

```
/*Server FTDI Chip Simple*/
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <ftdi.h>

void error(const char *msg)
{
    perror(msg);
    exit(1);
}

int main(int argc, char *argv[])
{
    //Anfang Init Server TODO: Port fix (nicht über Argument)
    int sockfd, newsockfd, portno;
    socklen_t clilen;
    char buffer[256];
    struct sockaddr_in serv_addr, cli_addr;
    int n;
    if (argc < 2) {
        fprintf(stderr, "ERROR, no port provided\n");
        exit(1);
    }
    sockfd = socket(AF_INET, SOCK_STREAM, 0);
    if (sockfd < 0)
        error("ERROR opening socket");
    bzero((char *) &serv_addr, sizeof(serv_addr));
    portno = atoi(argv[1]);
    serv_addr.sin_family = AF_INET;
    serv_addr.sin_addr.s_addr = INADDR_ANY;
    serv_addr.sin_port = htons(portno);
    if (bind(sockfd, (struct sockaddr *) &serv_addr,
        sizeof(serv_addr)) < 0)
        error("ERROR on binding");
    //Ende Init Server

    //Anfang USB Init: TODO: return...
    int f;
    struct ftdi_context ftdic;
    ftdi_init(&ftdic);
    f = ftdi_usb_open(&ftdic, 0x0403, 0x6001);
    if (f < 0) {
        fprintf(stderr, "FTDI USB Open failed..., error %d (%s)\n", f, ftdi_get_error_string(&ftdic));
    }
    //return -1;
    //Ende USB Init

    //Anfang Server Listening...
    listen(sockfd, 5);
    do {
        clilen = sizeof(cli_addr);
        newsockfd = accept(sockfd,
            (struct sockaddr *) &cli_addr,
            &clilen);
        if (newsockfd < 0)
            error("ERROR on accept");
        bzero(buffer, 256);

        //Lesen:
        n = read(newsockfd, buffer, 255);
        if (n < 0) error("ERROR reading from socket");
        printf("Here is the message: %s \n", buffer);
        close(newsockfd);

        //Auswerten:
        int var;
        var = atoi(buffer);
    } while (1);
}
```

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if (var == 10) {
printf("CBUS0 Off!  \n");
f = ftdi_set_bitmode(&ftdic, 0x10 | b, BITMODE_CBUS); //TODO: richtiger Bitmask, Unten einfügen!
if (f < 0) {
fprintf(stderr, "ftdi_set_bitmode failed, error %d (%s)\n", f, ftdi_get_error_string(&ftdic));
return -1;
}
}

if (var == 11) {
printf("CBUS0 On!  \n");
}

if (var == 20) {
printf("CBUS1 Off!  \n");
}

if (var == 21) {
printf("CBUS1 On!  \n");
}

if (var == 30) {
printf("CBUS2 Off!  \n");
}

if (var == 31) {
printf("CBUS2 On!  \n");
}

if (var == 40) {
printf("CBUS3 Off!  \n");
}

if (var == 41) {
printf("CBUS3 On!  \n");
}

} while(1);
return 0;
}
```