can be loaded into MATLAB. To run the application, depending on your platform, either double-click on its icon or enter `matdemo1` at the system prompt.

```
matdemo1
Creating MAT-file matdemo.mat ...
Done creating MAT-file
```

To verify that the MAT-file has been created, at the MATLAB prompt enter

```
whos -file matdemo.mat
Name          Size         Bytes  Class

Numeric       3x3             72  double array
String        1x33            66  char array

Grand total is 42 elements using 138 bytes
```

Note For an example of a Windows stand-alone program (not MAT-file specific), see `engwindemo.c` in the `<matlab>\extern\examples\eng_mat` directory.

Reading a MAT-File in Fortran

This sample program illustrates how to use the library routines to read in the MAT-file created by `matdemo1.f` and describe its contents.

```
C     matdemo2.f
C
C     This is a simple program that illustrates how to call the
C     MATLAB MAT-file functions from a Fortran program.  This
C     demonstration focuses on reading MAT-files. It reads in
C     the MAT-file created by matdemo1.f and describes its
C     contents.
C
C     Copyright (c) 1996-2000 The MathWorks, Inc.
C
C-----------------------------------------------------------------
C     $Revision: 1.7 $
C
      program matdemo2
C-----------------------------------------------------------------
C     (integer) Replace integer by integer*8 on the DEC Alpha
C     platform.
C
      integer matOpen, matGetDir, matGetNextMatrix
      integer mp, dir, adir(100), pa
C-----------------------------------------------------------------
C
C     Other variable declarations here
C
      integer   mxGetM, mxGetN, matClose
      integer   ndir, i, stat
      character*32 names(100), name, mxGetName
C
C-----------------------------------------------------------------
C     Open file and read directory.
C-----------------------------------------------------------------
C
```

```
      mp = matOpen('matdemo.mat', 'r')
      if (mp .eq. 0) then
         write(6,*) 'Can''t open ''matdemo.mat''.'
         stop
      end if
C
C     Read directory.
C
      dir = matgetdir(mp, ndir)
      if (dir .eq. 0) then
         write(6,*) 'Can''t read directory.'
         stop
      endif
C
C     Copy integer into an array of pointers.
C
      call mxCopyPtrToPtrArray(dir, adir, ndir)
C
C     Copy integer to character string
C
      do 20 i=1,ndir
         call mxCopyPtrToCharacter(adir(i), names(i), 32)
   20 continue
C
      write(6,*) 'Directory of Mat-file:'
      do 30 i=1,ndir
         write(6,*) names(i)
   30 continue
C
      stat = matClose(mp)
      if (stat .ne. 0) then
         write(6,*) 'Error closing ''matdemo.mat''.'
         stop
      end if
```

```
C
C-------------------------------------------------------------
C     Reopen file and read full arrays.
C-------------------------------------------------------------
C
      mp = matOpen('matdemo.mat', 'r')
      if (mp .eq. 0) then
         write(6,*) 'Can''t open ''matdemo.mat''.'
         stop
      end if
C
C     Read directory.
C
      write(6,*) 'Getting full array contents:'
      pa = matGetNextMatrix(mp)
      do while (pa .ne. 0)
C
C     Copy name to character string.
C
         name = mxGetName(pa)
         write(6,*) 'Retrieved ', name
        write(6,*) '  With size ', mxGetM(pa), '-by-', mxGetN(pa)
         pa = matGetNextMatrix(mp)
      end do
C
      stat = matClose(mp)
      if (stat .ne. 0) then
         write(6,*) 'Error closing ''matdemo.mat''.'
         stop
      end if
      stop
C
      end
```

After compiling and linking this program, you can view its results.

```
matdemo2
Directory of Mat-file:
String
Numeric
Getting full array contents:
  1
Retrieved String
  With size   1-by-  33
  3
Retrieved Numeric
  With size   3-by-  3
```

Compiling and Linking MAT-File Programs

This section describes the steps required to compile and link MAT-file programs on UNIX and Windows systems. It begins by looking at a special consideration for compilers that do not mask floating-point exceptions. Topics covered are:

- "Masking Floating Point Exceptions"
- "Compiling and Linking on UNIX"
- "Compiling and Linking on Windows"

Masking Floating Point Exceptions

Certain mathematical operations can result in nonfinite values. For example, division by zero results in the nonfinite IEEE value, `inf`. A floating-point exception occurs when such an operation is performed. Because MATLAB uses an IEEE model that supports nonfinite values such as `inf` and `NaN`, MATLAB disables, or *masks*, floating-point exceptions.

Some compilers do not mask floating-point exceptions by default. This causes MAT-file applications built with such compilers to terminate when a floating-point exception occurs. Consequently, you need to take special precautions when using these compilers to mask floating-point exceptions so that your MAT-file application will perform properly.

Note MATLAB-based applications should never get floating-point exceptions. If you do get a floating-point exception, verify that any third party libraries that you link against do not enable floating-point exception handling.

The platforms and compilers on which you should mask floating-point exceptions are

- **Digital Fortran 77 Compiler on DEC Alpha**

  To mask floating-point exceptions on the DEC Alpha platform, use the `-fpe3` compile flag. For example,

  ```
  f77 -fpe3
  ```

- **Borland C++ Compiler on Windows**

  To mask floating-point exceptions when using the Borland C++ compiler on the Windows platform, you must add some code to your program. Include the following at the beginning of your `main()` or `WinMain()` function, before any calls to MATLAB API functions.

```
#include <float.h>
    .
    .
    .
_control87(MCW_EM,MCW_EM);
    .
    .
    .
```

Compiling and Linking on UNIX

Under UNIX at runtime, you must tell the system where the API shared libraries reside. These sections provide the necessary UNIX commands depending on your shell and system architecture.

Setting Runtime Library Path

In C shell, the command to set the library path is

```
setenv LD_LIBRARY_PATH <matlab>/extern/lib/$Arch:$LD_LIBRARY_PATH
```

In Bourne shell, the commands to set the library path are

```
LD_LIBRARY_PATH=<matlab>/extern/lib/$Arch:$LD_LIBRARY_PATH
export LD_LIBRARY_PATH
```

where `<matlab>` is the MATLAB root directory and `$Arch` is your system architecture (`alpha`, `glnx86`, `sgi`, `sol2`, `hp700`, or `ibm_rs`).

Note that the environment variable (LD_LIBRARY_PATH in this example) varies on several platforms. The following table lists the different environment variable names you should use on these systems.

Table 6-5: Environment Variable Names

Architecture	Environment Variable
HP700	SHLIB_PATH
IBM RS/6000	LIBPATH
SGI 64	LD_LIBRARY64_PATH

It is convenient to place these commands in a startup script such as ~/.cshrc for C shell or ~/.profile for Bourne shell.

Using the Options File

MATLAB provides an options file, matopts.sh, that lets you use the mex script to easily compile and link MAT-file applications. For example, to compile and link the matcreat.c example, you can use

```
mex -f <matlab>/bin/matopts.sh <pathname>/matcreat.c
```

where <pathname> specifies the complete path to the specified file.

If you need to modify the options file for your particular compiler or platform, use the -v switch to view the current compiler and linker settings and then make the appropriate changes in a local copy of the matopts.sh file.

Special Consideration for Fortran (f77) on HP-UX 11.x

In the version of the Fortran compiler (f77) that ships with HP-UX 11.x, the meaning of the -L flag has changed. The -L flag now requests a listing. So, to force the linker to see the libraries you want linked in with your code, use

```
f77 <include dir> -o <result> <source> -Wl,-L<matlab>/extern/lib/hp700 <libraries>
```

Compiling and Linking on Windows

To compile and link Fortran or C MAT-file programs, use the mex script with a MAT options file. The Options Files table under “Building MEX-Files” lists the

MAT options files included in this release. All of these options files are located in <matlab>\bin\win32\mexopts.

As an example, to compile and link the stand-alone MAT application matcreat.c on Windows using MSVC (Version 5.0), use

```
mex -f <matlab>\bin\win32\mexopts\msvc50engmatopts.bat <pathname>\matcreat.c
```

where <pathname> specifies the complete path to the specified file. If you need to modify the options file for your particular compiler, use the -v switch to view the current compiler and linker settings and then make the appropriate changes in a local copy of the options file.

7

ActiveX and DDE Support

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ActiveX is a set of object-oriented technologies and tools that allow software developers to integrate application-specific components from different vendors into their own application solution. ActiveX Control components can be both visually and programmatically integrated into an ActiveX control container, such as a MATLAB figure window. ActiveX Automation allows MATLAB to both control and be controlled by other ActiveX components.

Dynamic Data Exchange, or DDE, is a feature of Windows that allows two programs to share data or send commands directly to each other. MATLAB provides functions that use this data exchange to enable access between MATLAB and other Windows applications in a wide range of contexts.

This chapter discusses the following topics:

- "Introducing MATLAB ActiveX Integration"
- "MATLAB ActiveX Client Support"
- "Writing Event Handlers"
- "Additional ActiveX Client Information"
- "MATLAB ActiveX Automation Server Support"
- "Additional ActiveX Server Information"
- "Dynamic Data Exchange (DDE)"

Introducing MATLAB ActiveX Integration

ActiveX is a Microsoft Windows protocol for component integration. Using ActiveX, developers and end users can select application-specific, ActiveX components produced by different vendors and seamlessly integrate them into a complete application solution. For example, a single application may require database access, mathematical analysis, and presentation quality business graphs. Using ActiveX, a developer may choose a database access component by one vendor, a business graph component by another, and integrate these into a mathematical analysis package produced by yet a third.

ActiveX Concepts and Terminology

COM

ActiveX is a family of related object-oriented technologies that have a common root, called the *Component Object Model*, or COM. Each object-oriented language or environment has an object model that defines certain characteristics of objects in that environment, such as how objects are located, instantiated, or identified. COM defines the object model for all ActiveX objects.

ActiveX Interfaces

Each ActiveX object supports one or more named interfaces. An *interface* is a logically related collection of methods, properties, and events. Methods are similar to function calls in that they are a request for the object to perform some action. Properties are state variables maintained by the object, such as the color of text, or the name of a file on which the control is acting. Events are notifications that the control forwards back to its client (similar to Handle Graphics® callbacks.)

For example, the sample control shipped with MATLAB has the following methods, properties, and events:

- Methods

  `Redraw` - causes the control to redraw
  `Beep` - causes the control to beep
  `AboutBox` - display the control's "About" dialog

- Properties

`Radius` (integer) - sets the radius of the circle drawn by the control
`Label` (string) - text to be drawn in the control

- Events

  `Click` - fired when the user clicks on the control

One important characteristic of COM is that it defines an object model in which objects support multiple interfaces. Some interfaces are *standard* interfaces, which are defined by Microsoft and are part of ActiveX, and some interfaces are *custom* interfaces, which are defined by individual component vendors. In order to use any ActiveX object, you must learn about which custom interfaces it supports, and the interface's methods, properties, and events. The ActiveX object's vendor provides this information.

MATLAB ActiveX Support Overview

MATLAB supports two ActiveX technologies: ActiveX control containment and ActiveX Automation. ActiveX controls are application components that can be both visually and programmatically integrated into an ActiveX control container, such as MATLAB figure windows. Some examples of useful ActiveX controls are the Microsoft Internet Explorer Web Browser control, the Microsoft Windows Communications control for serial port access, and the graphical user interface controls delivered with the Visual Basic development environment.

ActiveX Automation allows MATLAB to both control and be controlled by other ActiveX components. When MATLAB is controlled by another component, it is acting as an automation *server*. When MATLAB controls another component, MATLAB is the automation *client*, and the other component is the automation *server*.

MATLAB automation server capabilities include the ability to execute commands in the MATLAB workspace, and to get and put matrices directly from and into the workspace. MATLAB automation client capabilities allow MATLAB, through M-code, to programmatically instantiate and manipulate automation servers. The MATLAB automation client capabilities are a subset of the MATLAB control containment support, since you use the automation client capabilities to manipulate controls as well as automation servers. In other words, all ActiveX controls are ActiveX automation servers, but not all automation servers are necessarily controls.

In general, servers that are not controls will not be physically or visually embedded in the client application. (MATLAB is a good example — MATLAB is not itself a control, but it is a server. So, MATLAB cannot be physically embedded within another client. However, since MATLAB is a control *container*, other ActiveX controls can be embedded within MATLAB.)

In addition, MATLAB ships with a very simple sample ActiveX control that draws a circle on the screen and displays some text. This allows MATLAB users to try out MATLAB's ActiveX control support with a known control. For more information, see MATLAB Sample Control.

MATLAB ActiveX Client Support

In order to use an ActiveX component with MATLAB or with any ActiveX client, you first need to consult the documentation for that object and find out the name of the object itself (known as the *ProgID*), as well as the names of the interfaces, methods, properties, and events that the object uses. Once you have this information, you can integrate that object with MATLAB by using the ActiveX client support.

Using ActiveX Objects

You create an ActiveX control or server in MATLAB by creating an instance of the MATLAB activex class. Each instance represents one interface to the object.

Note This book uses ActiveX to refer to the generic ActiveX control/server and activex to refer to the MATLAB class/object.

Creating ActiveX Objects

There are two commands used to create activex objects initially

`actxcontrol`	Creates an ActiveX control
`actxserver`	Creates an ActiveX automation server

Manipulating the Interface

Once you create an activex object that represents an interface, you can manipulate it by invoking methods on the object to perform various actions. These methods are implemented for the activex class.

Method	Description
`delete`	Deletes an activex object
`get`	Gets a property value from an interface or displays a list of properties
`invoke`	Invokes a method on an interface or displays a list of methods
`load`	Initializes an ActiveX object from a file
`move`	Moves and/or resizes an ActiveX control in its parent window
`propedit`	Asks the control to display its built-in property page
`release`	Releases an activex object
`save`	Serializes an ActiveX control object to a file
`send`	Displays a list of events
`set`	Sets a property on an interface

The creation commands, `actxcontrol` and `actxserver`, both return a MATLAB activex object, which represents the default interface for the object that was created. However, these objects may have other interfaces. It is possible (and common) for interfaces to also be obtained by invoking a method on, or getting a property from, an existing interface. The ActiveX `get` and `invoke` methods automatically create and return new activex objects to represent these additional interfaces.

When each interface is no longer needed, use the `release` method to release the interface. When the entire control or server is no longer needed, use the `delete` command to delete it. See the section, Releasing Interfaces, for more details.

ActiveX Client Reference

This section contains the reference pages for the commands that create ActiveX objects and manipulate their interfaces.

Purpose

Create an ActiveX control in a figure window.

Syntax

```
h =actxcontrol (progid [, position [, handle ...
   [,callback |{event1 eventhandler1; ...
   event2 eventhandler2; …}]]])
```

Arguments

`progid`
String that is the name of the control to create. The control vendor provides this string.

`position`
Position vector containing the `x` and `y` location and the `xsize` and `ysize` of the control, expressed in pixel units as `[x y xsize ysize]`. Defaults to `[20 20 60 60]`.

`handle`
Handle Graphics handle of the figure window in which the control is to be created. If the control should be invisible, use the handle of an invisible figure window. Defaults to `gcf`.

`callback`
Name of an M-function that accepts a variable number of arguments. This function will be called whenever the control triggers an event. Each argument is converted to a MATLAB string; the first argument is always a string that represents the numerical value of the event that was triggered. These numerical values are defined by the control. (See the section, “Writing Event Handlers,” for more information on handling control events.)

`event`
Triggered event specified by either number or name.

`eventhandler`
Name of an M-function that accepts a variable number of arguments. This function will be called whenever the control triggers the event associated with it. The first argument is the activex object, the second number represents the numerical value of the event that was triggered. Note that the second number is not converted to a string as is the case in the “callback” M-file style. These values are defined by the control. See “Writing Event Handlers” for more information on handling control events.

Note There are two ways to handle events. You can create a single callback or you can specify a cell array that contains pairs of events and event handlers. In the cell array format, specify events by either number or name. Each control defines event numbers and names. There is no limit to the number of pairs that can be specified in the cell array. Although using the single callback method may be easier in some cases, using the cell array technique creates more efficient code that results in better performance.

Returns

A MATLAB activex object that represents the default interface for this control or server. Use the `get`, `set`, `invoke`, `propedit`, `release`, and `delete` methods on this object. A MATLAB error will be generated if this call fails.

Description

Create an ActiveX control at a particular location within a figure window. If the parent figure window is invisible, the control will be invisible. The returned MATLAB activex object represents the default interface for the control. This interface must be released through a call to `release` when it is no longer needed to free the memory and resources used by the interface. Note that releasing the interface does not delete the control itself (use the `delete` command to delete the control.)

For an example callback event handler, see the file `sampev.m` in the `toolbox\matlab\winfun` directory.

Example

Callback style:

```
f = figure ('pos', [100 200 200 200]);
% create the control to fill the figure
h = actxcontrol ('MWSAMP.MwsampCtrl.1', [0 0 200 200], ...
        gcf, 'sampev')
```

Cell array style:

```
h = actxcontrol ('SELECTOR.SelectorCtrl.l', ...
[0 0 200 200], f, {-600 'myclick'; -601 'my2click'; ...
-605 'mymoused'})
```

```
h = actxcontrol ('SELECTOR.SelectorCtrl.l', ...
[0 0 200 200], f, {'Click' 'myclick'; ...
'DblClick' 'my2click'; 'MouseDown' 'mymoused'})
```

where the event handlers, `myclick.m`, `my2click.m`, and `mymoused.m` are

```
function myclick(varargin)
disp('Single click function')

function my2click(varargin)
disp('Double click function')

function mymoused(varargin)
disp('You have reached the mouse down function')
disp('The X position is: ')
varargin(5)
disp('The Y position is: ')
varargin(6)
```

You can use the same event handler for all the events you want to monitor using the cell array pairs. Response time will be better than using the callback style.

For example

```
h = actxcontrol('SELECTOR.SelectorCtrl.1', ...
[0 0 200 200], f, {'Click' 'allevents'; ...
'DblClick' 'allevents'; 'MouseDown' 'allevents'})
```

and `allevents.m` is

```
function allevents(varargin)
if (varargin{2} = -600)
   disp ('Single Click Event Fired')
elseif (varargin{2} = -601)
   disp ('Double Click Event Fired')
elseif (varargin{2} = -605)
   disp ('Mousedown Event Fired')
end
```

actxserver

Purpose

Create an ActiveX automation server and return an activex object for the server's default interface.

Syntax

```
h = actxserver (progid [, MachineName])
```

Arguments

`progid`
This is a string that is the name of the control to instantiate. This string is provided by the control or server vendor and should be obtained from the vendor's documentation. For example, the `progid` for Microsoft Excel is `Excel.Application`.

MachineName
This is the name of a remote machine on which the server is to be run. This argument is optional and is used only in environments that support Distributed Component Object Model (DCOM) — see below. This can be an IP address or a DNS name.

Returns

An activex object that represents the server's default interface. Use the `get`, `set`, `invoke`, `release`, and `delete` methods on this object. A MATLAB error will be generated if this call fails.

Description

Create an ActiveX automation server and return a MATLAB activex object that represents the server's default interface. Local/Remote servers differ from controls in that they are run in a separate address space (and possibly on a separate machine) and are not part of the MATLAB process. Additionally, any user interface that they display will be in a separate window and will not be attached to the MATLAB process. Examples of local servers are Microsoft Excel and Microsoft Word. Note that automation servers do not use callbacks or event handlers.

Example

```
% Launches Microsoft Excel and makes main frame window visible.
h = actxserver ('Excel.Application')
set (h, 'Visible', 1);
```

Purpose Delete an ActiveX control or server.

Syntax `delete (a)`

Arguments

`a`
An activex object previously returned from `actxcontrol`, `actxserver`, `get`, or `invoke`.

Description Delete an ActiveX control or server. This is different than releasing an interface, which releases and invalidates only that interface. `delete` releases all outstanding interfaces and deletes the activex server or control itself.

Example

```
delete (a)
```

get

Purpose

Retrieve a property value from an interface or get a list of properties.

Syntax

```
v = get (a [, 'propertyname' [, arg1, arg2, …]])
```

Arguments

`a`
An activex object previously returned from `actxcontrol`, `actxserver`, `get`, or `invoke`.

`propertyname`
A string that is the name of the property value to be retrieved.

`arg1, …, argn`
Arguments, if any, required by the property being retrieved. Properties are similar to methods in that it is possible for a property to have arguments.

Returns

The value of the property or a list of properties (if you use the form `get(a)`). The meaning and type of this value is dependent upon the specific property being retrieved. The object's documentation should describe the specific meaning of the return value. See "Converting Data" for a description of how MATLAB converts ActiveX data types.

Description

Retrieve a property value from an interface.

Note You can use the return value of `actxcontrol` as an argument to the `get` function to get a list of properties of the control and methods that can be invoked.

Example

Retrieve a single, property value:

```
% get the string value of the 'Label' property
s = get (a, 'Label');
```

Retrieve a list of properties:

```
get(a)
```

```
AutoAlign = [-1]
AutoAngle = [-1]
AutoAngleConfine = [0]
AutoOffset = [-1]
```

```
.
.
.
SelectionOffsetY = [0]
SelectionRadius = [0.8]
Selections = [4]
Value = [0]
```

invoke

Purpose

Invoke a method on an object's interface and retrieve the return value of the method, if any, or display a list of methods.

Syntax

```
v = invoke (a [, 'methodname' [, arg1, arg2, …]])
```

Arguments

`a`
An activex object previously returned from `actxcontrol`, `actxserver`, `get`, or `invoke`.

`methodname`
A string that is the name of the method to be invoked.

`arg1, …, argn`
Arguments, if any, required by the method being invoked.

Returns

The value returned by the method or a list of methods (if you use the form `invoke(a)`.) The data type of the value is dependent upon the specific method being invoked and is determined by the specific control or server. If the method returns an interface (described in ActiveX documentation as an *interface*, or an *Idispatch* *), this method will return a new MATLAB activex object that represents the interface returned. See "Converting Data" for a description of how MATLAB converts ActiveX data types.

Description

Invoke a method on an object's interface and retrieve the return value of the method, if any. (Some methods have no return value.)

Example

Invoke a method:

```
f = figure ('pos', [100 200 200 200]);
% create the control to fill the figure
h = actxcontrol ('MWSAMP.MwsampCtrl.1', [0 0 200 200], f)
set (h, 'Radius', 100);
v = invoke (h, 'Redraw')
```

Display a list of methods:

```
invoke(h)
```

```
AboutBox = Void AboutBox ()
ShowPropertyPage = Void ShowPropertyPage ()
```

Purpose

Initialize an ActiveX object from a file.

Syntax

```
load(h, filename)
```

Arguments

`h`
A MATLAB ActiveX object.

`filename`
The full pathname of the serialized data.

Returns

`void`

Description

`load` initializes the ActiveX object associated with the interface represented by the MATLAB ActiveX object `H` from a file. The file must have been created previously by serializing an instance of the same control.

