

SubDevice.Send

Method can be used only with drivers [AV & Custom Systems](#) и [Global Cache](#). It allows to send a number of data (string, number, array) to equipment

Синтаксис

```
SubDevice.Send(DataString)
SubDevice.Send(DataArray)
SubDevice.Send(DataString, Transport)
```

Название	Пример	Описание
DataString	a, b, c	type: string list of variables or strings: instructions to send
DataArray	[a, b, c]	type: array array of variables or strings : instructions to send
Transport	0	type: number Global Cache transport ID via which data are sent: <ul style="list-style-type: none">• 0 - 4998 port (IR commands, relays, sensors, system)• 1 - 4999 port(COM 1)• 2 - 5000 port(COM 2)

На выходе

-

Пример

```
// AV & Custom Systems (TCP, UDP, RS232)
var l_oDevice = module.GetDevice("AV Device"); //Getting a device
var l_oSubDevice = module.AddSubDevice("SubDevice 1", l_oDevice); //creating
a subdevice
l_oSubDevice.Send(['instruction', '\r\n']);

// AV & Custom Systems (HTTP)
// <Type or request>,<URI>,<Data> devided by "," so u cannot use "," inside
of <URI> and <Data>
var l_oDevice = module.GetDevice("AV Device"); //Gettins a device
var l_oSubDevice = module.AddSubDevice("SubDevice 1", l_oDevice); //creating
a device
l_oSubDevice.Send(['GET,URI']); // GET
l_oSubDevice.Send(['POST,URI,Data']); // POST
l_oSubDevice.Send(['PUT,URI,Data']); // PUT

// Global Cache:
// IR.GetDevice("Global Cache").Send(<DATA>, <TRANSPORT ID>)
var l_oDevice = module.GetDevice("Global Cache"); //Getting a subdevice
var l_oSubDevice = module.AddSubDevice("SubDevice 1", l_oDevice); //creating
```

a subdevice

```
l_oSubDevice.Send(['setstate,1:1,1', '\r\n'], )
```

HTTP: When you send a command to HTTP driver, first indicate a method: GET, POST, PUT then indicate URI commands and Data for POST and PUT separated with commas. No commas are allowed inside URI and Data. If your protocol uses commas in HTTP commands, send them via AV & Custom Systems (TCP), as whole requests.

Global Cache: indicate transport ID where data have to be sent