```
//Enter parameters and upload over UDP to timer.
//On off times, hours & minutes, 2 digits each, serarated by commas.
//Set temperature entered as 3 digit integer (degC x 10).
//Clock setting entered as 2 digit numbers separated by commas,
//minutes, hours, day of week (numbered from Sunday = 1), date, month, year.
//Any single character (or more accurately not 3, 17 or 47 characters) gets status.
//Receive confirmation from timer that message has been received
//Credit to Daniel Shiffman
//and Michael Margolis
//Developed by Julian Rogers as development front end for central heating programmer
//5.8.15

import hypermedia.net.*;

 UDP udp;  // define the UDP object

PFont f;

// Variable to store text currently being typed
String typing = "";

// Variable to store saved text when return is hit
String onOffString = "";

void setup() {

 udp = new UDP( this, 6000 );  // create a new datagram connection on port 6000
 udp.log( true );     // <-- printout the connection activity
 udp.listen( true );           // and wait for incoming message

  size(480,200);
  f = createFont("Arial",16,true);
}

void draw() {
  background(255);
  int indent = 25;

  // Set the font and fill for text
  textFont(f);
  fill(0);

  // Display everything
  text("Enter timer times & <enter>\nor any key & <enter> for status.  Timer format is: \n[w1on]
[w1of][w2on][w2of][h1on][h1of][h2on][h2of]\n__,__,__,__,__,__,__,__,__,__,__,__,__,__,__,__,__,__",
indent, 20);
  //                                  [w1on][w1of][w2on][w2of][h1on][h1of][h2on][h2of]
  text(typing,indent,90);
  text(onOffString,indent,130);
}

void keyPressed() {
```

```
 // If the return key is pressed, save the String and clear it
 // NB. there is no entry error checking!
  if (key == '\n' ) {
    onOffString = typing;
    send();

    // A String can be cleared by setting it equal to ""
    typing = "";
  } else {
    // Otherwise, concatenate the String
    // Each character typed by the user is added to the end of the String variable.



if (keyCode == BACKSPACE) {
typing = typing.substring(0, typing.length() - 1);
}
else
if (key != CODED) typing += key;
  }
 }

 void send() {

 String ip       = "192.168.1.177";  // the remote IP address
 int port        = 8888;    // the destination port

 udp.send(onOffString, ip, port );   // the message to send

 }


 void receive(byte[] data) {      // default handler


//void receive( byte[] data, String ip, int port ) {  // <-- extended handler

 for(int i=0; i < data.length; i++) {      //these braces were absent in the original?!
 print(char(data[i]));
 }
 println();

 }
```