Example

```
h = actxcontrol('MwSamp.mwsampctrl.1');
    load(h, 'c:\temp\mycontrol.acx');
```

move

Purpose

Move and/or resize an ActiveX control in its parent window.

Syntax

```
move(h, pos)
```

Arguments

`h`
A MATLAB ActiveX control object.

`pos`
A position.

Returns

The current position.

Description

`move(h, position)` moves the control to a new position;
`position = move(h)` returns the current position.

Example

This example moves the control.

```
h = actxcontrol('MWSamp.mwsampctrl.1');
   move(h, [100 100 200 200]);
   pos = move(h);  % pos should be [100 100 200 200]
```

This example resizes the control to always fill the figure. Execute the following in MATLAB or in some M-file:

```
f = figure('Position', [100 100 200 200]);
h = actxcontrol('MWSAMP.MwsampCtrl.1', [0 0 200 200]);
set(f, 'ResizeFcn', 'resizectrl')
```

Create the script `resizectrl.m` that contains

```
% Get the new position and size of the figure window
  fpos = get(gcbo, 'position');

% Resize the control accordingly
  move(h, [0 0 fpos(3) fpos(4)]);
```

Purpose Request the control to display its built-in property page.

Syntax

```
propedit (a)
```

Arguments

`a`
An interface handle previously returned from `actxcontrol`, `get`, or `invoke`.

Description Request the control to display its built-in property page. Note that some controls do not have a built-in property page. For those objects, this command will fail.

Example

```
propedit (a)
```

release

Purpose

Releases an interface.

Syntax

```
release (a)
```

Arguments

`a`
Activex object that represents the interface to be released.

Description

Release the interface and all resources used by the interface. Each interface handle must be released when you are finished manipulating its properties and invoking its methods. Once an interface has been released, it is no longer valid and subsequent ActiveX operations on the MATLAB object that represents that interface will result in errors.

Note Releasing the interface will not delete the control itself (see `delete`), since other interfaces on that object may still be active. See "Releasing Interfaces" for more information.

Example

```
release (a)
```

Purpose

Serialize an ActiveX control object to a file.

Syntax

```
save(h, filename)
```

Arguments

`h`
A MATLAB ActiveX object.

`filename`
The full pathname of the serialized data.

Description

Save the ActiveX control object associated with the interface represented by the MATLAB ActiveX object `H` into a file. `filename` is the full pathname of the serialized data.

Example

```
h = actxcontrol('MwSamp.mwsampctrl.1');
   save(h, 'c:\temp\mycontrol.acx');
```

send

Purpose Returns a list of events that the control can trigger.

Syntax `send (a)`

Arguments `a`
Activex object returned by `actxcontrol`.

Description Displays a list of events that controls send.

Example

```
send (a)
```

```
Change = Void Change ()
Click = Void Click ()
DblClick = Void DblClick ()
KeyDown = Void KeyDown (Variant(Pointer), Short)
KeyPress = Void KeyPress (Variant(Pointer), Short)
KeyUp = Void KeyUp (Variant(Pointer), Short)
MouseDown = Void MouseDown (Short, Short, Vendor-Defined,
   Vendor-Defined)
MouseMove = Void MouseMove (Short, Short, Vendor-Defined,
   Vendor-Defined)
MouseUp = Void MouseUp (Short, Short, Vendor-Defined,
   Vendor-Defined)
```

Purpose

Set an interface property to a specific value.

Syntax

```
set (a [, 'propertyname' [, value [, arg1, arg2, …]]])
```

Arguments

`a`
An activex object handle previously returned from `actxcontrol`, `actxserver`, `get`, or `invoke`.

`propertyname`
A string that is the name of the property to be set.

`value`
The value to which the interface property is set.

`arg1, …, argn`
Arguments, if any, required by the property. Properties are similar to methods in that it is possible for a property to have arguments.

Returns

There is no return value from set.

Description

Set an interface property to a specific value. See “Converting Data” for information on how MATLAB converts workspace matrices to ActiveX data types.

Example

```
f = figure ('pos', [100 200 200 200]);
% Create the control to fill the figure.
a = actxcontrol ('MWSAMP.MwsampCtrl.1', [0 0 200 200], f)
set (a, 'Label', 'Click to fire event');
set (a, 'Radius', 40);
invoke (a, 'Redraw');
```

Writing Event Handlers

ActiveX events are invoked when a control wants to notify its container that something of interest has occurred. For example, many controls trigger an event when the user single-clicks on the control. In MATLAB, when a control is created, you may optionally supply a callback (also known as an *event handler function*) as the last argument to the `actxcontrol` command or a cell array that contains the event handlers.

```
h = actxcontrol (progid [, position [, handle ...
[, callback | {event1 eventhandler1; event2 eventhandler2; …}]]])
```

The event handler function (`callback`) is called whenever the control triggers any event. The event handler function must be an M-function that accepts a variable number of arguments of the following form:

```
function event (varargin)
if (str2num(vararg{1}) == -600)
    disp ('Click Event Fired');
end
```

All arguments passed to this function are MATLAB strings. The first argument to the event handler is a string that represents the number of the event that caused the event handler to be called. The remaining arguments are the values passed by the control with the event. These values will vary with the particular event and control being used. The list of events that control invocations and their corresponding event numbers and parameters must be obtained from the control's documentation. In order to use events with MATLAB, you will need to find out the numerical values that the control uses for each event so that you can use these in the event handler.

The event handlers that are used in the cell array style are slightly different than those used in the callback style. The first argument in the cell array style is a reference to the object itself. The second argument is the event number, which, unlike the callback style, is *not* a string that represents the number. (Subsequent arguments vary depending on the event.)

These sample event handlers, `myclick.m`, `my2click.m`, and `mymoused.m` correspond to the `actxcontrol` example.

```
function myclick(varargin)
disp('Single click function')

function my2click(varargin)
disp('Double click function')

function mymoused(varargin)
disp('You have reached the mouse down function')
disp('The X position is: ')
varargin(5)
disp('The Y position is: ')
varargin(6)
```

You can use the same event handler for all the events you want to monitor using the cell array pairs. Response time will be better than using the callback style.

For instance

```
h = actxcontrol('SELECTOR.SelectorCtrl.1', [0 0 200 200], f, ...
{'Click' 'allevents'; 'DblClick' 'allevents'; ...
'MouseDown' 'allevents'})
```

and `allevents.m` is

```
function allevents(varargin)
if (varargin{2} = -600)
   disp ('Single Click Event Fired')
elseif (varargin{2} = -601)
   disp ('Double Click Event Fired')
elseif (varargin{2} = -605)
   disp ('Mousedown Event Fired')
end
```

Note MATLAB does not support event arguments passed by reference or return values from events.

Additional ActiveX Client Information

Releasing Interfaces

Each ActiveX object can support one or more interfaces. In MATLAB, an interface is represented by an instance of the activex class. There are three ways to get a valid interface object into the MATLAB workspace:

- Return value from `actxcontrol`/`actxserver`
- Return value from a property via `get`
- Return value from a method invocation via `invoke`

In each case, once the interface is represented by an activex object in the workspace, it must be released when you are finished using it. Failure to release interface handles results in memory and resources being consumed. Alternatively, you can use the `delete` command on any valid interface object, and all interfaces for that object are automatically released, and thus invalidated, and the ActiveX server or control itself is deleted.

MATLAB automatically releases all interfaces for an ActiveX control when the figure window that contains that control is deleted or closed. MATLAB also automatically releases all handles for an ActiveX automation server when MATLAB is shut down.

Using ActiveX Collections

ActiveX *collections* are a way to support groups of related ActiveX objects that can be iterated over. A collection is itself a special interface with a *Count* property (read only), which contains the number of items in the collection, and an `Item` method, which allows you to retrieve a single item from the collection.

The `Item` method is indexed, which means that it requires an argument that specifies which item in the collection is being requested. The data type of the index can be any data type that is appropriate for the particular collection and is specific to the control or server that supports the collection. Although integer indices are common, the index could just as easily be a string value. Often, the return value from the `Item` method is itself an interface. Like all interfaces, this interface should be released when you are finished with it.

This example iterates through the members of a collection. Each member of the collection is itself an interface (called `Plot` and represented by a MATLAB

activex object called `hPlot`.) In particular, this example iterates through a collection of `Plot` interfaces, invokes the `Redraw` method for each interface, and then releases each interface.

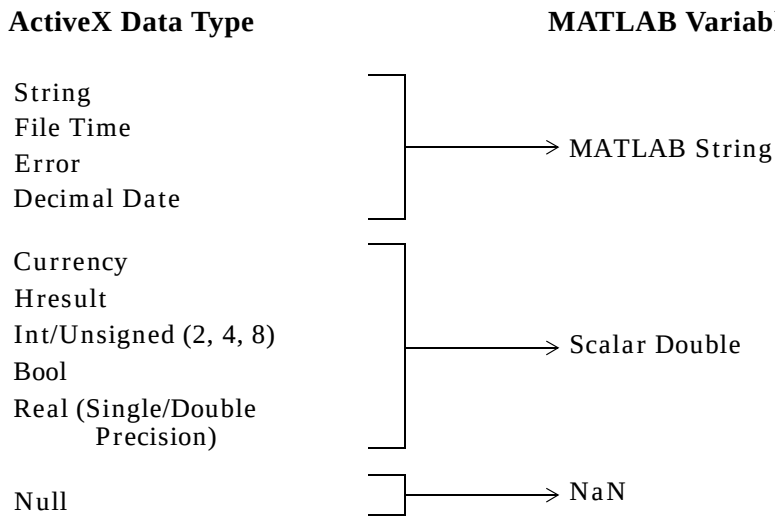
```
hCollection = get (hControl, 'Plots');
for i=1:get (hCollection, 'Count')
hPlot  = invoke (hCollection, 'Item', i);
   invoke (hPlot, 'Redraw');
   release (hPlot);
end;
release (hCollection);
```

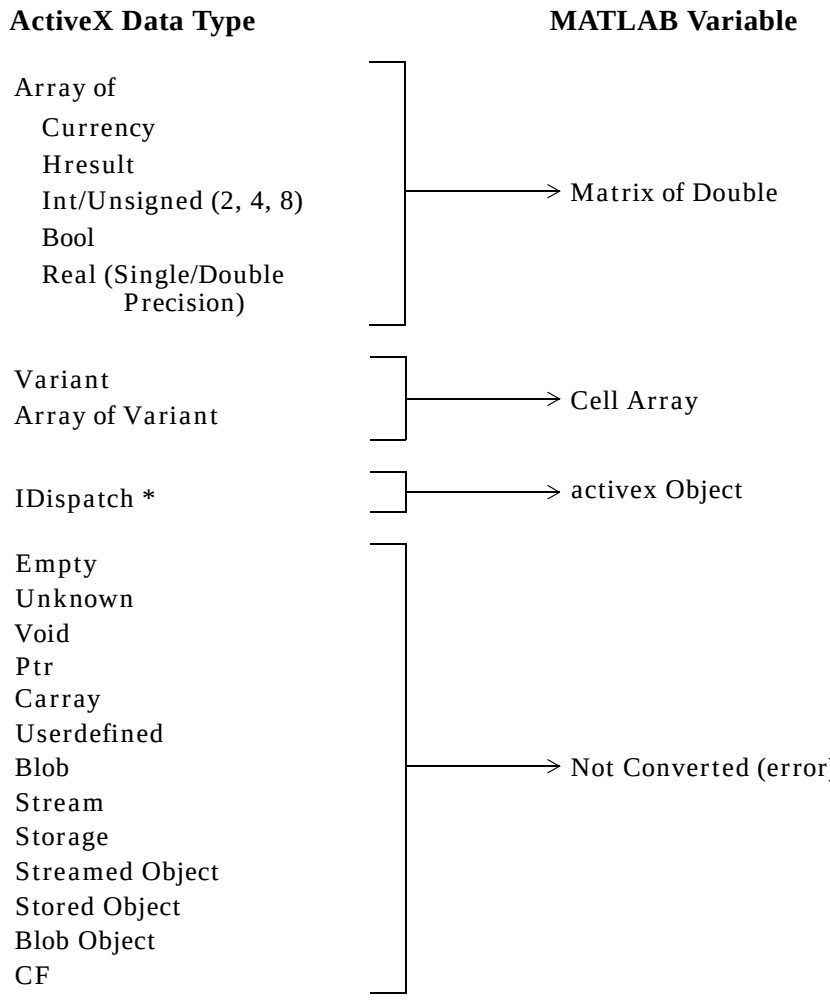
Converting Data

Since ActiveX defines a number of different data formats and types, you will need to know how MATLAB converts data from activex objects into variables in the MATLAB workspace. Data from activex objects must be converted:

- When a property value is retrieved
- When a value is returned from a method invocation

This chart shows how ActiveX data types are converted into variables in the MATLAB workspace.





Using MATLAB As a DCOM Server Client

Distributed Component Object Model (DCOM) is an object distribution mechanism that allows ActiveX clients to use remote ActiveX objects over a network. At the time of this writing, DCOM is shipped with NT 4.0, and can be obtained from Microsoft for Windows 95.

MATLAB has been tested as a DCOM server with Windows NT 4.0 only. Additionally, MATLAB can be used as a DCOM client with remote automation servers if the operating system on which MATLAB is running is DCOM enabled.

Note If you use MATLAB as a remote DCOM server, all MATLAB windows will appear on the remote machine.

MATLAB ActiveX Support Limitations

The following is a list of limitations of MATLAB ActiveX support:

- MATLAB only supports indexed collections.
- ActiveX controls are not printed with figure windows.
- MATLAB does not support event arguments passed by reference.
- MATLAB does not support returning values from event handler functions.
- The position vector of a control cannot be changed or queried.
- MATLAB does not support method or event arguments passed by reference.

MATLAB Sample Control

MATLAB ships with a very simple example ActiveX control that draws a circle on the screen, displays some text, and fires a *clicked* event when the user clicks on the control. This control makes it easy to try out ActiveX control support with a known control. The control can be created by running the `mwsamp` file in the `winfun` directory.

The control is stored in the MATLAB `bin`, or executable, directory along with the control's *type library*. The type library is a binary file used by ActiveX tools to decipher the control's capabilities.

Using MATLAB As an Automation Client

This example uses MATLAB as an automation client and Microsoft Excel as the server. It provides a good overview of typical functions. In addition, it is a good example of using the automation interface of another application.

```
% MATLAB ActiveX automation client example
%
% Open Excel, add workbook, change active worksheet,
% get/put array, save.

% First, open an Excel Server.
Excel = actxserver('Excel.Application');
set(Excel, 'Visible', 1);

% Insert a new workbook.
Workbooks = Excel.Workbooks;
Workbook = invoke(Workbooks, 'Add');

% Make the second sheet active.
Sheets = Excel.ActiveWorkBook.Sheets;
sheet2 = get(Sheets, 'Item', 2);
invoke(sheet2, 'Activate');

% Get a handle to the active sheet.
Activesheet = Excel.Activesheet;

% Put a MATLAB array into Excel.
A = [1 2; 3 4];
ActivesheetRange = get(Activesheet,'Range','A1','B2');
set(ActivesheetRange, 'Value', A);

% Get back a range.  It will be a cell array, since the cell range
% can contain different types of data.
Range = get(Activesheet, 'Range', 'A1', 'B2');
B = Range.value;

% Convert to a double matrix.  The cell array must contain only
% scalars.
B = reshape([B{:}], size(B));

% Now, save the workbook.
invoke(Workbook, 'SaveAs', 'myfile.xls');

% To avoid saving the workbook and being prompt to do so,
% uncomment the following code.
```

```
% Workbook.Saved = 1;
% invoke(Workbook, 'Close');

% Quit Excel.
invoke(Excel, 'Quit');
```

MATLAB ActiveX Automation Server Support

MATLAB on Microsoft Windows supports ActiveX Automation server capabilities. Automation is an ActiveX protocol that allows one application or component (the *controller*) to control another application or component (the *server*). Thus, MATLAB can be launched and controlled by any Windows program that can be an Automation Controller. Some examples of applications that can be Automation Controllers are Microsoft Excel, Microsoft Access, Microsoft Project, and many Visual Basic and Visual C++ programs. Using Automation, you can execute MATLAB commands, and get and put `mxArrays` from and to the MATLAB workspace.

To use MATLAB as an automation server, follow steps 1 and 2:

1 **Invoke an ActiveX Automation server.**

Consult the documentation of your controller to find out how to invoke an ActiveX Automation server. The name of the MATLAB ActiveX object that is placed in the registry is `Matlab.Application`. Exactly how you invoke the MATLAB server depends on which controller you choose, but all controllers require this name to identify the server.

2 **Use the Execute method on command strings.**

The ActiveX Automation interface to MATLAB supports several methods. Here is a Visual Basic code fragment that invokes the MATLAB Automation `Execute` method, and that works in Microsoft Excel or any other Visual Basic or Visual Basic for Applications (VBA)-enabled application. The `Execute` method takes a command string as an argument and returns the results as a string. The command string can be any command that would normally be typed in the command window; the result contains any output that would have been printed to the command window as a result of executing the string, including errors.

```
Dim MatLab As Object

Dim Result As String
Set MatLab = CreateObject("Matlab.Application")
Result = MatLab.Execute("surf(peaks)")
```

Note The first statement above should be declared in the general declarations section in order to keep the scope throughout the application.

MATLAB ActiveX Automation Methods

This section lists the methods that are supported by the MATLAB Automation Server. The data types for the arguments and return values are expressed as ActiveX Automation data types, which are language-independent types defined by the ActiveX Automation protocol. For example, `BSTR` is a wide-character string type defined as an Automation type, and is the same data format used by Visual Basic to store strings. Any ActiveX-compliant controller should support these data types, although the details of how you declare and manipulate these are controller specific.

BSTR Execute([in] BSTR Command);

This command accepts a single string (`Command`), which contains any command that can be typed at the MATLAB command window prompt. MATLAB will execute the command and return the results as a string. Any figure windows generated by the command are displayed on the screen as if the command were executed directly from the command window or an M-file. A Visual Basic example is

```
Dim MatLab As Object

Dim Result As String
Set MatLab = CreateObject("Matlab.Application")
Result = MatLab.Execute("surf(peaks)")
```

```
void GetFullMatrix(
          [in] BSTR Name,
          [in] BSTR Workspace,
          [in, out] SAFEARRAY(double)* pr,
          [in, out] SAFEARRAY(double)* pi);
```

Note The first statement above should be declared in the general declarations section in order to keep the scope throughout the application.

This method retrieves a full, one- or two-dimensional real or imaginary mxArray from the named workspace. The real and (optional) imaginary parts are retrieved into separate arrays of doubles.

Name. Identifies the name of the mxArray to be retrieved.

Workspace. Identifies the workspace that contains the mxArray. Use the workspace name "base" to retrieve an mxArray from the default MATLAB workspace. Use the workspace name "global" to put the mxArray into the global MATLAB workspace. The "caller" workspace does not have any context in the API when used outside of MEX-files.

pr. Array of reals that is dimensioned to be the same size as the mxArray being retrieved. On return, this array will contain the real values of the mxArray.

pi. Array of reals that is dimensioned to be the same size as the mxArray being retrieved. On return, this array will contain the imaginary values of the mxArray. If the requested mxArray is not complex, an empty array must be passed. In Visual Basic, an empty array is declared as `Dim Mempty() as Double`. A Visual Basic example of this method is

```
Dim MatLab As Object

Dim Result As String
Dim MReal(1, 3) As Double
Dim MImag() As Double
Dim RealValue As Double
Dim i, j As Integer

rem We assume that the connection to MATLAB exists.
Result = MatLab.Execute("a = [1 2 3 4; 5 6 7 8;]")
Call MatLab.GetFullMatrix("a", "base", MReal, MImag)

For i = 0 To 1
   For j = 0 To 3
   RealValue = MReal(i, j)
   Next j
Next i
```

```
void PutFullMatrix(
          [in] BSTR Name,
          [in] BSTR Workspace,
          [in] SAFEARRAY(double) pr,
          [in] SAFEARRAY(double) pi);
```

Note The first statement above should be declared in the general declarations section in order to keep the scope throughout the application.

This method puts a full, one- or two-dimensional real or imaginary `mxArray` into the named workspace. The real and (optional) imaginary parts are passed in through separate arrays of doubles.

Name. Identifies the name of the `mxArray` to be placed.

Workspace. Identifies the workspace into which the `mxArray` should be placed. Use the workspace name "base" to put the `mxArray` into the default MATLAB workspace. Use the workspace name "global" to put the `mxArray` into the global MATLAB workspace. The "caller" workspace does not have any context in the API when used outside of MEX-files.

pr. Array of reals that contains the real values for the `mxArray`.

pi. Array of reals that contains the imaginary values for the `mxArray`. If the `mxArray` that is being sent is not complex, an empty array must be passed for this parameter. In Visual Basic, an empty array is declared as `Dim Mempty() as Double`. A Visual Basic example of this method is

```
Dim MatLab As Object

Dim MReal(1, 3) As Double
Dim MImag() As Double
Dim i, j As Integer
For i = 0 To 1
   For j = 0 To 3
   MReal(i, j)  = I * j;
   Next j
Next I
rem We assume that the connection to MATLAB exists.
Call MatLab.PutFullMatrix("a", "base", MReal, MImag)
```

Note The first statement above should be declared in the general declarations section in order to keep the scope throughout the application.

Additional ActiveX Server Information

Launching the MATLAB ActiveX Server

For MATLAB to act as an automation server, it must be started with the `/Automation` command line argument. Microsoft Windows does this automatically when an ActiveX connection is established by a controller. However, if MATLAB is already running and was launched *without* this parameter, any request by an automation controller to connect to MATLAB as a server will cause Windows to launch another instance of MATLAB with the `/Automation` parameter. This protects controllers from interfering with any interactive MATLAB sessions that may be running.

Specifying a Shared or Dedicated Server

You can launch the MATLAB Automation server in one of two modes — shared or dedicated. A dedicated server is dedicated to a single client; a shared server is shared by multiple clients.

The mode is determined by the Program ID (ProgID) used by the client to launch MATLAB. The ProgID, `Matlab.Application`, (or the version-specific ProgID, `Matlab.Application.5`) specifies the default mode, which is shared. To specify a dedicated server, use the ProgID, `Matlab.Application.Single`, (or the version-specific ProgID, `Matlab.Application.Single.5`). The term `Single` refers to the number of clients that may connect to this server.

Once MATLAB is launched as a shared server, all clients that request a connection to MATLAB by using the shared server ProgID will connect to the already running instance of MATLAB. In other words, there is never more than one instance of a shared server running, since it is shared by all clients that use the ProgID that specifies a shared server.

Note Clients will not connect to an interactive instance of MATLAB, that is, an instance of MATLAB that was launched manually and without the `/Automation` command line flag.

Each client that requests a connection to MATLAB using a dedicated ProgID will cause a separate instance of MATLAB to be launched, and that server will not be shared with any other client. Therefore, there can be several instances

of a dedicated server running simultaneously, since the dedicated server is not shared by multiple clients.

