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Subject: Channel 0 events for PCMotion ActiveX

APPLICATION NOTE

1. OnBufferOverrunChannel0/5/6/7/9

1.1. Required Version:

PCMotion version 2.5.0.0 or later

1.2. Description:

One of these events will fire if a particular channel data buffer overflows. The ActiveX control stores all data received from the *Motion Coordinator* in the appropriate channel buffer when the connection has been opened in asynchronous mode. As data is received it is the responsibility of the user application to call the `GetData()` method whenever the `OnReceiveChannelx` event fires (or otherwise to call the method periodically) to prevent a buffer overrun. Which event is fired will depend upon which channel buffer overran.

1.3. Syntax:

`OnBufferOverrunChannelx()`

1.4. Parameters:

None.

1.5. Return Value:

None.

2. OnReceiveChannel0/5/6/7/9

2.1. *Required Version:*

PCMotion version 2.5.0.0 or later

2.2. *Description:*

One of these events will fire when data is received from the *Motion Coordinator* over a connection which has been opened in the asynchronous mode. Which event is fired will depend upon over which channel the *Motion Coordinator* sent the data. It is the responsibility of the user application to call the `GetData()` method to retrieve the data received

2.3. *.Syntax:*

`OnReceiveChannelx()`

2.4. *Parameters:*

None.

2.5. *Return Value:*

None.