

## CommandPipe Class Reference

```
#include <libcom3.h>
```

Public Member Functions	
	<a href="#">CommandPipe</a> ()
virtual	<a href="#">~CommandPipe</a> ()
enum <a href="#">status::PipeStatus</a>	<a href="#">sendRecv</a> (const <a href="#">vfiipc::JObject</a> &in, <a href="#">vfiipc::JObject</a> &out, <a href="#">Milliseconds</a> millis)
enum <a href="#">status::PipeStatus</a>	<a href="#">sendRecv</a> (const <a href="#">vfiipc::JObject</a> &in, <a href="#">vfiipc::JObject</a> &out, <a href="#">Milliseconds</a> millis, int interruptFD)

### Constructor & Destructor Documentation

#### ◆ [CommandPipe\(\)](#)

<a href="#">CommandPipe</a>	(		)	
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#### ◆ [~CommandPipe\(\)](#)

virtual ~ <a href="#">CommandPipe</a>	(		)	virtual
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### Member Function Documentation

#### ◆ [sendRecv\(\)](#) [1/2]

enum <a href="#">status::PipeStatus</a> <a href="#">sendRecv</a>	(	const <a href="#">vfiipc::JObject</a> &	<i>in</i> ,
		<a href="#">vfiipc::JObject</a> &	<i>out</i> ,
		<a href="#">Milliseconds</a>	<i>millis</i>
	)		

Write a message to the ADKCOM service and receive a response. If the message is interrupted (meaning return code is not OK) the [CommandPipe](#) is invalid and should be destroyed.

**Parameters**

[in]	in	Command to send (See ADKCOM Programmers Guide)
[out]	out	Response. Will be changed only if return is OK
[in]	millis	<a href="#">Milliseconds</a> to wait for a response

**Returns**

OK in case of success, else failure code

**◆ sendRecv() [2/2]**

enum <a href="#">status::PipeStatus</a> sendRecv	(	const <a href="#">vfiipc::JObject</a> &	<i>in,</i>
		<a href="#">vfiipc::JObject</a> &	<i>out,</i>
		<a href="#">Milliseconds</a>	<i>millis,</i>
		int	<i>interruptFD</i>
	)		

Write a message to the ADKCOM service and receive a response. If the message is interrupted (meaning return code is not OK) the [CommandPipe](#) is invalid and MUST be destroyed.

**Parameters**

[in]	in	Command to send (See ADKCOM Programmers Guide)
[out]	out	Response. Will be changed only if return is OK
[in]	millis	<a href="#">Milliseconds</a> to wait for a response
[in]	interruptFD	FD to listen for activity. Once activity is detected the function will return with error code ERR_USER_INTERRUPT.

**Returns**

OK in case of success, else failure code

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The documentation for this class was generated from the following file:

[https://verifone.cloud/docs/application-development-kit-version-410/classvfiacom\\_1\\_1\\_command\\_pipe](https://verifone.cloud/docs/application-development-kit-version-410/classvfiacom_1_1_command_pipe)

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- [com/src/libcom3.h](#)