Using MATLAB As a DCOM Server

DCOM is a protocol that allows ActiveX connections to be established over a network. If you are using a version of Windows that supports DCOM (Windows NT 4.0 at the time of this writing) and a controller that supports DCOM, you can use the controller to launch MATLAB on a remote machine. To do this, DCOM must be configured properly, and MATLAB must be installed on each machine that is used as a client or server. (Even though the client machine will not be running MATLAB in such a configuration, the client machine must have a MATLAB installation because certain MATLAB components are required to establish the remote connection.) Consult the DCOM documentation for how to configure DCOM for your environment.

Dynamic Data Exchange (DDE)

MATLAB provides functions that enable MATLAB to access other Windows applications and for other Windows applications to access MATLAB in a wide range of contexts. These functions use dynamic data exchange (DDE), software that allows Microsoft Windows applications to communicate with each other by exchanging data.

This section describes using DDE in MATLAB:

- "DDE Concepts and Terminology"
- "Accessing MATLAB As a Server"
- "Using MATLAB As a Client"
- "DDE Advisory Links"

DDE Concepts and Terminology

Applications communicate with each other by establishing a DDE *conversation*. The application that initiates the conversation is called the *client*. The application that responds to the client application is called the *server*.

When a client application initiates a DDE conversation, it must identify two DDE parameters that are defined by the server:

- The name of the application it intends to have the conversation with, called the *service name*
- The subject of the conversation, called the *topic*

When a server application receives a request for a conversation involving a supported topic, it acknowledges the request, establishing a DDE conversation. The combination of a service and a topic identifies a conversation uniquely. The service or topic cannot be changed for the duration of the conversation, although the service can maintain more than one conversation.

During a DDE conversation, the client and server applications exchange data concerning items. An *item* is a reference to data that is meaningful to both applications in a conversation. Either application can change the item during a conversation. These concepts are discussed in more detail below.

The Service Name

Every application that can be a DDE server has a unique *service name*. The service name is usually the application's executable filename without any extension. Service names are not case sensitive. Here are some commonly used service names:

- The service name for MATLAB is *Matlab*.
- The service name for Microsoft Word for Windows is *WinWord*.
- The service name for Microsoft Excel is *Excel*.

For the service names of other Windows applications, refer to the application documentation.

The Topic

The *topic* defines the subject of a DDE conversation and is usually meaningful to both the client and server applications. Topic names are not case sensitive. MATLAB topics are *System* and *Engine* and are discussed below in Accessing MATLAB As a Server. Most applications support the *System* topic and at least one other topic. Consult your application documentation for information about supported topics.

The Item

Each topic supports one or more items. An *item* identifies the data being passed during the DDE conversation. Case sensitivity of items depends on the application. MATLAB *Engine* items are case sensitive if they refer to matrices because matrix names are case sensitive.

Clipboard Formats

DDE uses the Windows clipboard formats for formatting data sent between applications. As a client, MATLAB supports only Text format. As a server, MATLAB supports Text, Metafilepict, and XLTable formats, described below:

- **Text** – Data in Text format is a buffer of characters terminated by the `null` character. Lines of text in the buffer are delimited by a carriage return line-feed combination. If the buffer contains columns of data, those columns are delimited by the tab character. MATLAB supports Text format for obtaining the results of a remote `EvalString` command and requests for matrix data. Also, matrix data can be sent to MATLAB in Text format.

- **Metafilepict** – Metafilepict format is a description of graphical data containing the drawing commands for graphics. As a result, data stored in this format is scalable and device independent. MATLAB supports Metafilepict format for obtaining the result of a remote command that causes some graphic action to occur.
- **XLTable** – XLTable format is the clipboard format used by Microsoft Excel and is supported for ease and efficiency in exchanging data with Excel. XLTable format is a binary buffer with a header that describes the data held in the buffer. For a full description of XLTable format, consult the Microsoft Excel SDK documentation.

Accessing MATLAB As a Server

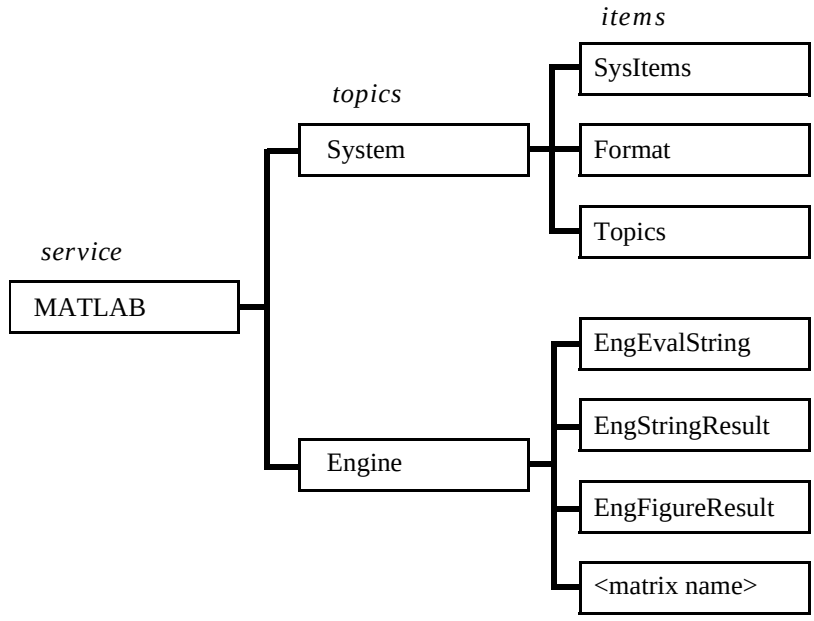
A client application can access MATLAB as a DDE server in the following ways, depending on the client application:

- If you are using an application that provides functions or macros to conduct DDE conversations, you can use these functions or macros. For example, Microsoft Excel, Word for Windows, and Visual Basic provide DDE functions or macros. For more information about using these functions or macros, see the appropriate Microsoft documentation.
- If you are creating your own application, you can use the MATLAB Engine Library or DDE directly. For more information about using the Engine Library, see Using the MATLAB Engine. For more information about using DDE routines, see the *Microsoft Windows Programmer's Guide*.

The figure below illustrates how MATLAB communicates as a server. DDE functions in the client application communicate with MATLAB's DDE server module. The client's DDE functions can be provided by either the application or the MATLAB Engine Library.

The DDE Name Hierarchy

When you access MATLAB as a server, you must specify its service name, topic, and item. The figure below illustrates the MATLAB DDE name hierarchy. Topics and items are described in more detail below.



The two MATLAB topics are *System* and *Engine*.

MATLAB System Topic

The System topic allows users to browse the list of topics provided by the server, the list of *System* topic items provided by the server, and the formats supported by the server.

The MATLAB System topic supports these items:

- **SysItems**

  provides a tab-delimited list of items supported under the System topic (this list).

- **Format**

  provides a tab-delimited list of string names of all the formats supported by the server. MATLAB supports Text, Metafilepict, and XLTable. These formats are described above in Clipboard Formats.

- **Topics**

  provides a tab-delimited list of the names of the topics supported by MATLAB.

MATLAB Engine Topic

The Engine topic allows users to use MATLAB as a server by passing it a command to execute, requesting data, or sending data.

The MATLAB Engine topic supports these items:

- **EngEvalString**

  specifies an item name, if required, when you send a command to MATLAB for evaluation.

- **EngStringResult**

  provides the string result of a DDE execute command when you request data from MATLAB.

- **EngFigureResult**

  provides the graphical result of a DDE execute command when you request data from MATLAB.

- **<matrix name>**

  when requesting data from MATLAB, this is the name of the matrix for which data is being requested. When sending data to MATLAB, this is the name of the matrix to be created or updated.

The MATLAB Engine topic supports three operations that may be used by applications with a DDE client interface. These operations include sending commands to MATLAB for evaluation, requesting data from MATLAB, and sending data to MATLAB.

Sending Commands to MATLAB for Evaluation

Clients send commands to MATLAB using the DDE `execute` operation. The Engine topic supports DDE `execute` in two forms because some clients require that you specify the item name and the command to execute, while others

require only the command. Where an item name is required, use `EngEvalString`. In both forms, the format of the command must be Text. Most clients default to Text for DDE `execute`. If the format cannot be specified, it is probably Text. The table summarizes the DDE `execute` parameters.

Item	Format	Command
`EngEvalString`	Text	String
`null`	Text	String

Requesting Data from MATLAB

Clients request data from MATLAB using the DDE `request` operation. The Engine topic supports DDE requests for three functions:

Text that is the result of the previous DDE execute command. You request the string result of a DDE execute command using the `EngStringResult` item with Text format.

Graphical results of the previous DDE execute command. You request the graphical result of a DDE execute command using the `EngFigureResult` item. The `EngFigureResult` item can be used with Text or Metafilepict formats.

- Specifying the Text format results in a string having a value of “yes” or “no.” If the result is “yes,” the metafile for the current figure is placed on the clipboard. This functionality is provided for DDE clients that can retrieve only text from DDE requests, such as Word for Windows. If the result is “no,” no metafile is placed on the clipboard.
- Specifying the Metafilepict format when there is a graphical result causes a metafile to be returned directly from the DDE request.

The data for a specified matrix. You request the data for a matrix by specifying the name of the matrix as the item. You can specify either the Text or XLTable format.

The table summarizes the DDE request parameters.

Item	Format	Result
EngStringResult	Text	String
EngFigureResult	Text	Yes/No
EngFigureResult	Metafilepict	Metafile of the current figure
<*matrix name*>	Text	Character buffer, tab-delimited columns, CR/LF-delimited rows
<*matrix name*>	XLTable	Binary data in a format compatible with Microsoft Excel

Sending Data to MATLAB

Clients send data to MATLAB using the DDE poke operation. The Engine topic supports DDE poke for updating or creating new matrices in the MATLAB workspace. The item specified is the name of the matrix to be updated or created. If a matrix with the specified name already exists in the workspace it will be updated; otherwise it will be created. The matrix data can be in Text or XLTable format.

The table summarizes the DDE poke parameters.

Item	Format	Poke Data
<*matrix name*>	Text	Character buffer, tab-delimited columns, CR/LF-delimited rows
<*matrix name*>	XLTable	Binary data in a format compatible with Microsoft Excel

Example: Using Visual Basic and the MATLAB DDE Server

This example shows a Visual Basic form that contains two text edit controls, **TextInput** and **TextOutput**. This code is the TextInput_KeyPress method.

```
Sub TextInput_KeyPress(KeyAscii As Integer)
rem If the user presses the return key
```

```
rem in the TextInput control.
If KeyAscii = vbKeyReturn then

rem Initiate the conversation between the TextInput
rem control and MATLAB under the Engine topic.
rem Set the item to EngEvalString.
                  TextInput.LinkMode = vbLinkNone
                  TextInput.LinkTopic = "MATLAB|Engine"
                  TextInput.LinkItem = "EngEvalString"
                  TextInput.LinkMode = vbLinkManual

rem Get the current string in the TextInput control.
rem This text is the command string to send to MATLAB.
                  szCommand = TextInput.Text

rem Perform DDE Execute with the command string.
                  TextInput.LinkExecute szCommand
                  TextInput.LinkMode = vbLinkNone

rem Initiate the conversation between the TextOutput
rem control and MATLAB under the Engine topic.
rem Set the item to EngStringResult.
                  TextOutput.LinkMode = vbLinkNone
                  TextOutput.LinkTopic = "MATLAB|Engine"
                  TextOutput.LinkItem = "EngStringResult"
                  TextOutput.LinkMode = vbLinkManual

rem Request the string result of the previous EngEvalString
rem command. The string ends up in the text field of the
rem control TextOutput.text.
                  TextOutput.LinkRequest
                  TextOutput.LinkMode = vbLinkNone

End If
End Sub
```

Using MATLAB As a Client

For MATLAB to act as a client application, you can use the MATLAB DDE client functions to establish and maintain conversations.

This figure illustrates how MATLAB communicates as a client to a server application.

MATLAB's DDE client module includes a set of functions. This table describes the functions that enable you to use MATLAB as a client.

Function	Description
`ddeadv`	Sets up advisory link between MATLAB and DDE server application.
`ddeexec`	Sends execution string to DDE server application.
`ddeinit`	Initiates DDE conversation between MATLAB and another application.
`ddepoke`	Sends data from MATLAB to DDE server application.
`ddereq`	Requests data from DDE server application.
`ddeterm`	Terminates DDE conversation between MATLAB and server application.
`ddeunadv`	Releases advisory link between MATLAB and DDE server application.

If the server application is Microsoft Excel, you can specify the *System* topic or a topic that is a filename. If you specify the latter, the filename ends in `.XLS` or `.XLC` and includes the full path if necessary. A Microsoft Excel item is a cell reference, which can be an individual cell or a range of cells.

Microsoft Word for Windows topics are *System* and document names that are stored in files whose names end in `.DOC` or `.DOT`. A Word for Windows item is any bookmark in the document specified by the topic.

The following example is an M-file that establishes a DDE conversation with Microsoft Excel, and then passes a 20-by-20 matrix of data to Excel.

```
% Initialize conversation with Excel.
chan = ddeinit('excel', 'Sheet1');

% Create a surface of peaks plot.
h = surf(peaks(20));
% Get the z data of the surface
z = get(h, 'zdata');

% Set range of cells in Excel for poking.
range = 'r1c1:r20c20';

% Poke the z data to the Excel spread sheet.
rc = ddepoke(chan, range, z);
```

DDE Advisory Links

You can use DDE to notify a client application when data at a server has changed. For example, if you use MATLAB to analyze data entered in an Excel spreadsheet, you can establish a link that causes Excel to notify MATLAB when this data changes. You can also establish a link that automatically updates a matrix with the new or modified spreadsheet data.

MATLAB supports two kinds of advisory links, distinguished by the way in which the server application advises MATLAB when the data that is the subject of the item changes at the server.

- A *hot link* causes the server to supply the data to MATLAB when the data defined by the item changes.
- A *warm link* causes the server to notify MATLAB when the data changes but supplies the data only when MATLAB requests it.

You set up and release advisory links with the ddeadv and ddeunadv functions. MATLAB only supports links when MATLAB is a client.

This example establishes a DDE conversation between MATLAB, acting as a client, and Microsoft Excel. The example extends the example in the previous section by creating a hot link with Excel. The link updates matrix z and evaluates a callback when the range of cells changes. A push-button, user interface control terminates the advisory link and the DDE conversation when

pressed. (For more information about creating a graphical user interface, see the MATLAB manual *Building GUIs with MATLAB*.)

```
% Initialize conversation with Excel.
chan = ddeinit('excel', 'Sheet1');

% Set range of cells in Excel for poking.
range = 'r1c1:r20c20';

% Create a surface of peaks plot.
h = surf(peaks(20));

% Get the z data of the surface.
z = get(h, 'zdata');

% Poke the z data to the Excel spread sheet.
rc = ddepoke(chan, range, z);

% Set up a hot link ADVISE loop with Excel
% and the MATLAB matrix 'z'.
% The callback sets the zdata and cdata for
% the surface h to be the new data sent from Excel.
rc = ddeadv(chan, range,...
     'set(h,''zdata'',z);set(h,''cdata'',z);','z');

% Create a push button that will end the ADVISE link,
% terminate the DDE conversation,
% and close the figure window.
c = uicontrol('String','&Close','Position',[5 5 80 30],...
     'Callback',...
     'rc = ddeunadv(chan,range);ddeterm(chan);close;');
```

8

Serial Port I/O

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Introduction

What Is MATLAB's Serial Port Interface?

MATLAB's serial port interface provides direct access to peripheral devices such as modems, printers, and scientific instruments that you connect to your computer's serial port. This interface is established through a serial port object. The serial port object supports functions and properties that allow you to:

- Configure serial port communications
- Use serial port control pins
- Write and read data
- Use events and actions
- Record information to disk

If you want to communicate with PC-compatible data acquisition hardware such as multifunction I/O boards, you need the Data Acquisition Toolbox. If you want to communicate with GPIB- or VISA-compatible instruments, you need the Instrument Control Toolbox.

For more information about these products, visit the MathWorks Web site at `http://www.mathworks.com/products`.

Supported Serial Port Interface Standards

Over the years, several serial port interface standards have been developed. These standards include RS-232, RS-422, and RS-485 – all of which are supported by MATLAB's serial port object. Of these, the most widely used interface standard for connecting computers to peripheral devices is RS-232.

In this guide, it is assumed you are using the RS-232 standard, which is discussed in "Overview of the Serial Port" on page 8-4. Refer to your computer and device documentation to see which interface standard you can use.

Supported Platforms

MATLAB's serial port interface is supported for Microsoft Windows 95, Windows 98, Windows 2000, Windows NT, Linux, and Sun Solaris platforms.

Using the Examples with Your Device

Many of the examples in this section reflect specific peripheral devices connected to a PC serial port – in particular a Tektronix TDS 210 two-channel oscilloscope connected to the COM1 port. Therefore, many of the string commands are specific to this instrument.

If your peripheral device is connected to a different serial port, or if it accepts different commands, you should modify the examples accordingly.

Overview of the Serial Port

This section provides an overview of the serial port. Topics include:

- What is Serial Communication?
- The Serial Port Interface Standard
- Connecting Two Devices with a Serial Cable
- Serial Port Signals and Pin Assignments
- Serial Data Format
- Finding Serial Port Information for Your Platform

For many serial port applications, you can communicate with your device without detailed knowledge of how the serial port works. If your application is straightforward, or if you are already familiar with the topics mentioned above, you may want to begin with “The Serial Port Session” on page 8-20 to see how to use your serial port device with MATLAB.

What Is Serial Communication?

Serial communication is the most common low-level protocol for communicating between two or more devices. Normally, one device is a computer, while the other device can be a modem, a printer, another computer, or a scientific instrument such as an oscilloscope or a function generator.

As the name suggests, the serial port sends and receives bytes of information in a serial fashion – one bit at a time. These bytes are transmitted using either a binary (numerical) format or a text format.

The Serial Port Interface Standard

The serial port interface for connecting two devices is specified by the TIA/EIA-232C standard published by the Telecommunications Industry Association.

The original serial port interface standard was given by RS-232, which stands for Recommended Standard number 232. The term “RS-232” is still in popular use, and is used in this guide when referring to a serial communication port that follows the TIA/EIA-232 standard. RS-232 defines these serial port characteristics:

- The maximum bit transfer rate and cable length

- The names, electrical characteristics, and functions of signals
- The mechanical connections and pin assignments

Primary communication is accomplished using three pins: the Transmit Data pin, the Receive Data pin, and the Ground pin. Other pins are available for data flow control, but are not required.

Other standards such as RS-485 define additional functionality such as higher bit transfer rates, longer cable lengths, and connections to as many as 256 devices.

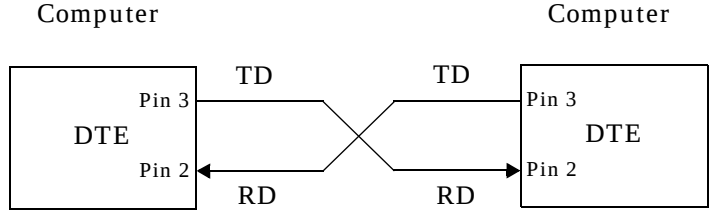
Connecting Two Devices with a Serial Cable

The RS-232 standard defines the two devices connected with a serial cable as the Data Terminal Equipment (DTE) and Data Circuit-Terminating Equipment (DCE). This terminology reflects the RS-232 origin as a standard for communication between a computer terminal and a modem.

Throughout this guide, your computer is considered a DTE, while peripheral devices such as modems and printers are considered DCE's. Note that many scientific instruments function as DTE's.

Since RS-232 mainly involves connecting a DTE to a DCE, the pin assignments are defined such that straight-through cabling is used, where pin 1 is connected to pin 1, pin 2 is connected to pin 2, and so on. A DTE to DCE serial connection using the transmit data (TD) pin and the receive data (RD) pin is shown below. Refer to "Serial Port Signals and Pin Assignments" on page 8-6 for more information about serial port pins.

If you connect two DTE's or two DCE's using a straight serial cable, then the TD pin on each device are connected to each other, and the RD pin on each device are connected to each other. Therefore, to connect two like devices, you must use a *null modem* cable. As shown below, null modem cables cross the transmit and receive lines in the cable.

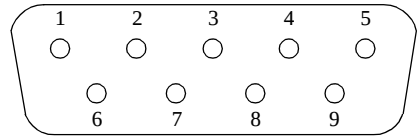


Note You can connect multiple RS-422 or RS-485 devices to a serial port. If you have an RS-232/RS-485 adaptor, then you can use MATLAB's serial port object with these devices.

Serial Port Signals and Pin Assignments

Serial ports consist of two signal types: data signals and control signals. To support these signal types, as well as the signal ground, the RS-232 standard defines a 25-pin connection. However, most PC's and UNIX platforms use a 9-pin connection. In fact, only three pins are required for serial port communications: one for receiving data, one for transmitting data, and one for the signal ground.

The pin assignment scheme for a 9-pin male connector on a DTE is given below.



The pins and signals associated with the 9-pin connector are described below. Refer to the RS-232 standard for a description of the signals and pin assignments used for a 25-pin connector.

Table 8-1: Serial Port Pin and Signal Assignments

Pin	Label	Signal Name	Signal Type
1	CD	Carrier Detect	Control
2	RD	Received Data	Data
3	TD	Transmitted Data	Data
4	DTR	Data Terminal Ready	Control
5	GND	Signal Ground	Ground
6	DSR	Data Set Ready	Control
7	RTS	Request to Send	Control
8	CTS	Clear to Send	Control
9	RI	Ring Indicator	Control

The term “data set” is synonymous with “modem” or “device,” while the term “data terminal” is synonymous with “computer.”

Note The serial port pin and signal assignments are with respect to the DTE. For example, data is transmitted from the TD pin of the DTE to the RD pin of the DCE.

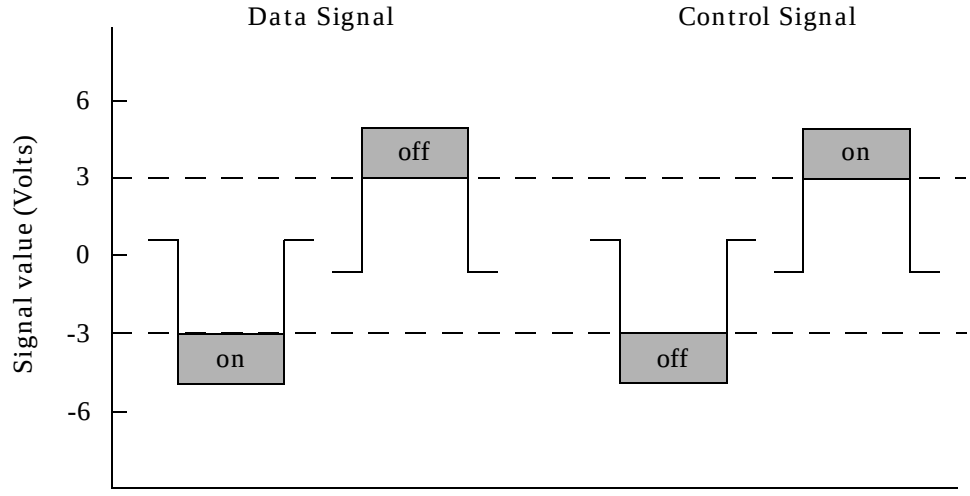
Signal States

Signals can be in either an *active* state or an *inactive* state. An active state corresponds to the binary value 1, while an inactive state corresponds to the binary value 0. An active signal state is often described as *logic 1*, *on*, *true*, or a *mark*. An inactive signal state is often described as *logic 0*, *off*, *false*, or a *space*.

For data signals, the "on" state occurs when the received signal voltage is more negative than -3 volts, while the "off" state occurs for voltages more positive than 3 volts. For control signals, the "on" state occurs when the received signal voltage is more positive than 3 volts, while the "off" state occurs for voltages more negative than -3 volts. The voltage between -3 volts and +3 volts is considered a transition region, and the signal state is undefined.

To bring the signal to the "on" state, the controlling device *unasserts* (or *lowers*) the value for data pins and *asserts* (or *raises*) the value for control pins. Conversely, to bring the signal to the "off" state, the controlling device asserts the value for data pins and unasserts the value for control pins.

The “on” and “off” states for a data signal and for a control signal are shown below.



The Data Pins

Most serial port devices support *full-duplex* communication meaning that they can send and receive data at the same time. Therefore, separate pins are used for transmitting and receiving data. For these devices, the TD, RD, and GND pins are used. However, some types of serial port devices support only one-way or *half-duplex* communications. For these devices, only the TD and GND pins are used. In this guide, it is assumed that a full-duplex serial port is connected to your device.

The TD pin carries data transmitted by a DTE to a DCE. The RD pin carries data that is received by a DTE from a DCE.

The Control Pins

9-pin serial ports provide several control pins that:

- Signal the presence of connected devices
- Control the flow of data

The control pins include RTS and CTS, DTR and DSR, CD, and RI.

The RTS and CTS Pins. The RTS and CTS pins are used to signal whether the devices are ready to send or receive data. This type of data flow control – called hardware handshaking – is used to prevent data loss during transmission. When enabled for both the DTE and DCE, hardware handshaking using RTS and CTS follows these steps:

1. The DTE asserts the RTS pin to instruct the DCE that it is ready to receive data.
2. The DCE asserts the CTS pin indicating that it is clear to send data over the TD pin. If data can no longer be sent, the CTS pin is unasserted.
3. The data is transmitted to the DTE over the TD pin. If data can no longer be accepted, the RTS pin is unasserted by the DTE and the data transmission is stopped.

To enable hardware handshaking in MATLAB, refer to "Controlling the Flow of Data: Handshaking" on page 8-59.

The DTR and DSR Pins. Many devices use the DSR and DTR pins to signal if they are connected and powered. Signaling the presence of connected devices using DTR and DSR follows these steps:

1. The DTE asserts the DTR pin to request that the DCE connect to the communication line.
2. The DCE asserts the DSR pin to indicate it's connected.
3. DCE unasserts the DSR pin when it's disconnected from the communication line.

The DTR and DSR pins were originally designed to provide an alternative method of hardware handshaking. However, the RTS and CTS pins are usually used in this way, and not the DSR and DTR pins. However, you should refer to your device documentation to determine its specific pin behavior.

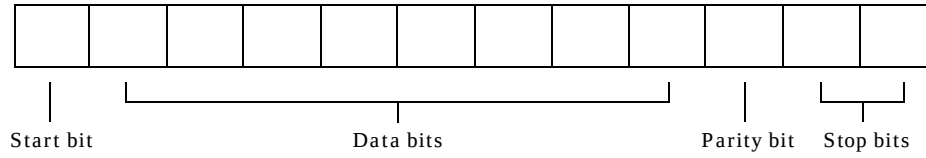
The CD and RI Pins. The CD and RI pins are typically used to indicate the presence of certain signals during modem-modem connections.

CD is used by a modem to signal that it has made a connection with another modem, or has detected a carrier tone. CD is asserted when the DCE is receiving a signal of a suitable frequency. CD is unasserted if the DCE is not receiving a suitable signal.

RI is used to indicate the presence of an audible ringing signal. RI is asserted when the DCE is receiving a ringing signal. RI is unasserted when the DCE is not receiving a ringing signal (for example, it's between rings).

Serial Data Format

The serial data format includes one start bit, between five and eight data bits, and one stop bit. A parity bit and an additional stop bit may be included in the format as well. The diagram below illustrates the serial data format.



The format for serial port data is often expressed using the following notation

number of data bits - parity type - number of stop bits

For example, 8-N-1 is interpreted as eight data bits, no parity bit, and one stop bit, while 7-E-2 is interpreted as seven data bits, even parity, and two stop bits.

The data bits are often referred to as a *character* since these bits usually represent an ASCII character. The remaining bits are called *framing bits* since they frame the data bits.

Bytes Versus Values

The collection of bits that comprise the serial data format is called a *byte*. At first, this term may seem inaccurate since a byte is 8 bits and the serial data format can range between 7 bits and 12 bits. However, when serial data is stored on your computer, the framing bits are stripped away, and only the data bits are retained. Moreover, eight data bits are always used regardless of the

number of data bits specified for transmission, with the unused bits assigned a value of 0.

When reading or writing data, you may need to specify a *value*, which can consist of one or more bytes. For example, if you read one value from a device using the `int32` format, then that value consists of four bytes. For more information about reading and writing values, refer to "Writing and Reading Data" on page 8-30.

Synchronous and Asynchronous Communication

The RS-232 standard supports two types of communication protocols: synchronous and asynchronous.

Using the synchronous protocol, all transmitted bits are synchronized to a common clock signal. The two devices initially synchronize themselves to each other, and then continually send characters to stay synchronized. Even when actual data is not really being sent, a constant flow of bits allows each device to know where the other is at any given time. That is, each bit that is sent is either actual data or an idle character. Synchronous communications allows faster data transfer rates than asynchronous methods, because additional bits to mark the beginning and end of each data byte are not required.

Using the asynchronous protocol, each device uses its own internal clock resulting in bytes that are transferred at arbitrary times. So, instead of using time as a way to synchronize the bits, the data format is used.

In particular, the data transmission is synchronized using the start bit of the word, while one or more stop bits indicate the end of the word. The requirement to send these additional bits causes asynchronous communications to be slightly slower than synchronous. However, it has the advantage that the processor does not have to deal with the additional idle characters. Most serial ports operate asynchronously.

Note When used in this guide, the terms "synchronous" and "asynchronous" refer to whether read or write operations block access to the MATLAB command line. Refer to "Controlling Access to the MATLAB Command Line" on page 8-30 for more information.

How Are the Bits Transmitted?

By definition, serial data is transmitted one bit at a time. The order in which the bits are transmitted is given below:

1. The start bit is transmitted with a value of 0.
2. The data bits are transmitted. The first data bit corresponds to the least significant bit (LSB), while the last data bit corresponds to the most significant bit (MSB).
3. The parity bit (if defined) is transmitted.
4. One or two stop bits are transmitted, each with a value of 1.

The number of bits transferred per second is given by the *baud rate*. The transferred bits include the start bit, the data bits, the parity bit (if defined), and the stop bits.

Start and Stop Bits

As described in "Synchronous and Asynchronous Communication" on page 8-12, most serial ports operate asynchronously. This means that the transmitted byte must be identified by start and stop bits. The start bit indicates when the data byte is about to begin and the stop bit(s) indicates when the data byte has been transferred. The process of identifying bytes with the serial data format follows these steps:

1. When a serial port pin is idle (not transmitting data), then it is in an "on" state.
2. When data is about to be transmitted, the serial port pin switches to an "off" state due to the start bit.
3. The serial port pin switches back to an "on" state due to the stop bit(s). This indicates the end of the byte.

Data Bits

The data bits transferred through a serial port may represent device commands, sensor readings, error messages, and so on. The data can be transferred as either binary data or ASCII data.

Most serial ports use between five and eight data bits. Binary data is typically transmitted as eight bits. Text-based data is transmitted as either seven bits or eight bits. If the data is based on the ASCII character set, then a minimum of seven bits is required since there are 2^7 or 128 distinct characters. If an eighth bit is used, it must have a value of 0. If the data is based on the extended ASCII character set, then eight bits must be used since there are 2^8 or 256 distinct characters.

The Parity Bit

The parity bit provides simple error (parity) checking for the transmitted data. The types of parity checking are given below.

Table 8-2: Parity Types

Parity Type	Description
Even	The data bits plus the parity bit result in an even number of 1's.
Mark	The parity bit is always 1.
Odd	The data bits plus the parity bit result in an odd number of 1's.
Space	The parity bit is always 0.

Mark and space parity checking are seldom used since they offer minimal error detection. You may choose to not use parity checking at all.

The parity checking process follows these steps:

1. The transmitting device sets the parity bit to 0 or to 1 depending on the data bit values and the type of parity checking selected.

2. The receiving device checks if the parity bit is consistent with the transmitted data. If it is, then the data bits are accepted. If it is not, then an error is returned.

Note Parity checking can detect only 1-bit errors. Multiple-bit errors can appear as valid data.

For example, suppose the data bits 01110001 are transmitted to your computer. If even parity is selected, then the parity bit is set to 0 by the transmitting device to produce an even number of 1's. If odd parity is selected, then the parity bit is set to 1 by the transmitting device to produce an odd number of 1's.

Finding Serial Port Information for Your Platform

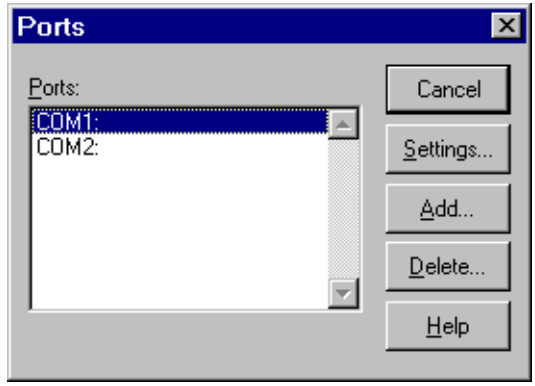
The ways to find serial port information for Windows and UNIX platforms are described below.

Note Your operating system provides default values for all serial port settings. However, these settings are overridden by your MATLAB code, and will have no effect on your serial port application.

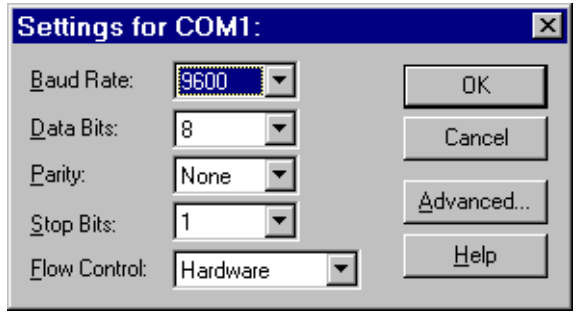
Windows Platform

You can easily access serial port information through the Windows Control Panel. You can invoke the Control Panel with the **Start** button (**Start** -> **Settings** -> **Control Panel**).

For Windows NT, you access the serial ports by selecting the Ports icon within the Control Panel. The resulting **Ports** dialog box is shown below.



To obtain information on the possible settings for COM1, select this port under the **Ports** list box and then select **Settings**.



You can access serial port information for the Windows 95, Windows 98, and Windows 2000 operating systems with the **System Properties** dialog box, which is available through the Control Panel.

UNIX Platform

To find serial port information for UNIX platforms, you need to know the serial port names. These names may vary between different operating systems.

On Linux, serial port devices are typically named ttyS0, ttyS1, and so on. You can use the setserial command to display or configure serial port information. For example, to display which ports are available

```
setserial -bg /dev/ttyS*
/dev/ttyS0 at 0x03f8 (irq = 4) is a 16550A
/dev/ttyS1 at 0x02f8 (irq = 3) is a 16550A
```

To display detailed information about ttyS0

```
setserial -ag /dev/ttyS0
/dev/ttyS0, Line 0, UART: 16550A, Port: 0x03f8, IRQ: 4
        Baud_base: 115200, close_delay: 50, divisor: 0
        closing_wait: 3000, closing_wait2: infinte
        Flags: spd_normal skip_test session_lockout
```

Note If the setserial -ag command does not work, make sure that you have read and write permission for the port.

For all supported UNIX platforms, you can use the stty command to display or configure serial port information. For example, to display serial port properties for ttyS0

```
stty -a < /dev/ttyS0
```

To configure the baud rate to 4800 bits per second

```
stty speed 4800 < /dev/ttyS0 > /dev/ttyS0
```

Selected Bibliography

1 TIA/EIA-232-F, *Interface Between Data Terminal Equipment and Data Circuit-Terminating Equipment Employing Serial Binary Data Interchange*.

2 Jan Axelson, *Serial Port Complete*, Lakeview Research, Madison, WI, 1998.

3 *Instrument Communication Handbook*, IOTech, Inc., Cleveland, OH, 1991.

4 *TDS 200-Series Two Channel Digital Oscilloscope Programmer Manual*, Tektronix, Inc., Wilsonville, OR.

5 *Courier High Speed Modems User's Manua*l, U.S. Robotics, Inc., Skokie, IL, 1994.

6 *Getting Started with Your AT Serial Hardware and Software for Windows 98/95*, National Instruments, Inc., Austin, TX, 1998.

Getting Started with Serial I/O

To get you started with MATLAB's serial port interface, this section provides the following information:

- "Example: Getting Started" illustrates some basic serial port commands.
- "The Serial Port Session" describes the steps you use to perform any serial port task from beginning to end.
- "Configuring and Returning Properties" describes how you display serial port property names and property values, and how you assign values to properties.

Example: Getting Started

If you have a device connected to the serial port COM1 and configured for a baud rate of 4800, you can execute the following complete example.

```
s = serial('COM1');
set(s,'BaudRate',4800);
fopen(s);
fprintf(s,'*IDN?')
out = fscanf(s);
fclose(s)
delete(s)
clear s
```

The `*IDN?` command queries the device for identification information, which is returned to `out`. If your device does not support this command, or if it is connected to a different serial port, you should modify the above example accordingly.

Note `*IDN?` is one of the commands supported by the Standard Commands for Programmable Instruments (SCPI) language, which is used by many modern devices. Refer to your device documentation to see if it supports the SCPI language.

The Serial Port Session

The serial port *session* comprises all the steps you are likely to take when communicating with a device connected to a serial port. These steps are:

1. **Create a serial port object** – You create a serial port object for a specific serial port using the `serial` creation function.

   You can also configure properties during object creation. In particular, you may want to configure properties associated with serial port communications such as the baud rate, the number of data bits, and so on.

2. **Connect to the device** – You connect the serial port object to the device using the `fopen` function.

   After the object is connected, you can alter device settings by configuring property values, read data, and write data.

3. **Configure properties** – To establish the desired serial port object behavior, you assign values to properties using the `set` function or dot notation.

   In practice, you can configure many of the properties at any time including during, or just after, object creation. Conversely, depending on your device settings and the requirements of your serial port application, you may be able to accept the default property values and skip this step.

4. **Write and read data** – You can now write data to the device using the `fprintf` or `fwrite` function, and read data from the device using the `fgetl`, `fgets`, `fread`, `fscanf`, or `readasync` function.

   The serial port object behaves according to the previously configured or default property values.

5. **Disconnect and clean up** – When you no longer need the serial port object, you should disconnect it from the device using the `fclose` function, remove it from memory using the `delete` function, and remove it from the MATLAB workspace using the `clear` command.

The serial port session is reinforced in many of the serial port documentation examples. Refer to “Example: Getting Started” on page 8-19 to see a basic example that uses the steps shown above.

Configuring and Returning Properties

You establish the desired serial port object behavior by configuring property values. You can display or configure property values using the `set` function, the `get` function, or dot notation.

Displaying Property Names and Property Values

Once the serial port object is created, you can use the `set` function to display all the configurable properties to the command line. Additionally, if a property has a finite set of string values, then `set` also displays these values.

```
s = serial('COM1');
set(s)
    ByteOrder: [ {littleEndian} | bigEndian ]
    BytesAvailableAction
    BytesAvailableActionCount
    BytesAvailableActionMode: [ {terminator} | byte ]
    ErrorAction
    InputBufferSize
    Name
    OutputBufferSize
    OutputEmptyAction
    RecordDetail: [ {compact} | verbose ]
    RecordMode: [ {overwrite} | append | index ]
    RecordName
    Tag
    Timeout
    TimerAction
    TimerPeriod
    UserData

    SERIAL specific properties:
    BaudRate
    BreakInterruptAction
    DataBits
    DataTerminalReady: [ {on} | off ]
    FlowControl: [ {none} | hardware | software ]
    Parity: [ {none} | odd | even | mark | space ]
    PinStatusAction
    Port
    ReadAsyncMode: [ {continuous} | manual ]
```

```
    RequestToSend: [ {on} | off ]
    StopBits
    Terminator: [ CR | {LF} | CR/LF | LF/CR ]
```

You can use the get function to display one or more properties and their current values to the command line. To display all properties and their current values

```
get(s)
    ByteOrder = littleEndian
    BytesAvailable = 0
    BytesAvailableAction =
    BytesAvailableActionCount = 48
    BytesAvailableActionMode = terminator
    BytesToOutput = 0
    ErrorAction =
    InputBufferSize = 512
    Name = Serial-COM1
    OutputBufferSize = 512
    OutputEmptyAction =
    RecordDetail = compact
    RecordMode = overwrite
    RecordName = record.txt
    RecordStatus = off
    Status = closed
    Tag =
    Timeout = 10
    TimerAction =
    TimerPeriod = 1
    TransferStatus = idle
    Type = serial
    UserData = []
    ValuesReceived = 0
    ValuesSent = 0


    SERIAL specific properties:
    BaudRate = 9600
    BreakInterruptAction =
    DataBits = 8
    DataTerminalReady = on
```

```
    FlowControl = none
    Parity = none
    PinStatus = [1x1 struct]
    PinStatusAction =
    Port = COM1
    ReadAsyncMode = continuous
    RequestToSend = on
    StopBits = 1
    Terminator = LF
```

To display the current value for one property, you supply the property name to `get`.

```
get(s,'OutputBufferSize')
ans =
   512
```

To display the current values for multiple properties, you must include the property names as elements of a cell array.

```
get(s,{'Parity','TransferStatus'})
ans =
    'none'    'idle'
```

You can also use the dot notation to display a single property value.

```
s.Parity
ans =
none
```

Configuring Property Values

You can configure property values using the `set` function

```
set(s,'BaudRate',4800);
```

or the dot notation.

```
s.BaudRate = 4800;
```

To configure values for multiple properties, you can supply multiple property name/property value pairs to `set`.

```
set(s,'DataBits',7,'Name','Test1-serial')
```

Note that you can configure only one property value at a time using the dot notation.

In practice, you can configure many of the properties at any time while the serial port object exists – including during object creation. However, some properties are not configurable while the object is connected to the device or when recording information to disk. Refer to "Property Reference" on page 8-70 for information about when a property is configurable.

Specifying Property Names

Serial port property names are presented using mixed case. While this makes property names easier to read, you can use any case you want when specifying property names. Additionally, you need use only enough letters to identify the property name uniquely, so you can abbreviate most property names. For example, you can configure the `BaudRate` property any of these ways.

```
set(s,'BaudRate',4800)
set(s,'baudrate',4800)
set(s,'BAUD',4800)
```

When you include property names in an M-file, you should use the full property name. This practice can prevent problems with future releases of MATLAB if a shortened name is no longer unique because of the addition of new properties.

Default Property Values

Whenever you do not explicitly define a value for a property, then the default value is used. All configurable properties have default values.

Note Your operating system provides default values for all serial port settings such as the baud rate. However, these settings are overridden by your MATLAB code, and will have no effect on your serial port application.

If a property has a finite set of string values, then the default value is enclosed by {}. For example, the default value for the `Parity` property is `none`.

```
set(s,'Parity')
[ {none} | odd | even | mark | space ]
```

You can find the default value for any property in the property reference pages.

Creating a Serial Port Object

You create a serial port object with the `serial` function. `serial` requires the name of the serial port connected to your device as an input argument. Additionally, you can configure property values during object creation. For example, to create a serial port object associated with the serial port COM1

```
s = serial('COM1');
```

The serial port object `s` now exists in the MATLAB workspace. You can display the class of `s` with the `whos` command.

```
whos s
  Name      Size         Bytes  Class

  s         1x1            512  serial object

Grand total is 11 elements using 512 bytes
```

Once the serial port object is created, the properties listed below are automatically assigned values. These general purpose properties provide descriptive information about the serial port object based on the object type and the serial port.

Table 8-3: Descriptive General Purpose Properties

Property Name	Description
`Name`	Specify a descriptive name for the serial port object
`Port`	Indicate the platform-specific serial port name
`Type`	Indicate the object type

You can display the values of these properties for `s` with the `get` function.

```
get(s,{'Name','Port','Type'})
ans =
    'Serial-COM1'    'COM1'    'serial'
```

Configuring Properties During Object Creation

You can configure serial port properties during object creation. `serial` accepts property names and property values in the same format as the `set` function. For example, you can specify property name/property value pairs.

```
s = serial('COM1','BaudRate',4800,'Parity','even');
```

If you specify an invalid property name, the object is not created. However, if you specify an invalid value for some properties (for example, the `BaudRate` and `Parity` properties), the object may be created but you will not be informed of the invalid value until you connect the object to the device with the `fopen` function.

The Serial Port Object Display

The serial port object provides you with a convenient display that summarizes important configuration and state information. You can invoke the display summary these three ways:

- Type the serial port object variable name at the command line.
- Exclude the semicolon when creating a serial port object.
- Exclude the semicolon when configuring properties using the dot notation.

The display summary for the serial port object `s` is given below.

```
Serial Port Object : Serial-COM1

Communication Settings
   Port:               COM1
   BaudRate:           9600
   Terminator:         LF

Communication State
   Status:             closed
   RecordStatus:       off

Read/Write State
   TransferStatus:     idle
   BytesAvailable:     0
   ValuesReceived:     0
   ValuesSent:         0
```

Creating an Array of Serial Port Objects

In MATLAB, you can create an array from existing variables by concatenating those variables together. The same is true for serial port objects. For example, suppose you create the serial port objects `s1` and `s2`

```
s1 = serial('COM1');
s2 = serial('COM2');
```

You can now create a serial port object array consisting of `s1` and `s2` using the usual MATLAB syntax. To create the row array `x`

```
x = [s1 s2]

Instrument Object Array

   Index:   Type:        Status:      Name:
   1        serial       closed       Serial-COM1
   2        serial       closed       Serial-COM2
```

To create the column array `y`

```
y = [s1;s2];
```

Note that you cannot create a matrix of serial port objects. For example, you cannot create the matrix

```
z = [s1 s2;s1 s2];
??? Error using ==> serial/vertcat
Only a row or column vector of instrument objects can be created.
```

Depending on your application, you may want to pass an array of serial port objects to a function. For example, to configure the baud rate and parity for `s1` and `s2` using one call to `set`

```
set(x,'BaudRate',19200,'Parity','even')
```

Refer to the serial port function reference to see which functions accept a serial port object array as an input.

Connecting to the Device

Before you can use the serial port object to write or read data, you must connect it to your device via the serial port specified in the `serial` function. You connect a serial port object to the device with the `fopen` function.

```
fopen(s)
```

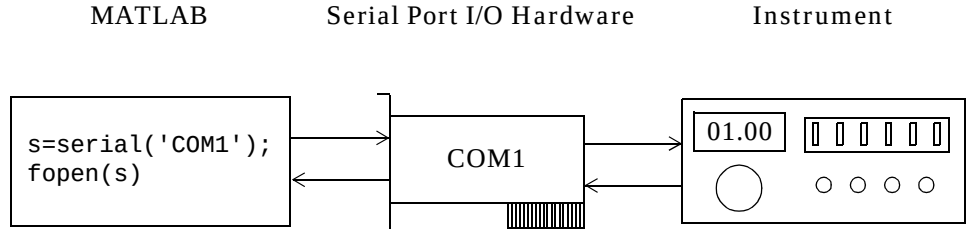
Some properties are read-only while the serial port object is connected and must be configured before using `fopen`. Examples include the `InputBufferSize` and the `OutputBufferSize` properties. Refer to "Property Reference" on page 8-70 to determine when you can configure a property.

Note You can create any number of serial port objects. However, you can connect only one serial port object to a given serial port at a time.

You can examine the `Status` property to verify that the serial port object is connected to the device.

```
s.Status
ans =
open
```

As illustrated below, the connection between the serial port object and the device is complete, and you can write and read data.



Configuring Communication Settings

Before you can write or read data, both the serial port object and the device must have identical communication settings. Configuring serial port communications involves specifying values for properties that control the baud rate and the serial data format. These properties are given below.

Table 8-4: Communication Properties

Property Name	Description
`BaudRate`	Specify the rate at which bits are transmitted
`DataBits`	Specify the number of data bits to transmit
`Parity`	Specify the type of parity checking
`StopBits`	Specify the number of bits used to indicate the end of a byte
`Terminator`	Specify the terminator character

Note If the serial port object and the device communication settings are not identical, then you cannot successfully read or write data.

Refer to your device documentation for an explanation of its supported communication settings.

Writing and Reading Data

For many serial port applications, there are three important questions that you should consider when writing or reading data:

- Will the read or write function block access to the MATLAB command line?
- Is the data to be transferred binary (numerical) or text?
- Under what conditions will the read or write operation complete?

For write operations, these questions are answered in “Writing Data” on page 8-32. For read operations, these questions are answered in “Reading Data” on page 8-37.

Example: Introduction to Writing and Reading Data

Suppose you want to return identification information for a Tektronix TDS 210 two-channel oscilloscope connected to the serial port COM1. This requires writing the `*IDN?` command to the instrument using the `fprintf` function, and then reading back the result of that command using the `fscanf` function.

```
s = serial('COM1');
fopen(s)
fprintf(s,'*IDN?')
out = fscanf(s)
```

The resulting identification information is shown below.

```
out =
TEKTRONIX,TDS 210,0,CF:91.1CT FV:v1.16 TDS2CM:CMV:v1.04
```

End the serial port session.

```
fclose(s)
delete(s)
clear s
```

Controlling Access to the MATLAB Command Line

You control access to the MATLAB command line by specifying whether a read or write operation is *synchronous* or *asynchronous*.

A synchronous operation blocks access to the command line until the read or write function completes execution. An asynchronous operation does not block

access to the command, and you can issue additional commands while the read or write function executes in the background.

The terms “synchronous” and “asynchronous” are often used to describe how the serial port operates at the hardware level. The RS-232 standard supports an asynchronous communication protocol. Using this protocol, each device uses its own internal clock. The data transmission is synchronized using the start bit of the bytes, while one or more stop bits indicate the end of the byte. Refer to “Serial Data Format” on page 8-11 for more information on start bits and stop bits. The RS-232 standard also supports a synchronous mode where all transmitted bits are synchronized to a common clock signal.

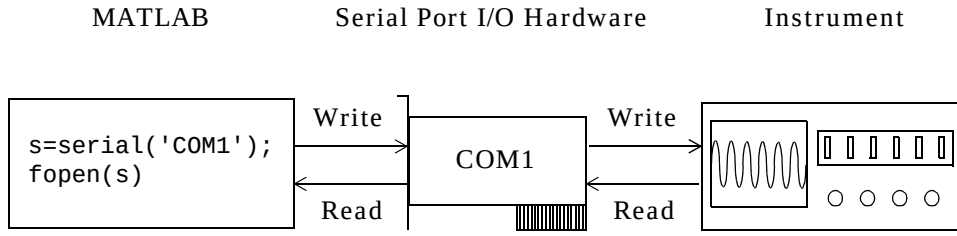
At the hardware level, most serial ports operate asynchronously. However, using the default behavior for many of the read and write functions, you can mimic the operation of a synchronous serial port.

Note When used in this guide, the terms “synchronous” and “asynchronous” refer to whether read or write operations block access to the MATLAB command line. In other words, these terms describe how the software behaves, and not how the hardware behaves.

The two main advantages of writing or reading data asynchronously are:

- You can issue another command while the write or read function is executing.
- You can use all supported action properties (see “Using Events and Actions” on page 8-49).

For example, since serial ports have separate read and write pins, you can simultaneously read and write data. This is illustrated below.



Writing Data

This section describes writing data to your serial port device in three parts:

- "The Output Buffer and Data Flow" describes the flow of data from MATLAB to the device.
- "Writing Text Data" describes how to write text data (string commands) to the device.
- "Writing Binary Data" describes how to write binary (numerical) data to the device.

The functions associated with writing data are given below.

Table 8-5: Functions Associated with Writing Data

Function Name	Description
`fprintf`	Write text to the device
`fwrite`	Write binary data to the device
`stopasync`	Stop asynchronous read and write operations

The properties associated with writing data are given below.

Table 8-6: Properties Associated with Writing Data

Property Name	Description
BytesToOutput	Indicate the number of bytes currently in the output buffer
OutputBufferSize	Specify the size of the output buffer in bytes
Timeout	Specify the waiting time to complete a read or write operation
TransferStatus	Indicate if an asynchronous read or write operation is in progress
ValuesSent	Indicate the total number of values written to the device

The Output Buffer and Data Flow

The output buffer is computer memory allocated by the serial port object to store data that is to be written to the device. When writing data to your device, the data flow follows these two steps:

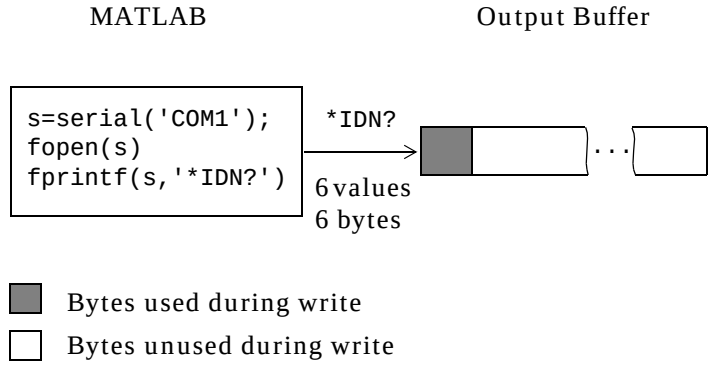
1. The data specified by the write function is sent to the output buffer.
2. The data in the output buffer is sent to the device.

The OutputBufferSize property specifies the maximum number of bytes that you can store in the output buffer. The BytesToOutput property indicates the number of bytes currently in the output buffer. The default values for these properties are given below.

```
s = serial('COM1');
get(s,{'OutputBufferSize','BytesToOutput'})
ans =
    [512]    [0]
```

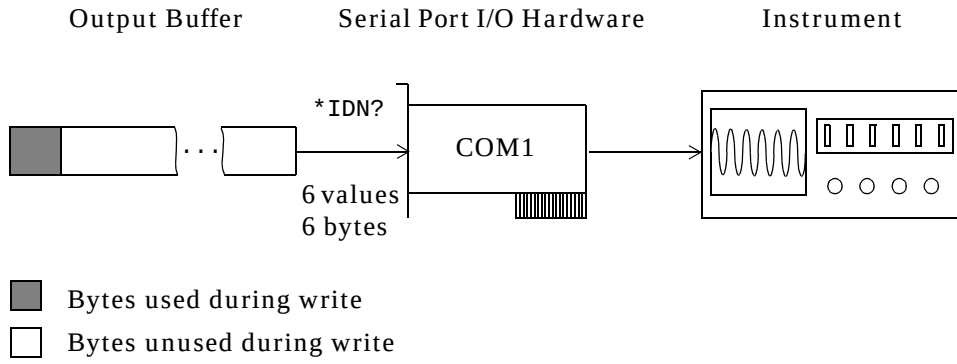
If you attempt to write more data than can fit in the output buffer, an error is returned and no data is written.

For example, suppose you write the string command `*IDN?` to the TDS 210 oscilloscope using the `fprintf` function. As shown below, the string is first written to the output buffer as six values.



The `*IDN?` command consists of six values since the terminator is automatically written. Moreover, the default data format for the `fprintf` function specifies that one value corresponds to one byte. For more information about bytes and values, refer to "Bytes Versus Values" on page 8-11. `fprintf` and the terminator are discussed in "Writing Text Data" on page 8-35.

As shown below, after the string is written to the output buffer, it is then written to the device via the serial port.



Writing Text Data

You use the `fprintf` function to write text data to the device. For many devices, writing text data means writing string commands that change device settings, prepare the device to return data or status information, and so on.

For example, the `Display:Contrast` command changes the display contrast of the oscilloscope.

```
s = serial('COM1');
fopen(s)
fprintf(s,'Display:Contrast 45')
```

By default, `fprintf` writes data using the `%s\n` format since many serial port devices accept only text-based commands. However, you can specify many other formats as described in the `fprintf` reference pages.

You can verify the number of values sent to the device with the `ValuesSent` property.

```
s.ValuesSent
ans =
    20
```

Note that the ValuesSent property value includes the terminator since each occurrence of \n in the command sent to the device is replaced with the Terminator property value.

```
s.Terminator
ans =
LF
```

The default value of Terminator is the line feed character. The terminator required by your device will be described in its documentation.

Synchronous Versus Asynchronous Write Operations. By default, fprintf operates synchronously and will block the MATLAB command line until execution completes. To write text data asynchronously to the device, you must specify async as the last input argument to fprintf.

```
fprintf(s,'Display:Contrast 45','async')
```

Asynchronous operations do not block access to the MATLAB command line. Additionally, while an asynchronous write operation is in progress, you can:

- Execute an asynchronous read operation since serial ports have separate pins for reading and writing
- Make use of all supported action properties

You can determine which asynchronous operations are in progress with the TransferStatus property. If no asynchronous operations are in progress, then TransferStatus is idle.

```
s.TransferStatus
ans =
idle
```

Rules for Completing a Write Operation with fprintf. A synchronous or asynchronous write operation using fprintf completes when:

- The specified data is written.
- The time specified by the Timeout property passes.

Additionally, you can stop an asynchronous write operation with the stopasync function.

Writing Binary Data

You use the `fwrite` function to write binary data to the device. Writing binary data means writing numerical values. A typical application for writing binary data involves writing calibration data to an instrument such as an arbitrary waveform generator.

Note Some serial port devices accept only text-based commands. These commands may use the SCPI language or some other vendor-specific language. Therefore, you may need to use the `fprintf` function for all write operations.

By default, `fwrite` translates values using the `uchar` precision. However, you can specify many other precisions as described in the reference pages for this function.

By default, `fwrite` operates synchronously. To write binary data asynchronously to the device, you must specify `async` as the last input argument to `fwrite`. For more information about synchronous and asynchronous write operations, refer to the "Writing Text Data" on page 8-35. For a description of the rules used by `fwrite` to complete a write operation, refer to its reference pages.

Reading Data

This section describes reading data from your serial port device in three parts:

- "The Input Buffer and Data Flow" describes the flow of data from the device to MATLAB.
- "Reading Text Data" describes how to read from the device, and format the data as text.
- "Reading Binary Data" describes how to read binary (numerical) data from the device.

The functions associated with reading data are given below.

Table 8-7: Functions Associated with Reading Data

Function Name	Description
`fgetl`	Read one line of text from the device and discard the terminator
`fgets`	Read one line of text from the device and include the terminator
`fread`	Read binary data from the device
`fscanf`	Read data from the device, and format as text
`readasync`	Read data asynchronously from the device
`stopasync`	Stop asynchronous read and write operations

The properties associated with reading data are given below.

Table 8-8: Properties Associated with Reading Data

Property Name	Description
`BytesAvailable`	Indicate the number of bytes available in the input buffer
`InputBufferSize`	Specify the size of the input buffer in bytes
`ReadAsyncMode`	Specify whether an asynchronous read operation is continuous or manual
`Timeout`	Specify the waiting time to complete a read or write operation
`TransferStatus`	Indicate if an asynchronous read or write operation is in progress
`ValuesReceived`	Indicate the total number of values read from the device

The Input Buffer and Data Flow

The input buffer is computer memory allocated by the serial port object to store data that is to be read from the device. When reading data from your device, the data flow follows these two steps:

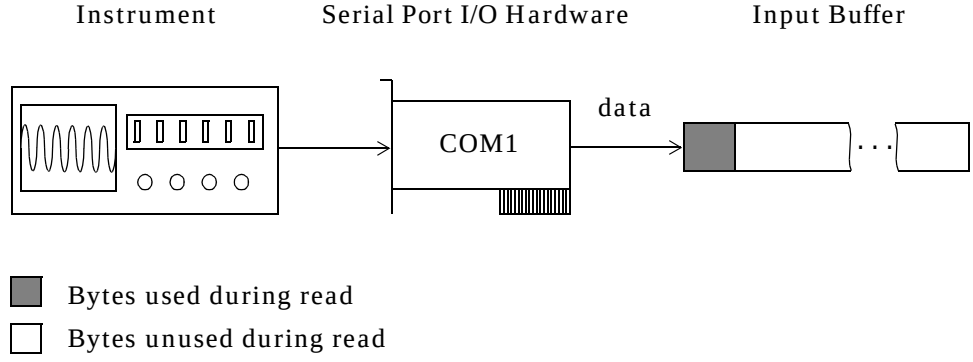
1. The data read from the device is stored in the input buffer.
2. The data in the input buffer is returned to the MATLAB variable specified by the read function.

The `InputBufferSize` property specifies the maximum number of bytes that you can store in the input buffer. The `BytesAvailable` property indicates the number of bytes currently available to be read from the input buffer. The default values for these properties are given below.

```
s = serial('COM1');
get(s,{'InputBufferSize','BytesAvailable'})
ans =
    [512]    [0]
```

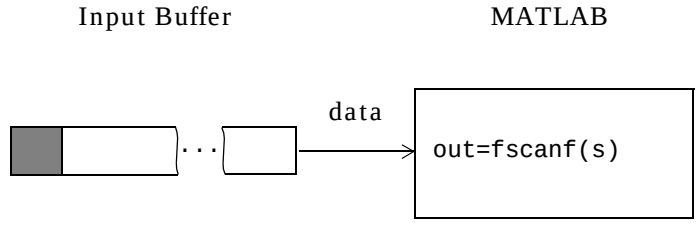
If you attempt to read more data than can fit in the input buffer, an error is returned and no data is read.

For example, suppose you use the `fscanf` function to read the text-based response of the `*IDN?` command previously written to the TDS 210 oscilloscope. As shown below, the text data is first read into to the input buffer via the serial port.



Note that for a given read operation, you may not know the number of bytes returned by the device. Therefore, you may need to preset the `InputBufferSize` property to a sufficiently large value before connecting the serial port object.

As shown below, after the data is stored in the input buffer, it is then transferred to the output variable specified by `fscanf`.



Bytes used during read

Bytes unused during read

Reading Text Data

You use the `fgetl`, `fgets`, and `fscanf` functions to read data from the device, and format the data as text.

For example, suppose you want to return identification information for the oscilloscope. This requires writing the `*IDN?` command to the instrument, and then reading back the result of that command.

```
s = serial('COM1');
fopen(s)
fprintf(s,'*IDN?')
out = fscanf(s)
out =
TEKTRONIX,TDS 210,0,CF:91.1CT FV:v1.16 TDS2CM:CMV:v1.04
```

By default, `fscanf` reads data using the `%c` format since the data returned by many serial port devices is text based. However, you can specify many other formats as described in the `fscanf` reference pages.

You can verify the number of values read from the device – including the terminator – with the ValuesReceived property.

```
s.ValuesReceived
ans =
    56
```

Synchronous Versus Asynchronous Read Operations. You specify whether read operations are synchronous or asynchronous with the ReadAsyncMode property. You can configure ReadAsyncMode to continuous or manual.

If ReadAsyncMode is continuous (the default value), the serial port object continuously queries the device to determine if data is available to be read. If data is available, it is asynchronously stored in the input buffer. To transfer the data from the input buffer to MATLAB, you use one of the synchronous (blocking) read functions such as fgetl or fscanf. If data is available in the input buffer, these functions will return quickly.

```
s.ReadAsyncMode = 'continuous';
fprintf(s,'*IDN?')
s.BytesAvailable
ans =
    56
out = fscanf(s);
```

If ReadAsyncMode is manual, the serial port object does not continuously query the device to determine if data is available to be read. To read data asynchronously, you use the readasync function.You then use one of the synchronous read functions to transfer data from the input buffer to MATLAB.

```
s.ReadAsyncMode = 'manual';
fprintf(s,'*IDN?')
s.BytesAvailable
ans =
    0
readasync(s)
s.BytesAvailable
ans =
    56
out = fscanf(s);
```

Asynchronous operations do not block access to the MATLAB command line. Additionally, while an asynchronous read operation is in progress, you can:

- Execute an asynchronous write operation since serial ports have separate pins for reading and writing
- Make use of all supported action properties

You can determine which asynchronous operations are in progress with the `TransferStatus` property. If no asynchronous operations are in progress, then `TransferStatus` is `idle`.

```
s.TransferStatus
ans =
idle
```

Rules for Completing a Read Operation with fscanf. A read operation with `fscanf` blocks access to the MATLAB command line until:

- The terminator specified by the `Terminator` property is read.
- The time specified by the `Timeout` property passes.
- The specified number of values specified is read.
- The input buffer is filled (unless the number of values is specified).

Reading Binary Data

You use the `fread` function to read binary data from the device. Reading binary data means that you return numerical values to MATLAB.

For example, suppose you want to return the cursor and display settings for the oscilloscope. This requires writing the `CURSOR?` and `DISPLAY?` commands to the instrument, and then reading back the results of those commands.

```
s = serial('COM1');
fopen(s)
fprintf(s,'CURSOR?')
fprintf(s,'DISPLAY?')
```

Since the default value for the `ReadAsyncMode` property is `continuous`, data is asynchronously returned to the input buffer as soon as it is available from the device. You can verify the number of values read with the `BytesAvailable` property.

```
s.BytesAvailable
ans =
    69
```

You can return the data to MATLAB using any of the synchronous read functions. However, if you use `fgetl`, `fgets`, or `fscanf`, then you must issue the function twice since there are two terminators stored in the input buffer. If you use `fread`, then you can return all the data to MATLAB in one function call.

```
out = fread(s,69);
```

By default, `fread` returns numerical values in double precision arrays. However, you can specify many other precisions as described in the `fread` reference pages. You can convert the numerical data to text using MATLAB's `char` function.

```
val = char(out)'
val =
HBARS;CH1;SECONDS;-1.0E-3;1.0E-3;VOLTS;-6.56E-1;6.24E-1
YT;DOTS;0;45
```

For more information about synchronous and asynchronous read operations, refer to "Reading Text Data" on page 8-40. For a description of the rules used by `fread` to complete a read operation, refer to its reference pages.

Example: Writing and Reading Text Data

This example illustrates how to communicate with a serial port instrument by writing and reading text data.

The instrument is a Tektronix TDS 210 two-channel oscilloscope connected to the serial port COM1. Therefore, many of the commands given below are specific to this instrument. A sine wave is input into channel 2 of the oscilloscope, and your job is to measure the peak-to-peak voltage of the input signal.

1. Create a serial port object – Create the serial port object `s` associated with serial port COM1.

```
s = serial('COM1');
```

2. Connect to the device – Connect `s` to the oscilloscope. Since the default value for the `ReadAsyncMode` property is `continuous`, data is asynchronously returned to the input buffer as soon as it is available from the instrument.

```
fopen(s)
```

3. Write and read data – Write the `*IDN?` command to the instrument using `fprintf`, and then read back the result of the command using `fscanf`.

```
fprintf(s,'*IDN?')
idn = fscanf(s)
idn =
TEKTRONIX,TDS 210,0,CF:91.1CT FV:v1.16 TDS2CM:CMV:v1.04
```

You need to determine the measurement source. Possible measurement sources include channel 1 and channel 2 of the oscilloscope.

```
fprintf(s,'MEASUREMENT:IMMED:SOURCE?')
source = fscanf(s)
source =
CH1
```

The scope is configured to return a measurement from channel 1. Since the input signal is connected to channel 2, you must configure the instrument to return a measurement from this channel.

```
fprintf(s,'MEASUREMENT:IMMED:SOURCE CH2')
fprintf(s,'MEASUREMENT:IMMED:SOURCE?')
source = fscanf(s)
source =
CH2
```

You can now configure the scope to return the peak-to-peak voltage, and then request the value of this measurement.

```
fprintf(s,'MEASUREMENT:MEAS1:TYPE PK2PK')
fprintf(s,'MEASUREMENT:MEAS1:VALUE?')
```

Transfer data from the input buffer to MATLAB using `fscanf`.

```
ptop = fscanf(s,'%g')
ptop =
2.0199999809E0
```

4. Disconnect and clean up – When you no longer need `s`, you should disconnect it from the instrument, and remove it from memory and from the MATLAB workspace.

```
fclose(s)
```

```
delete(s)
clear s
```

Example: Parsing Input Data Using strread

This example illustrates how to use the `strread` function to parse and format data that you read from a device. `strread` is particularly useful when you want to parse a string into one or more variables, where each variable has its own specified format.

The instrument is a Tektronix TDS 210 two-channel oscilloscope connected to the serial port COM1.

1. Create a serial port object – Create the serial port object `s` associated with serial port COM1.

```
s = serial('COM1');
```

2. Connect to the device – Connect `s` to the oscilloscope. Since the default value for the `ReadAsyncMode` property is `continuous`, data is asynchronously returned to the input buffer as soon as it is available from the instrument.

```
fopen(s)
```

3. Write and read data – Write the `RS232?` command to the instrument using `fprintf`, and then read back the result of the command using `fscanf`. `RS232?` queries the RS-232 settings and returns the baud rate, the software flow control setting, the hardware flow control setting, the parity type, and the terminator.

```
fprintf(s,'RS232?')
data = fscanf(s)
data =
9600;0;0;NONE;LF
```

Use the `strread` function to parse and format the `data` variable into five new variables.

```
[baud,swfc,hwfc,par,term] = strread(data,'%d%d%d%s%s',
'delimiter',';')
baud =
        9600
swfc =
     0
```

```
hwfc =
     0
par =
    'NONE'
term =
    'LF'
```

4. Disconnect and clean up – When you no longer need `s`, you should disconnect it from the instrument, and remove it from memory and from the MATLAB workspace.

```
fclose(s)
delete(s)
clear s
```

Example: Reading Binary Data

This example illustrates how you can download the TDS 210 oscilloscope screen display to MATLAB. The screen display data is transferred and saved to disk using the Windows bitmap format. This data provides a permanent record of your work, and is an easy way to document important signal and scope parameters.

Since the amount of data transferred is expected to be fairly large, it is asynchronously returned to the input buffer as soon as it is available from the instrument. This allows you to perform other tasks as the transfer progresses. Additionally, the scope is configured to its highest baud rate of 19,200.

1. Create a serial port object – Create the serial port object `s` associated with serial port COM1.

```
s = serial('COM1');
```

2. Configure property values – Configure the input buffer to accept a reasonably large number of bytes, and configure the baud rate to the highest value supported by the scope.

```
s.InputBufferSize = 50000;
s.BaudRate = 19200;
```

3. Connect to the device – Connect `s` to the oscilloscope. Since the default value for the `ReadAsyncMode` property is `continuous`, data is asynchronously returned to the input buffer as soon as it is available from the instrument.

```
fopen(s)
```

4. Write and read data – Configure the scope to transfer the screen display as a bitmap.

```
fprintf(s,'HARDCOPY:PORT RS232')
fprintf(s,'HARDCOPY:FORMAT BMP')
fprintf(s,'HARDCOPY START')
```

Wait until all the data is sent to the input buffer, and then transfer the data to the MATLAB workspace as unsigned 8-bit integers.

```
out = fread(s,s.BytesAvailable,'uint8');
```

5. Disconnect and clean up – When you no longer need `s`, you should disconnect it from the instrument, and remove it from memory and from the MATLAB workspace.

```
fclose(s)
delete(s)
clear s
```

Viewing the Bitmap Data

To view the bitmap data, you should follow these steps:

1. Open a disk file.
2. Write the data to the disk file.
3. Close the disk file.
4. Read the data into MATLAB using the `imread` function.
5. Scale and display the data using the `imagesc` function.

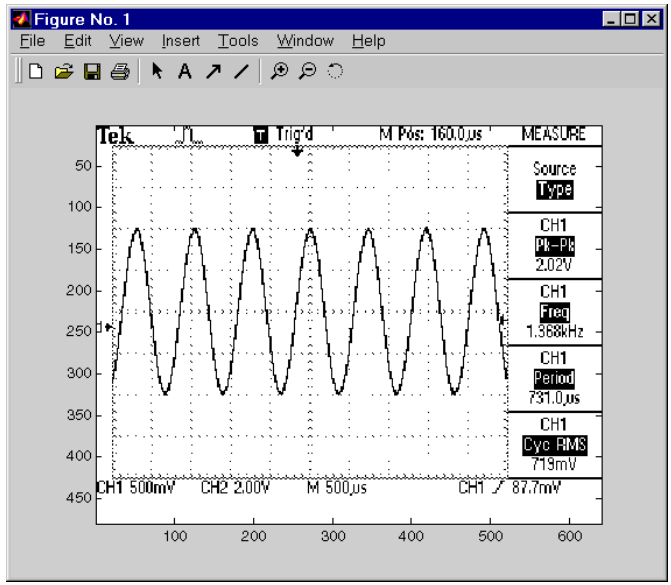
Note that the file I/O versions of the `fopen`, `fwrite`, and `fclose` functions are used.

```
fid = fopen('test1.bmp','w');
fwrite(fid,out,'uint8');
fclose(fid)
a = imread('test1.bmp','bmp');
imagesc(a)
```

Since the scope returns the screen display data using only two colors, an appropriate colormap is selected.

```
mymap = [0 0 0; 1 1 1];
colormap(mymap)
```

The resulting bitmap image is shown below.



Using Events and Actions

You can enhance the power and flexibility of your serial port application by using *events*. An event occurs after a condition is met and may result in one or more actions.

While the serial port object is connected to the device, you can use events to display a message, display data, analyze data, or perform just about any other action. Actions are controlled through *action properties* and *action functions*. All event types have an associated action property. Action functions are M-file functions that you construct to suit your specific application needs.

You execute an action when a particular event occurs by specifying the name of the M-file action function as the value for the associated action property.

Example: Introduction to Events and Actions

This example uses the M-file action function `instraction` to display a message to the command line when a bytes-available event occurs. The event is generated when the terminator is read.

```
s = serial('COM1');
fopen(s)
s.BytesAvailableActionMode = 'terminator';
s.BytesAvailableAction = 'instraction';
fprintf(s,'*IDN?')
out = fscanf(s);
```

The resulting display from `instraction` is shown below.

```
BytesAvailable event occurred at 17:01:29 for the object:
Serial-COM1.
```

End the serial port session.

```
fclose(s)
delete(s)
clear s
```

You can use the `type` command to display `instraction` at the command line.

Event Types and Action Properties

The serial port event types and associated action properties are described below.

Table 8-9: Event Types and Action Properties

Event Type	Associated Properties
Break interrupt	`BreakInterruptAction`
Bytes available	`BytesAvailableAction`
	`BytesAvailableActionCount`
	`BytesAvailableActionMode`
Error	`ErrorAction`
Output empty	`OutputEmptyAction`
Pin status	`PinStatusAction`
Timer	`TimerAction`
	`TimerPeriod`

Break-Interrupt Event. A break-interrupt event is generated immediately after a break interrupt is generated by the serial port. The serial port generates a break interrupt when the received data has been in an inactive state longer than the transmission time for one character.

This event executes the action function specified for the `BreakInterruptAction` property. It can be generated for both synchronous and asynchronous read and write operations.

Bytes-Available Event. A bytes-available event is generated immediately after a predetermined number of bytes are available in the input buffer or a terminator is read, as determined by the `BytesAvailableActionMode` property.

If `BytesAvailableActionMode` is `byte`, the bytes-available event executes the action function specified for the `BytesAvailableAction` property every time the number of bytes specified by `BytesAvailableActionCount` is stored in the input buffer. If `BytesAvailableActionMode` is `terminator`, then the action

function executes every time the character specified by the `Terminator` property is read.

This event can be generated only during an asynchronous read operation.

Error Event. An error event is generated immediately after an error occurs.

This event executes the action function specified for the `ErrorAction` property. It can be generated only during an asynchronous read or write operation.

An error event is generated when a timeout occurs. A timeout occurs if a read or write operation does not successfully complete within the time specified by the `Timeout` property. An error event is not generated for configuration errors such as setting an invalid property value.

Output-Empty Event. An output-empty event is generated immediately after the output buffer is empty.

This event executes the action function specified for the `OutputEmptyAction` property. It can be generated only during an asynchronous write operation.

Pin Status Event. A pin status event is generated immediately after the state (pin value) changes for the CD, CTS, DSR, or RI pins. Refer to "Serial Port Signals and Pin Assignments" on page 8-6 for a description of these pins.

This event executes the action function specified for the `PinStatusAction` property. It can be generated for both synchronous and asynchronous read and write operations.

Timer Event. A timer event is generated when the time specified by the `TimerPeriod` property passes. Time is measured relative to when the serial port object is connected to the device.

This event executes the action function specified for the `TimerAction` property.

Storing Event Information

You can store event information in an action function or in a record file. Event information is stored in an action function using two fields: `Type` and `Data`. The `Type` field contains the event type, while the `Data` field contains event-specific information. As described in "Creating and Executing Action Functions" on page 8-53, these two fields are associated with a structure that you define in the action function header. Refer to "Debugging: Recording Information to

Disk" on page 8-62 to learn about recording data and event information to a record file.

The event types and the values for the Type and Data fields are given below.

Table 8-10: Event Information

Event Type	Field	Field Value
Break interrupt	Type	BreakInterrupt
	Data.AbsTime	day-month-year hour:minute:second
Bytes available	Type	BytesAvailable
	Data.AbsTime	day-month-year hour:minute:second
Error	Type	Error
	Data.AbsTime	day-month-year hour:minute:second
	Data.Message	An error string
Output empty	Type	OutputEmpty
	Data.AbsTime	day-month-year hour:minute:second
Pin status	Type	PinStatus
	Data.AbsTime	day-month-year hour:minute:second
	Data.Pin	CarrierDetect, ClearToSend, DataSetReady, or RingIndicator
	Data.PinValue	on or off
Timer	Type	Timer
	Data.AbsTime	day-month-year hour:minute:second

The Data field values are described below.

The AbsTime Field. AbsTime is defined for all events, and indicates the absolute time the event occurred. The absolute time is returned using the clock format.

day-month-year hour:minute:second

The Pin Field. `Pin` is used by the pin status event to indicate if the CD, CTS, DSR, or RI pins changed state. Refer to "Serial Port Signals and Pin Assignments" on page 8-6 for a description of these pins.

The PinValue Field. `PinValue` is used by the pin status event to indicate the state of the CD, CTS, DSR, or RI pins. Possible values are `on` or `off`.

The Message Field. `Message` is used by the error event to store the descriptive message that is generated when an error occurs.

Creating and Executing Action Functions

You can specify the action function to be executed when a specific event type occurs by including the name of the M-file as the value for the associated action property. For example, to execute the action function `myaction` every time the terminator is read from your device

```
s.BytesAvailableActionMode = 'terminator';
s.BytesAvailableAction = 'myaction';
```

M-file action functions require at least two input arguments. The first argument is the serial port object. The second argument is a variable that captures the event information given in Table 8-10, Event Information, on page 8-52. This event information pertains only to the event that caused the action function to execute. The function header for `myaction` is shown below.

```
function myaction(obj,event)
```

You can pass additional parameters to the action function by including them as elements of a cell array. For example, to pass the MATLAB variable `time` to `myaction`

```
time = datestr(now,0);
s.BytesAvailableActionMode = 'terminator';
s.BytesAvailableAction = {'myaction',time};
```

The corresponding function header is

```
function myaction(obj,event,time)
```

If you pass additional parameters to the action function, then they must be included in the function header after the two required arguments.

Enabling Action Functions After They Error

If an error occurs while an action function is executing, then:

- The action function is automatically disabled.
- A warning is displayed at the command line, indicating that the action function is disabled.

If you want to enable the same action function, then you must disconnect the object with the `fclose` function. If you want to use a different action function, then the action will be enabled when you configure the action property to the new value.

Example: Using Events and Actions

This example uses the M-file action function `instraction` to display event-related information to the command line when a bytes-available event or an output-empty event occurs.

1. Create a serial port object – Create the serial port object `s` associated with serial port COM1.

```
s = serial('COM1');
```

2. Connect to the device – Connect `s` to the Tektronix TDS 210 oscilloscope. Since the default value for the `ReadAsyncMode` property is `continuous`, data is asynchronously returned to the input buffer as soon as it is available from the instrument.

```
fopen(s)
```

3. Configure properties – Configure `s` to execute the action function `instraction` when a bytes-available event or an output-empty event occurs.

```
s.BytesAvailableActionMode = 'terminator';
s.BytesAvailableAction = 'instraction';
s.OutputEmptyAction = 'instraction';
```

4. Write and read data – Write the `RS232?` command asynchronously to the oscilloscope. This command queries the RS-232 settings and returns the baud rate, the software flow control setting, the hardware flow control setting, the parity type, and the terminator.

```
fprintf(s,'RS232?','async')
```

instraction is called after the RS232? command is sent, and when the terminator is read. The resulting displays are shown below.

```
OutputEmpty event occurred at 17:37:21 for the object:
Serial-COM1.

BytesAvailable event occurred at 17:37:21 for the object:
Serial-COM1.
```

Read the data from the input buffer.

```
out = fscanf(s)
out =
9600;0;0;NONE;LF
```

5. Disconnect and clean up– When you no longer need s, you should disconnect it from the instrument, and remove it from memory and from the MATLAB workspace.

```
fclose(s)
delete(s)
clear s
```

Using Control Pins

As described in "Serial Port Signals and Pin Assignments" on page 8-6, 9-pin serial ports include six control pins. These control pins allow you to:

- Signal the presence of connected devices
- Control the flow of data

The properties associated with the serial port control pins are given below.

Table 8-11: Control Pin Properties

Property Name	Description
`DataTerminalReady`	Specify the state of the DTR pin
`FlowControl`	Specify the data flow control method to use
`PinStatus`	Indicate the state of the CD, CTS, DSR, and RI pins
`RequestToSend`	Specify the state of the RTS pin

Signaling the Presence of Connected Devices

DTE's and DCE's often use the CD, DSR, RI, and DTR pins to indicate whether a connection is established between serial port devices. Once the connection is established, you can begin to write or read data.

You can monitor the state of the CD, DSR, and RI pins with the `PinStatus` property. You can specify or monitor the state of the DTR pin with the `DataTerminalReady` property.

The following example illustrates how these pins are used when two modems are connected to each other.

Example: Connecting Two Modems

This example connects two modems to each other via the same computer, and illustrates how you can monitor the communication status for the computer-modem connections, and for the modem-modem connection. The first modem is connected to COM1, while the second modem is connected to COM2.

1. Create the serial port objects – After the modems are powered on, the serial port object `s1` is created for the first modem, and the serial port object `s2` is created for the second modem.

```
s1 = serial('COM1');
s2 = serial('COM2');
```

2. Connect to the devices – `s1` and `s2` are connected to the modems. Since the default value for the `ReadAsyncMode` property is `continuous`, data is asynchronously returned to the input buffers as soon as it is available from the modems.

```
fopen(s1)
fopen(s2)
```

Since the default value of the `DataTerminalReady` property is `on`, the computer (data terminal) is now ready to exchange data with the modems. You can verify that the modems (data sets) are ready to communicate with the computer by examining the value of the Data Set Ready pin using the `PinStatus` property.

```
s1.Pinstatus
ans =
    CarrierDetect: 'off'
      ClearToSend: 'on'
     DataSetReady: 'on'
    RingIndicator: 'off'
```

The value of the `DataSetReady` field is `on` since both modems were powered on before they were connected to the objects.

3. Configure properties – Both modems are configured for a baud rate of 2400 bits per second and a carriage return (CR) terminator.

```
s1.BaudRate = 2400;
s1.Terminator = 'CR';
s2.BaudRate = 2400;
s2.Terminator = 'CR';
```

4. Write and read data – Write the `atd` command to the first modem. This command puts the modem “off the hook,” which is equivalent to manually lifting a phone receiver.

```
fprintf(s1,'atd')
```

Write the ata command to the second modem. This command puts the modem in "answer mode," which forces it to connect to the first modem.

```
fprintf(s2,'ata')
```

After the two modems negotiate their connection, you can verify the connection status by examining the value of the Carrier Detect pin using the PinStatus property.

```
s1.PinStatus
ans =
    CarrierDetect: 'on'
      ClearToSend: 'on'
     DataSetReady: 'on'
    RingIndicator: 'off'
```

You can also verify the modem-modem connection by reading the descriptive message returned by the second modem.

```
s2.BytesAvailable
ans =
    25
out = fread(s2,25);
char(out)'
ans =
ata
CONNECT 2400/NONE
```

Now break the connection between the two modems by configuring the DataTerminalReady property to off. You can verify that the modems are disconnected by examining the Carrier Detect pin value.

```
s1.DataTerminalReady = 'off';
s1.PinStatus
ans =
    CarrierDetect: 'off'
      ClearToSend: 'on'
     DataSetReady: 'on'
    RingIndicator: 'off'
```

5. Disconnect and clean up – Disconnect the objects from the modems, and remove the objects from memory and from the MATLAB workspace.

```
fclose([s1 s2])
delete([s1 s2])
clear s1
clear s2
```

Controlling the Flow of Data: Handshaking

Data flow control or *handshaking* is a method used for communicating between a DCE and a DTE to prevent data loss during transmission. For example, suppose your computer can receive only a limited amount of data before it must be processed. As this limit is reached, a handshaking signal is transmitted to the DCE to stop sending data. When the computer can accept more data, another handshaking signal is transmitted to the DCE to resume sending data.

If supported by your device, you can control data flow using one of these methods:

- Hardware handshaking
- Software handshaking

Note Although you may be able to configure your device for both hardware handshaking and software handshaking at the same time, MATLAB does not support this behavior.

You can specify the data flow control method with the `FlowControl` property. If `FlowControl` is `hardware`, then hardware handshaking is used to control data flow. If `FlowControl` is `software`, then software handshaking is used to control data flow. If `FlowControl` is `none`, then no handshaking is used.

Hardware Handshaking

Hardware handshaking uses specific serial port pins to control data flow. In most cases, these are the RTS and CTS pins. Hardware handshaking using these pins is described in “The RTS and CTS Pins” on page 8-10.

If `FlowControl` is `hardware`, then the RTS and CTS pins are automatically managed by the DTE and DCE. You can return the CTS pin value with the `PinStatus` property. You can configure or return the RTS pin value with the `RequestToSend` property.

Note Some devices also use the DTR and DSR pins for handshaking. However, these pins are typically used to indicate that the system is ready for communication, and are not used to control data transmission. In MATLAB, hardware handshaking always uses the RTS and CTS pins.

If your device does not use hardware handshaking in the standard way, then you may need to manually configure the `RequestToSend` property. In this case, you should configure `FlowControl` to `none`. If `FlowControl` is `hardware`, then the `RequestToSend` value that you specify may not be honored. Refer to the device documentation to determine its specific pin behavior.

Software Handshaking

Software handshaking uses specific ASCII characters to control data flow. These characters, known as Xon and Xoff (or XON and XOFF), are described below.

Table 8-12: Software Handshaking Characters

Character	Decimal Value	Description
Xon	17	Resume data transmission
Xoff	19	Pause data transmission

When using software handshaking, the control characters are sent over the transmission line the same way as regular data. Therefore you need only the TD, RD, and GND pins.

The main disadvantage of software handshaking is that you cannot write the Xon or Xoff characters while numerical data is being written to the device. This is because numerical data may contain a 17 or 19, which makes it impossible to distinguish between the control characters and the data. However, you can write Xon or Xoff while data is being asynchronously read from the device since you are using both the TD and RD pins, respectively.

Example: Using Software Handshaking

Suppose you want to use software flow control with the example described in "Example: Reading Binary Data" on page 8-46. To do this, you must configure the oscilloscope and serial port object for software flow control.

```
fprintf(s,'RS232:SOFTF ON')
s.FlowControl = 'software';
```

To pause data transfer, you write the numerical value `19` to the device.

```
fwrite(s,19)
```

To resume data transfer, you write the numerical value `17` to the device.

```
fwrite(s,17)
```

Debugging: Recording Information to Disk

While the serial port object is connected to the device, you can record this information to a disk file:

- The number of values written to the device, the number of values read from the device, and the data type of the values
- Data written to the device, and data read from the device
- Event information

Recording information to disk provides a permanent record of your serial port session, and is an easy way to debug your application.

You record information to a disk file with the `record` function. The properties associated with recording information to disk are given below.

Table 8-13: Recording Properties

Property Name	Description
`RecordDetail`	Specify the amount of information saved to a record file
`RecordMode`	Specify whether data and event information is saved to one record file or to multiple record files
`RecordName`	Specify the name of the record file
`RecordStatus`	Indicate if data and event information are saved to a record file

Example: Introduction to Recording Information

This example records the number of values written to and read from the device, and stores the information to the file `myfile.txt`

```
s = serial('COM1');
fopen(s)
s.RecordName = 'myfile.txt';
record(s)
fprintf(s,'*IDN?')
idn = fscanf(s);
```

```
fprintf(s,'RS232?')
rs232 = fscanf(s);
```

End the serial port session.

```
fclose(s)
delete(s)
clear s
```

You can use the `type` command to display `myfile.txt` at the command line.

Creating Multiple Record Files

When you initiate recording with the `record` function, the `RecordMode` property determines if a new record file is created or if new information is appended to an existing record file.

You can configure `RecordMode` to `overwrite`, `append`, or `index`. If `RecordMode` is `overwrite`, then the record file is overwritten each time recording is initiated. If `RecordMode` is `append`, then the new information is appended to the file specified by `RecordName`. If `RecordMode` is `index`, a different disk file is created each time recording is initiated. The rules for specifying a record filename are discussed in the next section.

Specifying a Filename

You specify the name of the record file with the `RecordName` property. You can specify any value for `RecordName` – including a directory path – provided the filename is supported by your operating system. Additionally, if `RecordMode` is `index`, then the filename follows these rules:

- Indexed filenames are identified by a number. This number precedes the filename extension and is increased by 1 for successive record files.
- If no number is specified as part of the initial filename, then the first record file does not have a number associated with it. For example, if `RecordName` is `myfile.txt`, then `myfile.txt` is the name of the first record file, `myfile01.txt` is the name of the second record file, and so on.
- `RecordName` is updated after the record file is closed.
- If the specified filename already exists, then the existing file is overwritten.

The Record File Format

The record file is an ASCII file that contains a record of one or more serial port sessions. You specify the amount of information saved to a record file with the `RecordDetail` property.

`RecordDetail` can be `compact` or `verbose`. A compact record file contains the number of values written to the device, the number of values read from the device, the data type of the values, and event information. A verbose record file contains the preceding information as well as the data transferred to and from the device.

Binary data with precision given by `uchar`, `schar`, (u)`int8`, (u)`int16` or (u)`int32` is recorded using hexadecimal format. For example, if the decimal value 255 is read from the instrument as a 16-bit integer, the hexadecimal value 00FF is saved in the record file. Single- and double-precision floating-point values are recorded using the format specified by the IEEE Standard 754-1985 for Binary Floating-Point Arithmetic.

The IEEE floating-point format includes three components: the sign bit, the exponent field, and the significand field. Single-precision floating-point values consist of 32 bits, and the value is given by

$$\text{value} = (-1)^{\text{sign}}(2^{\text{exp}-127})(1.\text{significand})$$

Double-precision floating-point values consist of 64 bits, and the value is given by

$$\text{value} = (-1)^{\text{sign}}(2^{\text{exp}-1023})(1.\text{significand})$$

The floating-point format component, and the associated single-precision and double-precision bits are given below.

Component	Single-Precision Bits	Double-Precision Bits
`sign`	1	1
`exp`	2-9	2-12
`significand`	10-32	13-64

Bit 1 is the left-most bit as stored in the record file.

The single- and double-precision values also have a text representation of the value listed to the right using the `%g` format.

Example: Recording Information to Disk

This example illustrates how to record information transferred between a serial port object and a Tektronix TDS 210 oscilloscope. Additionally, the structure of the resulting record file is presented.

1. Create the serial port object – Create the serial port object `s` associated with the serial port COM1.

```
s = serial('COM1');
```

2. Connect to the device – Connect `s` to the oscilloscope. Since the default value for the `ReadAsyncMode` property is `continuous`, data is asynchronously returned the input buffer as soon as it is available from the instrument.

```
fopen(s)
```

3. Configure property values – Configure `s` to record information to multiple disk files using the verbose format. Recording is then initiated with the first disk file defined as `WaveForm1.txt`.

```
s.RecordMode = 'index';
s.RecordDetail = 'verbose';
s.RecordName = 'WaveForm1.txt';
record(s)
```

4. Write and read data – The commands written to the instrument, and the data read from the instrument are recorded in the record file. Refer to "Example: Writing and Reading Text Data" on page 8-43 for an explanation of the oscilloscope commands.

```
fprintf(s,'*IDN?')
idn = fscanf(s);
fprintf(s,'MEASUREMENT:IMMED:SOURCE CH2')
fprintf(s,'MEASUREMENT:IMMED:SOURCE?')
source = fscanf(s);
```

Read the peak-to-peak voltage with the `fread` function. Note that the data returned by `fread` is recorded using hex format.

```
fprintf(s,'MEASUREMENT:MEAS1:TYPE PK2PK')
```

```
fprintf(s,'MEASUREMENT:MEAS1:VALUE?')
ptop = fread(s,s.BytesAvailable);
```

Convert the peak-to-peak voltage to a character array.

```
char(ptop)'
ans =
2.0199999809E0
```

The recording state is toggled from `on` to `off`. Since the `RecordMode` value is `index`, the record filename is automatically updated.

```
record(s)
s.RecordStatus
ans =
off
s.RecordName
ans =
WaveForm2.txt
```

5. Disconnect and clean up – When you no longer need `s`, you should disconnect it from the instrument, and remove it from memory and from the MATLAB workspace.

```
fclose(s)
delete(s)
clear s
```

The Record File Contents

The contents of the `WaveForm1.txt` record file are shown below. Since the `RecordDetail` property was `verbose`, the number of values, commands, and data were recorded. Note that data returned by the `fread` function is in hex format.

```
type WaveForm1.txt

Legend:
  * - An event occurred.
  > - A write operation occurred.
  < - A read operation occurred.

1     Recording on 22-Jan-2000 at 11:21:21.575. Binary data in...
```

```
2     > 6 ascii values.
        *IDN?
3     < 56 ascii values.
        TEKTRONIX,TDS 210,0,CF:91.1CT FV:v1.16 TDS2CM:CMV:v1.04
4     > 29 ascii values.
        MEASUREMENT:IMMED:SOURCE CH2
5     > 26 ascii values.
        MEASUREMENT:IMMED:SOURCE?
6     < 4 ascii values.
        CH2
7     > 27 ascii values.
        MEASUREMENT:MEAS1:TYPE PK2PK
8     > 25 ascii values.
        MEASUREMENT:MEAS1:VALUE?
9     < 15 uchar values.
        32 2e 30 31 39 39 39 39 38 30 39 45 30 0a
10      Recording off.
```

Saving and Loading

You can save serial port objects to a MAT-file just as you would any workspace variable – using the `save` command. For example, suppose you create the serial port object `s` associated with the serial port COM1, configure several property values, and perform a write and read operation.

```
s = serial('COM1');
s.BaudRate = 19200;
s.Tag = 'My serial object';
fopen(s)
fprintf(s, '*IDN?')
out = fscanf(s);
```

To save the serial port object and the data read from the device to the MAT-file `myserial.mat`

```
save myserial s out
```

Note You can save data and event information as text to a disk file with the `record` function.

You can recreate `s` and `out` in the workspace using the `load` command.

```
load myserial
```

Values for read-only properties are restored to their default values upon loading. For example, the `Status` property is restored to `closed`. Therefore, to use `s`, you must connect it to the device with the `fopen` function. To determine if a property is read-only, examine its reference pages.

Using Serial Port Objects on Different Platforms

If you save a serial port object from one platform, and then load that object on a different platform having different serial port names, then you will need to modify the `Port` property value. For example, suppose you create the serial port object `s` associated with the serial port COM1 on a Windows platform. If you want to save `s` for eventual use on a Linux platform, you should configure `Port` to an appropriate value such as `ttyS0` after the object is loaded.

Disconnecting and Cleaning Up

When you no longer need your serial port object, you should disconnect it from the device, and clean up your MATLAB environment by removing the object from memory and from the workspace. These are the steps you take to end a serial port session.

Disconnecting a Serial Port Object

When you no longer need to communicate with the device, you should disconnect it from the serial port object with the `fclose` function.

```
fclose(s)
```

You can examine the `Status` property to verify that the serial port object and the device are disconnected.

```
s.Status
ans =
closed
```

After `fclose` is issued, the serial port associated with `s` is available. You can now connect another serial port object to it using `fopen`.

Cleaning Up the MATLAB Environment

When you no longer need the serial port object, you should remove it from memory with the `delete` function.

```
delete(s)
```

Before using `delete`, you must disconnect the serial port object from the device with the `fclose` function.

A deleted serial port object is *invalid*, which means that you cannot connect it to the device. In this case, you should remove the object from the MATLAB workspace. To remove serial port objects and other variables from the MATLAB workspace, use the `clear` command.

```
clear s
```

If you use `clear` on a serial port object that is still connected to a device, the object is removed from the workspace but remains connected to the device. You can restore cleared objects to MATLAB with the `instrfind` function.

Property Reference

This section includes information to help you learn about serial port properties. The information is organized using these topics:

- "The Property Reference Page Format" describes the organization of the property reference pages.
- "Serial Port Object Properties" summarizes the properties using several categories based on how they are used. Following this section, the properties are listed alphabetically and described in detail.

The Property Reference Page Format

Each serial port property description contains some or all of this information:

- The property name
- A description of the property
- The property characteristics, including:
  - Read only – the condition under which the property is read only

    A property can be read only always, never, while the serial port object is open, or while the serial port object is recording. You can configure a property value using the `set` function or dot notation. You can return the current property value using the `get` function or dot notation.
  - Data type – the property data type

    This is the data type you use when specifying a property value.
- Valid property values including the default value

  When property values are given by a predefined list, the default value is usually indicated by `{}`.
- An example using the property
- Related properties and functions

Serial Port Object Properties

The serial port object properties are briefly described below, and organized into categories based on how they are used. Following this section, the properties are listed alphabetically and described in detail.

Communications Properties	
BaudRate	Specify the rate at which bits are transmitted
DataBits	Specify the number of data bits to transmit
Parity	Specify the type of parity checking
StopBits	Specify the number of bits used to indicate the end of a byte
Terminator	Specify the terminator character

Write Properties	
BytesToOutput	Indicate the number of bytes currently in the output buffer
OutputBufferSize	Specify the size of the output buffer in bytes
Timeout	Specify the waiting time to complete a read or write operation
TransferStatus	Indicate if an asynchronous read or write operation is in progress
ValuesSent	Indicate the total number of values written to the device

Read Properties	
BytesAvailable	Indicate the number of bytes available in the input buffer
InputBufferSize	Specify the size of the input buffer in bytes
ReadAsyncMode	Specify whether an asynchronous read operation is continuous or manual
Timeout	Specify the waiting time to complete a read or write operation
TransferStatus	Indicate if an asynchronous read or write operation is in progress
ValuesReceived	Indicate the total number of values read from the device

Action Properties	
BreakInterrupt Action	Specify the M-file action function to execute when a break-interrupt event occurs
BytesAvailable Action	Specify the M-file action function to execute when a specified number of bytes is available in the input buffer, or a terminator is read
BytesAvailable ActionCount	Specify the number of bytes that must be available in the input buffer to generate a bytes-available event
BytesAvailable ActionMode	Specify if the bytes-available event is generated after a specified number of bytes are available in the input buffer, or after a terminator is read
ErrorAction	Specify the M-file action function to execute when an error event occurs

Action Properties (Continued)	
OutputEmpty Action	Specify the M-file action function to execute when the output buffer is empty
PinStatus Action	Specify the M-file action function to execute when the CD, CTS, DSR, or RI pins change state
TimerAction	Specify the M-file action function to execute when a predefined period of time passes
TimerPeriod	Specify the period of time between timer events

Control Pin Properties	
DataTerminal Ready	Specify the state of the DTR pin
FlowControl	Specify the data flow control method to use
PinStatus	Indicate the state of the CD, CTS, DSR, and RI pins
RequestToSend	Specify the state of the RTS pin

Recording Properties	
RecordDetail	Specify the amount of information saved to a record file
RecordMode	Specify whether data and event information are saved to one record file or to multiple record files
RecordName	Specify the name of the record file
RecordStatus	Indicate if data and event information are saved to a record file

General Purpose Properties	
`ByteOrder`	Specify the order in which the device stores bytes
`Name`	Specify a descriptive name for the serial port object
`Port`	Indicate the platform-specific serial port name
`Status`	Indicate if the serial port object is connected to the device
`Tag`	Specify a label to associate with a serial port object
`Type`	Indicate the object type
`UserData`	Specify data that you want to associate with a serial port object

Purpose

Specify the rate at which bits are transmitted

Description

You configure `BaudRate` as bits per second. The transferred bits include the start bit, the data bits, the parity bit (if used), and the stop bits. However, only the data bits are stored.

Since the data format includes the framing bits as well as the data bits, the time required to transfer a byte of data increases due to these extra bits. For example, suppose you transfer 1000 bytes to your computer using the 8-N-1 data format and a baud rate of 9600. You might think that the time required for this operation is about 0.8 second since 8000 bits are stored. However the actual transfer time is around 1.0 second since the data bits are framed by a start bit and a stop bit – an increase of 25%.

Note Both the computer and the peripheral device must be configured to the same baud rate before you can successfully read or write data.

Standard baud rates include 110, 300, 600, 1200, 2400, 4800, 9600, 14499, 19200, 38400, 57600, 115200, 128000 and 256000 bits per second. To display the supported baud rates for the serial ports on your platform, refer to “Finding Serial Port Information for Your Platform” on page 8-15.

Characteristics

Read only	Never
Data type	Double

Values

The default value is `9600`.

See Also

Properties

`DataBits`, `Parity`, `StopBits`

BreakInterruptAction

Purpose

Specify the M-file action function to execute when a break-interrupt event occurs

Description

You configure `BreakInterruptAction` to execute an M-file action function when a break-interrupt event occurs. A break-interrupt event is generated by the serial port when the received data is in an off (space) state longer than the transmission time for one byte.

Note A break-interrupt event can be generated at any time during the serial port session.

If the `RecordStatus` property value is `on`, and a break-interrupt event occurs, the record file records this information:

- The event type as `BreakInterrupt`
- The time the event occurred using the format day-month-year hour:minute:second:millisecond

Refer to "Creating and Executing Action Functions" on page 8-53 to learn how to create an action function.

Characteristics

Read only	Never
Data type	Action function

Values

The default value is an empty string.

See Also

Functions

`record`

Properties

`RecordStatus`

Purpose

Specify the byte order of the device

Description

You configure `ByteOrder` to be `littleEndian` or `bigEndian`. If `ByteOrder` is `littleEndian`, then the device stores the first byte in the first memory address. If `ByteOrder` is `bigEndian`, then the device stores the last byte in the first memory address.

For example, suppose the hexadecimal value 4F52 is to be stored in device memory. Since this value consists of two bytes, 4F and 52, two memory locations are used. Using big-endian format, 4F is stored first in the lower storage address. Using little-endian format, 52 is stored first in the lower storage address.

Note You should configure `ByteOrder` to the appropriate value for your device before performing a read or write operation. Refer to your device documentation for information about the order in which it stores bytes.

Characteristics

Read only	Never
Data type	String

Values

`{littleEndian}`	The byte order of the device is little-endian.
`bigEndian`	The byte order of the device is big-endian.

See Also

Properties

`Status`

BytesAvailable

Purpose

Indicate the number of bytes available in the input buffer

Description

`BytesAvailable` indicates the number of bytes currently available to be read from the input buffer. The property value is continuously updated as the input buffer is filled, and is set to `0` after the `fopen` function is issued.

You can make use of `BytesAvailable` only when reading data asynchronously. This is because when reading data synchronously, control is returned to the MATLAB command line only after the input buffer is empty. Therefore, the `BytesAvailable` value is always 0. Refer to "Reading Text Data" on page 8-40 to learn how to read data asynchronously.

The `BytesAvailable` value can range from zero to the size of the input buffer. Use the `InputBufferSize` property to specify the size of the input buffer. Use the `ValuesReceived` property to return the total number of values read.

Characteristics

Read only	Always
Data type	Double

Values

The default value is `0`.

See Also

Functions

`fopen`

Properties

`InputBufferSize`, `TransferStatus`, `ValuesReceived`

Purpose

Specify the M-file action function to execute when a specified number of bytes are available in the input buffer, or a terminator is read

Description

You configure `BytesAvailableAction` to execute an M-file action function when a bytes-available event occurs. A bytes-available event occurs when the number of bytes specified by the `BytesAvailableActionCount` property is available in the input buffer, or after a terminator is read, as determined by the the `BytesAvailableActionMode` property.

Note A bytes-available event can be generated only for asynchronous read operations.

If the `RecordStatus` property value is `on`, and a bytes-available event occurs, the record file records this information:

- The event type as `BytesAvailable`
- The time the event occurred using the format day-month-year hour:minute:second:millisecond

Refer to "Creating and Executing Action Functions" on page 8-53 to learn how to create an action function.

Characteristics

Read only	Never
Data type	Action function

Values

The default value is an empty string.

Example

Create the serial port object `s` for a Tektronix TDS 210 two-channel oscilloscope connected to the serial port COM1.

```
s = serial('COM1');
```

Configure `s` to execute the M-file action function `instraction` when 40 bytes are available in the input buffer.

```
s.BytesAvailableActionCount = 40;
s.BytesAvailableActionMode = 'byte';
```

```
s.BytesAvailableAction = 'instraction';
```

Connect s to the oscilloscope.

```
fopen(s)
```

Write the *IDN? command, which instructs the scope to return identification information. Since the default value for the ReadAsyncMode property is continuous, data is read as soon as it is available from the instrument.

```
fprintf(s,'*IDN?')
```

The resulting output from instraction is shown below.

```
BytesAvailable event occurred at 18:33:35 for the object:
Serial-COM1.
```

56 bytes are read and instraction is called once. The resulting display is shown above.

```
s.BytesAvailable
ans =
    56
```

Suppose you remove 25 bytes from the input buffer and then issue the MEASUREMENT? command, which instructs the scope to return its measurement settings.

```
out = fscanf(s,'%c',25);
fprintf(s,'MEASUREMENT?')
```

The resulting output from instraction is shown below.

```
BytesAvailable event occurred at 18:33:48 for the object:
Serial-COM1.

BytesAvailable event occurred at 18:33:48 for the object:
Serial-COM1.
```

There are now 102 bytes in the input buffer, 31 of which are left over from the *IDN? command. instraction is called twice; once when 40 bytes are available and once when 80 bytes are available.

```
s.BytesAvailable
ans =
```

```
102
```

See Also

Functions

`record`

Properties

`BytesAvailableActionCount`, `BytesAvailableActionMode`, `RecordStatus`, `Terminator`, `TransferStatus`

BytesAvailableActionCount

Purpose

Specify the number of bytes that must be available in the input buffer to generate a bytes-available event

Description

You configure `BytesAvailableActionCount` to the number of bytes that must be available in the input buffer before a bytes-available event is generated.

Use the `BytesAvailableActionMode` property to specify whether the bytes-available event occurs after a certain number of bytes are available or after a terminator is read.

The bytes-available event executes the M-file action function specified for the `BytesAvailableAction` property.

You can configure `BytesAvailableActionCount` only when the object is disconnected from the device. You disconnect an object with the `fclose` function. A disconnected object has a `Status` property value of `closed`.

Characteristics

Read only	While open
Data type	Double

Values

The default value is `48`.

See Also

Functions

`fclose`

Properties

`BytesAvailableAction`, `BytesAvailableActionMode`, `Status`

Purpose

Specify if the bytes-available event is generated after a specified number of bytes are available in the input buffer, or after a terminator is read

Description

You can configure `BytesAvailableActionMode` to be `terminator` or `byte`. If `BytesAvailableActionMode` is `terminator`, a bytes-available event occurs when the terminator specified by the `Terminator` property is reached. If `BytesAvailableActionMode` is `byte`, a bytes-available event occurs when the number of bytes specified by the `BytesAvailableActionCount` property is available.

The bytes-available event executes the M-file action function specified for the `BytesAvailableAction` property.

You can configure `BytesAvailableActionMode` only when the object is disconnected from the device. You disconnect an object with the `fclose` function. A disconnected object has a `Status` property value of `closed`.

Characteristics

Read only	While open
Data type	String

Values

`{terminator}`	A bytes-available event is generated when the terminator is read.
`byte`	A bytes-available event is generated when the specified number of bytes are available.

See Also

Functions

`fclose`

Properties

`BytesAvailableAction`, `BytesAvailableActionCount`, `Status`, `Terminator`

BytesToOutput

Purpose

Indicate the number of bytes currently in the output buffer

Description

`BytesToOutput` indicates the number of bytes currently in the output buffer waiting to be written to the device. The property value is continuously updated as the output buffer is filled and emptied, and is set to `0` after the `fopen` function is issued.

You can make use of `BytesToOutput` only when writing data asynchronously. This is because when writing data synchronously, control is returned to the MATLAB command line only after the output buffer is empty. Therefore, the `BytesToOutput` value is always `0`. Refer to "Writing Text Data" on page 8-35 to learn how to write data asynchronously.

Use the `ValuesSent` property to return the total number of values written to the device.

Note If you attempt to write out more data than can fit in the output buffer, then an error is returned and `BytesToOutput` is `0`. You specify the size of the output buffer with the `OutputBufferSize` property.

Characteristics

Read only	Always
Data type	Double

Values

The default value is `0`.

See Also

Functions

`fopen`

Properties

`OutputBufferSize`, `TransferStatus`, `ValuesSent`

Purpose

Specify the number of data bits to transmit

Description

You can configure `DataBits` to be 5, 6, 7, or 8. Data is transmitted as a series of five, six, seven, or eight bits with the least significant bit sent first. At least seven data bits are required to transmit ASCII characters. Eight bits are required to transmit binary data. Five and six bit data formats are used for specialized communications equipment.

Note Both the computer and the peripheral device must be configured to transmit the same number of data bits.

In addition to the data bits, the serial data format consists of a start bit, one or two stop bits, and possibly a parity bit. You specify the number of stop bits with the `StopBits` property, and the type of parity checking with the `Parity` property.

To display the supported number of data bits for the serial ports on your platform, refer to "Finding Serial Port Information for Your Platform" on page 8-15.

Characteristics

Read only	Never
Data type	Double

Values

`DataBits` can be 5, 6, 7, or 8. The default value is 8.

See Also

Properties

`Parity`, `StopBits`

DataTerminalReady

Purpose

Specify the state of the DTR pin

Description

You can configure `DataTerminalReady` to be `on` or `off`. If `DataTerminalReady` is `on`, the Data Terminal Ready (DTR) pin is asserted. If `DataTerminalReady` is `off`, the DTR pin is unasserted.

In normal usage, the DTR and Data Set Ready (DSR) pins work together, and are used to signal if devices are connected and powered. However, there is nothing in the RS-232 standard that states the DTR pin must be used in any specific way. For example, DTR and DSR may be used for handshaking. You should refer to your device documentation to determine its specific pin behavior.

You can return the value of the DSR pin with the `PinStatus` property. Handshaking is described in "Controlling the Flow of Data: Handshaking" on page 8-59.

Characteristics

Read only	Never
Data type	String

Values

`{on}`	The DTR pin is asserted.
`off`	The DTR pin is unasserted.

See Also

Properties

`FlowControl`, `PinStatus`

Purpose

Specify the M-file action function to execute when an error event occurs

Description

You configure `ErrorAction` to execute an M-file action function when an error event occurs.

Note An error event is generated only for asynchronous read and write operations.

An error event is generated when a timeout occurs. A timeout occurs if a read or write operation does not successfully complete within the time specified by the `Timeout` property. An error event is not generated for configuration errors such as setting an invalid property value.

If the `RecordStatus` property value is `on`, and an error event occurs, the record file records this information:

- The event type as `Error`
- The error message
- The time the event occurred using the format day-month-year hour:minute:second:millisecond

Refer to "Creating and Executing Action Functions" on page 8-53 to learn how to create an action function.

Characteristics

Read only	Never
Data type	Action function

Values

The default value is an empty string.

See Also

Functions

`record`

Properties

`RecordStatus`, `Timeout`

FlowControl

Purpose

Specify the data flow control method to use

Description

You can configure `FlowControl` to be `none`, `hardware`, or `software`. If `FlowControl` is `none`, then data flow control (handshaking) is not used. If `FlowControl` is `hardware`, then hardware handshaking is used to control data flow. If `FlowControl` is `software`, then software handshaking is used to control data flow.

Hardware handshaking typically utilizes the Request to Send (RTS) and Clear to Send (CTS) pins to control data flow. Software handshaking uses control characters (Xon and Xoff) to control data flow. Refer to "Controlling the Flow of Data: Handshaking" on page 8-59 for more information about handshaking.

You can return the value of the CTS pin with the `PinStatus` property. You can specify the value of the RTS pin with the `RequestToSend` property. However, if `FlowControl` is `hardware`, and you specify a value for `RequestToSend`, then that value may not be honored.

Note Although you may be able to configure your device for both hardware handshaking and software handshaking at the same time, MATLAB does not support this behavior.

Characteristics

Read only	Never
Data type	String

Values

`{none}`	No flow control is used.
`hardware`	Hardware flow control is used.
`software`	Software flow control is used.

See Also

Properties

`PinStatus`, `RequestToSend`

Purpose

Specify the size of the input buffer in bytes

Description

You configure `InputBufferSize` as the total number of bytes that can be stored in the input buffer during a read operation.

A read operation is terminated if the amount of data stored in the input buffer equals the `InputBufferSize` value. You can read text data with the `fgetl`, `fgets`, or `fscanf` functions. You can read binary data with the `fread` function.

You can configure `InputBufferSize` only when the serial port object is disconnected from the device. You disconnect an object with the `fclose` function. A disconnected object has a `Status` property value of `closed`.

If you configure `InputBufferSize` while there is data in the input buffer, then that data is flushed.

Characteristics

Read only	While open
Data type	Double

Values

The default value is `512`.

See Also

Functions

`fclose`, `fgetl`, `fgets`, `fopen`, `fread`, `fscanf`

Properties

`Status`

Name

Purpose

Specify a descriptive name for the serial port object

Description

You configure `Name` to be a descriptive name for the serial port object.

When you create a serial port object, a descriptive name is automatically generated and stored in `Name`. This name is given by concatenating the word "Serial" with the serial port specified in the `serial` function. However, you can change the value of `Name` at any time.

The serial port is given by the `Port` property. If you modify this property value, then `Name` is automatically updated to reflect that change.

Characteristics

Read only	Never
Data type	String

Values

`Name` is automatically defined when the serial port object is created.

Example

Suppose you create a serial port object associated with the serial port COM1.

```
s = serial('COM1');
```

`s` is automatically assigned a descriptive name.

```
s.Name
ans =
Serial-COM1
```

See Also

Functions

`serial`

Purpose

Specify the size of the output buffer in bytes

Description

You configure `OutputBufferSize` as the total number of bytes that can be stored in the output buffer during a write operation.

An error occurs if the output buffer cannot hold all the data to be written. You write text data with the `fprintf` function. You write binary data with the `fwrite` function.

You can configure `OutputBufferSize` only when the serial port object is disconnected from the device. You disconnect an object with the `fclose` function. A disconnected object has a `Status` property value of `closed`.

Characteristics

Read only	While open
Data type	Double

Values

The default value is `512`.

See Also

Functions

`fprintf`, `fwrite`

Properties

`Status`

OutputEmptyAction

Purpose

Specify the M-file action function to execute when the output buffer is empty

Description

You configure `OutputEmptyAction` to execute an M-file action function when an output-empty event occurs. An output-empty event is generated when the last byte is sent from the output buffer to the device.

Note An output-empty event can be generated only for asynchronous write operations.

If the `RecordStatus` property value is `on`, and an output-empty event occurs, the record file records this information:

- The event type as `OutputEmpty`
- The time the event occurred using the format day-month-year hour:minute:second:millisecond

Refer to "Creating and Executing Action Functions" on page 8-53 to learn how to create an action function.

Characteristics

Read only	Never
Data type	Action function

Values

The default value is an empty string.

See Also

Functions

`record`

Properties

`RecordStatus`

Purpose

Specify the type of parity checking

Description

You can configure `Parity` to be `none`, `odd`, `even`, `mark`, or `space`. If `Parity` is `none`, parity checking is not performed and the parity bit is not transmitted. If `Parity` is `odd`, the number of mark bits (1's) in the data is counted, and the parity bit is asserted or unasserted to obtain an odd number of mark bits. If `Parity` is `even`, the number of mark bits in the data is counted, and the parity bit is asserted or unasserted to obtain an even number of mark bits. If `Parity` is `mark`, the parity bit is asserted. If `Parity` is `space`, the parity bit is unasserted.

Parity checking can detect errors of one bit only. An error in two bits may cause the data to have a seemingly valid parity, when in fact it is incorrect. Refer to "The Parity Bit" on page 8-14 for more information about parity checking.

In addition to the parity bit, the serial data format consists of a start bit, between five and eight data bits, and one or two stop bits. You specify the number of data bits with the `DataBits` property, and the number of stop bits with the `StopBits` property.

Characteristics

Read only	Never
Data type	String

Values

`{none}`	No parity checking
`odd`	Odd parity checking
`even`	Even parity checking
`mark`	Mark parity checking
`space`	Space parity checking

See Also

Properties

`DataBits`, `StopBits`

PinStatus

Purpose

Indicate the state of the CD, CTS, DSR, and RI pins

Description

`PinStatus` is a structure array that contains the fields `CarrierDetect`, `ClearToSend`, `DataSetReady` and `RingIndicator`. These fields indicate the state of the Carrier Detect (CD), Clear to Send (CTS), Data Set Ready (DSR) and Ring Indicator (RI) pins, respectively. Refer to "Serial Port Signals and Pin Assignments" on page 8-6 for more information about these pins.

`PinStatus` can be `on` or `off` for any of these fields. A value of `on` indicates the associated pin is asserted. A value of `off` indicates the associated pin is unasserted. A pin status event occurs when any of these pins changes its state. A pin status event executes the M-file specified by `PinStatusAction`.

In normal usage, the Data Terminal Ready (DTR) and DSR pins work together, while the Request to Send (RTS) and CTS pins work together. You can specify the state of the DTR pin with the `DataTerminalReady` property. You can specify the state of the RTS pin with the `RequestToSend` property.

Refer to "Example: Connecting Two Modems" on page 8-56 for an example that uses `PinStatus`.

Characteristics

Read only	Always
Data type	Structure

Values

`off`	The associated pin is asserted.
`on`	The associated pin is asserted.

The default value is device dependent.

See Also

Properties

`DataTerminalReady`, `PinStatusAction`, `RequestToSend`

Purpose

Specify the M-file action function to execute when the CD, CTS, DSR, or RI pins change state

Description

You configure `PinStatusAction` to execute an M-file action function when a pin status event occurs. A pin status event occurs when the Carrier Detect (CD), Clear to Send (CTS), Data Set Ready (DSR) or Ring Indicator (RI) pin changes state. A serial port pin changes state when it is asserted or unasserted. Information about the state of these pins is recorded in the `PinStatus` property.

Note A pin status event can be generated at any time during the serial port session.

If the `RecordStatus` property value is `on`, and a pin status event occurs, the record file records this information:

- The event type as `PinStatus`
- The pin that changed its state, and the pin state as either `on` or `off`
- The time the event occurred using the format day-month-year hour:minute:second:millisecond

Refer to "Creating and Executing Action Functions" on page 8-53 to learn how to create an action function.

Characteristics

Read only	Never
Data type	Action function

Values

The default value is an empty string.

See Also

Functions

`record`

Properties

`PinStatus`, `RecordStatus`

Port

Purpose

Specify the platform-specific serial port name

Description

You configure `Port` to be the name of a serial port on your platform. `Port` specifies the physical port associated with the object and the device.

When you create a serial port object, `Port` is automatically assigned the port name specified for the `serial` function.

You can configure `Port` only when the object is disconnected from the device. You disconnect an object with the `fclose` function. A disconnected object has a `Status` property value of `closed`.

Characteristics

Read only	While open
Data type	String

Values

The `Port` value is determined when the serial port object is created.

Example

Suppose you create a serial port object associated with serial port COM1.

```
s = serial('COM1');
```

The value of the `Port` property is `COM1`.

```
s.Port
ans =
COM1
```

See Also

Functions

`fclose`, `serial`

Properties

`Name`, `Status`

Purpose

Specify whether an asynchronous read operation is continuous or manual

Description

You can configure ReadAsyncMode to be `continuous` or `manual`. If ReadAsyncMode is `continuous`, the serial port object continuously queries the device to determine if data is available to be read. If data is available, it is automatically read and stored in the input buffer. If issued, the `readasync` function is ignored.

If ReadAsyncMode is `manual`, the object will not query the device to determine if data is available to be read. Instead, you must manually issue the `readasync` function to perform an asynchronous read operation. Since `readasync` checks for the terminator, this function can be slow. To increase speed, you should configure ReadAsyncMode to `continuous`.

Note If the device is ready to transmit data, then it will do so regardless of the ReadAsyncMode value. Therefore, if ReadAsyncMode is `manual` and a read operation is not in progress, then data may be lost. To guarantee that all transmitted data is stored in the input buffer, you should configure ReadAsyncMode to `continuous`.

You can determine the amount of data available in the input buffer with the `BytesAvailable` property. For either ReadAsyncMode value, you can bring data into the MATLAB workspace with one of the synchronous read functions such as `fscanf`, `fgetl`, `fgets`, or `fread`.

Characteristics

Read only	Never
Data type	String

Values

`{continuous}`	Continuously query the device to determine if data is available to be read.
`manual`	Manually read data from the device using the `readasync` function.

ReadAsyncMode

See Also

Functions

`fgetl`, `fgets`, `fread`, `fscanf`, `readasync`

Properties

`BytesAvailable`, `InputBufferSize`

Purpose

Specify the amount of information saved to a record file

Description

You can configure `RecordDetail` to be `compact` or `verbose`. If `RecordDetail` is `compact`, the number of values written to the device, the number of values read from the device, the data type of the values, and event information are saved to the record file. If `RecordDetail` is `verbose`, the data written to the device, and the data read from the device are also saved to the record file.

The event information saved to a record file is shown in Table 8-10, Event Information, on page 8-52. The verbose record file structure is shown in "Example: Recording Information to Disk" on page 8-65.

Characteristics

Read only	Never
Data type	String

Values

`{compact}`	The number of values written to the device, the number of values read from the device, the data type of the values, and event information are saved to the record file.
`verbose`	The data written to the device, and the data read from the device are also saved to the record file.

See Also

Functions

`record`

Properties

`RecordMode`, `RecordName`, `RecordStatus`

RecordMode

Purpose

Specify whether data and event information are saved to one record file or to multiple record files

Description

You can configure `RecordMode` to be `overwrite`, `append`, or `index`. If `RecordMode` is `overwrite`, then the record file is overwritten each time recording is initiated. If `RecordMode` is `append`, then data is appended to the record file each time recording is initiated. If `RecordMode` is `index`, a different record file is created each time recording is initiated, each with an indexed filename.

You can configure `RecordMode` only when the object is not recording. You terminate recording with the `record` function. A object that is not recording has a `RecordStatus` property value of `off`.

You specify the record filename with the `RecordName` property. The indexed filename follows a prescribed set of rules. Refer to "Specifying a Filename" on page 8-63 for a description of these rules.

Characteristics

Read only	While recording
Data type	String

Values

`{overwrite}`	The record file is overwritten.
`append`	Data is appended to an existing record file.
`index`	A different record file is created, each with an indexed filename.

Example

Suppose you create the serial port object `s` associated with the serial port COM1.

```
s = serial('COM1');
fopen(s)
```

Specify the record filename with the `RecordName` property, configure `RecordMode` to `index`, and initiate recording.

```
s.RecordName = 'MyRecord.txt';
s.RecordMode = 'index';
record(s)
```

The record filename is automatically updated with an indexed filename after recording is turned off.

```
record(s,'off')
s.RecordName
ans =
MyRecord01.txt
```

Disconnect s from the peripheral device, remove s from memory, and remove s from the MATLAB workspace.

```
fclose(s)
delete(s)
clear s
```

See Also

Functions

`record`

Properties

`RecordDetail`, `RecordName`, `RecordStatus`

RecordName

Purpose

Specify the name of the record file

Description

You configure `RecordName` to be the name of the record file. You can specify any value for `RecordName` – including a directory path – provided the filename is supported by your operating system.

MATLAB supports any filename supported by your operating system. However, if you access the file through MATLAB, you may need to specify the filename using single quotes. For example, suppose you name the record file `My Record.txt`. To type this file at the MATLAB command line, you must include the name in quotes.

```
type('My Record.txt')
```

You can specify whether data and event information are saved to one disk file or to multiple disk files with the `RecordMode` property. If `RecordMode` is `index`, then the filename follows a prescribed set of rules. Refer to "Specifying a Filename" on page 8-63 for a description of these rules.

You can configure `RecordName` only when the object is not recording. You terminate recording with the `record` function. An object that is not recording has a `RecordStatus` property value of `off`.

Characteristics

Read only	While recording
Data type	String

Values

The default record filename is `record.txt`.

See Also

Functions

`record`

Properties

`RecordDetail`, `RecordMode`, `RecordStatus`

Purpose

Indicate if data and event information are saved to a record file

Description

You can configure `RecordStatus` to be `off` or `on` with the `record` function. If `RecordStatus` is `off`, then data and event information are not saved to a record file. If `RecordStatus` is `on`, then data and event information are saved to the record file specified by `RecordName`.

Use the `record` function to initiate or complete recording. `RecordStatus` is automatically configured to reflect the recording state.

For more information about recording to a disk file, refer to "Debugging: Recording Information to Disk" on page 8-62.

Characteristics

Read only	Always
Data type	String

Values

`{off}`	Data and event information are not written to a record file.
`on`	Data and event information are written to a record file.

See Also

Functions

`record`

Properties

`RecordDetail`, `RecordMode`, `RecordName`

RequestToSend

Purpose

Specify the state of the RTS pin

Description

You can configure `RequestToSend` to be `on` or `off`. If `RequestToSend` is `on`, the Request to Send (RTS) pin is asserted. If `RequestToSend` is `off`, the RTS pin is unasserted.

In normal usage, the RTS and Clear to Send (CTS) pins work together, and are used as standard handshaking pins for data transfer. In this case, RTS and CTS are automatically managed by the DTE and DCE. However, there is nothing in the RS-232 standard that requires the RTS pin must be used in any specific way. Therefore, if you manually configure the `RequestToSend` value, it is probably for nonstandard operations.

If your device does not use hardware handshaking in the standard way, and you need to manually configure `RequestToSend`, then you should configure the `FlowControl` property to `none`. Otherwise, the `RequestToSend` value that you specify may not be honored. Refer to your device documentation to determine its specific pin behavior.

You can return the value of the CTS pin with the `PinStatus` property. Handshaking is described in "Controlling the Flow of Data: Handshaking" on page 8-59.

Characteristics

Read only	Never
Data type	String

Values

`{on}`	The RTS pin is asserted.
`off`	The RTS pin is unasserted.

See Also

Properties

`FlowControl`, `PinStatus`

Purpose

Indicate if the serial port object is connected to the device

Description

`Status` can be `open` or `closed`. If `Status` is `closed`, the serial port object is not connected to the device. If `Status` is `open`, the serial port object is connected to the device.

Before you can write or read data, you must connect the serial port object to the device with the `fopen` function. You use the `fclose` function to disconnect a serial port object from the device.

Characteristics

Read only	Always
Data type	String

Values

`{closed}`	The serial port object is not connected to the device.
`open`	The serial port object is connected to the device.

See Also

Functions

`fclose`, `fopen`

StopBits

Purpose

Specify the number of bits used to indicate the end of a byte

Description

You can configure `StopBits` to be `1`, `1.5`, or `2`. If `StopBits` is `1`, one stop bit is used to indicate the end of data transmission. If `StopBits` is `2`, two stop bits are used to indicate the end of data transmission. If `StopBits` is `1.5`, the stop bit is transferred for 150% of the normal time used to transfer one bit.

Note Both the computer and the peripheral device must be configured to transmit the same the number of stop bits.

In addition to the stop bits, the serial data format consists of a start bit, between five and eight data bits, and possibly a parity bit. You specify the number of data bits with the `DataBits` property, and the type of parity checking with the `Parity` property.

Characteristics

Read only	Never
Data type	Double

Values

`{1}`	One stop bit is transmitted to indicate the end of a byte.
`1.5`	The stop bit is transferred for 150% of the normal time used to transfer one bit.
`2`	Two stop bits are transmitted to indicate the end of a byte.

See Also

Properties

`DataBits`, `Parity`

Purpose

Specify a label to associate with a serial port object

Description

You configure `Tag` to be a string value that uniquely identifies a serial port object.

`Tag` is particularly useful when constructing programs that would otherwise need to define the serial port object as a global variable, or pass the object as an argument between callback routines.

You can return the serial port object with the `instrfind` function by specifying the `Tag` property value.

Characteristics

Read only	Never
Data type	String

Values

The default value is an empty string.

Example

Suppose you create a serial port object associated with the serial port COM1.

```
s = serial('COM1');
fopen(s)
```

You can assign `s` a unique label using `Tag`.

```
set(s,'Tag','MySerialObj')
```

You can access `s` in the MATLAB workspace or in an M-file using the `instrfind` function and the `Tag` property value.

```
s1 = instrfind('Tag','MySerialObj');
```

See Also

Functions

`instrfind`

Terminator

Purpose

Specify the terminator character

Description

You can configure `Terminator` to be `CR`, `LF`, `CR/LF`, or `LF/CR`. If `Terminator` is `CR`, the terminator is a carriage return. If `Terminator` is `LF`, the terminator is a line feed. If `Terminator` is `CR/LF`, the terminator is a carriage return followed by a line feed. If `Terminator` is `LF/CR`, the terminator is a line feed followed by a carriage return.

When performing a write operation using the `fprintf` function, all occurrences of `\n` are replaced with the `Terminator` property value. Note that `%s\n` is the default format for `fprintf`. A read operation with `fgetl`, `fgets`, or `fscanf` completes when the `Terminator` value is read. The terminator is ignored for binary operations.

You can also use the terminator to generate a bytes-available event when the `BytesAvailableActionMode` is set to `terminator`.

Characteristics

Read only	Never
Data type	String

Values

`CR`	The terminator is a carriage return.
`{LF}`	The terminator is a line feed.
`CR/LF`	The terminator is a carriage return followed by a line feed.
`LF/CR`	The terminator is a line feed followed by a carriage return.

See Also

Functions

`fgetl`, `fgets`, `fprintf`, `fscanf`

Properties

`BytesAvailableActionMode`

Purpose

Specify the waiting time to complete a read or write operation

Description

You configure `Timeout` to be the maximum time (in seconds) to wait to complete a read or write operation.

If a timeout occurs, then the read or write operation aborts. Additionally, if a timeout occurs during an asynchronous read or write operation, then:

- An error event is generated.
- The M-file action function specified for `ErrorAction` is executed.

Characteristics

Read only	Never
Data type	Double

Values

The default value is `10` seconds.

See Also

Properties

`ErrorAction`

TimerAction

Purpose

Specify the M-file action function to execute when a predefined period of time passes.

Description

You configure `TimerAction` to execute an M-file action function when a timer event occurs. A timer event occurs when the time specified by the `TimerPeriod` property passes. Time is measured relative to when the serial port object is connected to the device.

Note A timer event can be generated at any time during the serial port session.

If the `RecordStatus` property value is `on`, and a timer event occurs, the record file records this information:

- The event type as `Timer`
- The time the event occurred using the format day-month-year hour:minute:second:millisecond

Characteristics

Read only	Never
Data type	Action function

Values

The default value is an empty string.

See Also

Functions

`record`

Properties

`RecordStatus`, `TimerPeriod`

Purpose

Specify the period of time between timer events.

Description

`TimerPeriod` specifies the time, in seconds, that must pass before the action function specified for `TimerAction` is called. Time is measured relative to when the serial port object is connected to the device.

Characteristics

Read only	Never
Data type	Action function

Values

The default value is 1 second. The minimum value is 0.1 second.

See Also

Properties

`TimerAction`

TransferStatus

Purpose

Indicate if an asynchronous read or write operation is in progress

Description

`TransferStatus` can be `idle`, `read`, `write`, or `read&write`. If `TransferStatus` is `idle`, then no asynchronous read or write operations are in progress. If `TransferStatus` is `read`, then an asynchronous read operation is in progress. If `TransferStatus` is `write`, then an asynchronous write operation is in progress. If `TransferStatus` is `read&write`, then both an asynchronous read and an asynchronous write operation are in progress.

You can write data asynchronously using the `fprintf` or `fwrite` functions. You can read data asynchronously using the `readasync` function, or by configuring the `ReadAsyncMode` property to `continuous`. While `readasync` is executing, `TransferStatus` may indicate that data is being read even though data is not filling the input buffer. If `ReadAsyncMode` is `continuous`, `TransferStatus` indicates that data is being read only when data is actually filling the input buffer.

You can execute an asynchronous read and an asynchronous write operation simultaneously since serial ports have separate read and write pins. Refer to "Writing and Reading Data" on page 8-30 for more information about synchronous and asynchronous read and write operations.

Characteristics

Read only	Always
Data type	String

Values

`{idle}`	No asynchronous operations are in progress.
`read`	An asynchronous read operation is in progress.
`write`	An asynchronous write operation is in progress.
`read&write`	Asynchronous read and write operations are in progress.

See Also

Functions

`fprintf`, `fwrite`, `readasync`

Properties

`ReadAsyncMode`

Purpose

Indicate the object type

Description

`Type` indicates the type of the object. `Type` is automatically defined after the serial port object is created with the `serial` function. The `Type` value is always `serial`.

Characteristics

Read only	Always
Data type	String

Values

`Type` is always `serial`. This value is automatically defined when the serial port object is created.

Example

Suppose you create a serial port object associated with the serial port COM1.

```
s = serial('COM1');
```

The value of the `Type` property is `serial`, which is the object class.

```
s.Type
ans =
serial
```

You can also display the object class with the `whos` command.

```
Name      Size         Bytes  Class

  s         1x1            644  serial object

Grand total is 18 elements using 644 bytes
```

See Also

Functions

`serial`

UserData

Purpose

Specify data that you want to associate with a serial port object

Description

You configure `UserData` to store data that you want to associate with a serial port object. The object does not use this data directly, but you can access it using the `get` function or the dot notation.

Characteristics

Read only	Never
Data type	Any type

Values

The default value is an empty vector.

Example

Suppose you create the serial port object associated with the serial port COM1.

```
s = serial('COM1');
```

You can associate data with `s` by storing it in `UserData`.

```
coeff.a = 1.0;
coeff.b = -1.25;
s.UserData = coeff;
```

Purpose

Indicate the total number of values read from the device

Description

`ValuesReceived` indicates the total number of values read from the device. The value is updated after each successful read operation, and is set to `0` after the `fopen` function is issued. If the terminator is read from the device, then this value is reflected by `ValuesReceived`.

If you are reading data asynchronously, use the `BytesAvailable` property to return the number of bytes currently available in the input buffer.

When performing a read operation, the received data is represented by values rather than bytes. A value consists of one or more bytes. For example, one `uint32` value consists of four bytes. Refer to "Bytes Versus Values" on page 8-11 for more information about bytes and values.

Characteristics

Read only	Always
Data type	Double

Values

The default value is `0`.

Example

Suppose you create a serial port object associated with the serial port COM1.

```
s = serial('COM1');
fopen(s)
```

If you write the `RS232?` command, and then read back the response using `fscanf`, `ValuesReceived` is `17` since the instrument is configured to send the `LF` terminator.

```
fprintf(s,'RS232?')
out = fscanf(s)
out =
9600;0;0;NONE;LF
s.ValuesReceived
ans =
    17
```

See Also

Functions

`fopen`

Properties

BytesAvailable

Purpose

Indicate the total number of values written to the device

Description

`ValuesSent` indicates the total number of values written to the device. The value is updated after each successful write operation, and is set to `0` after the `fopen` function is issued. If you are writing the terminator, then `ValuesSent` reflects this value.

If you are writing data asynchronously, use the `BytesToOutput` property to return the number of bytes currently in the output buffer.

When performing a write operation, the transmitted data is represented by values rather than bytes. A value consists of one or more bytes. For example, one `uint32` value consists of four bytes. Refer to "Bytes Versus Values" on page 8-11 for more information about bytes and values.

Characteristics

Read only	Always
Data type	Double

Values

The default value is `0`.

Example

Suppose you create a serial port object associated with the serial port COM1.

```
s = serial('COM1');
fopen(s)
```

If you write the `*IDN?` command using the `fprintf` function, then `ValuesSent` is `6` since the default data format is `%s\n`, and the terminator was written.

```
fprintf(s,'*IDN?')
s.ValuesSent
ans =
    6
```

See Also

Functions

`fopen`

Properties

`BytesToOutput`

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