<How to change virtual comport number on BlueSoleil>

2013.05.14 HJ Jeon

- BlueS leil 12月日日(14日) 屠 1 device(s) found × 🛃 My Device Properties General Accessibility Services Serial Ports Advanced Hardware A Bluetooth Serial Port will be installed when you connect to a remote device's Bluetooth Serial Port for the first time. Installed Serial Ports can be removed here. Port Direction Device Name Auto Connect COM30 Outgoing SD1000Uv2.0.3-0C... Yes Properties Remove OK Cancel Apply
- 1. You can see the default virtual comport number as below.

2. You can change the virtual comport number on Device Manager

🚇 Device Manager	
Eile Action View Help	
Ports (COM & LPT)	~
Bluetooth Serial Port (COM30)	
BT Port (COM16)	
BI Port (COM17)	
BT Port (COM21)	
BT Port (COM22)	
BT Port (COM23)	
BT Port (COM25)	
BT Port (COM40)	
BT Port (COM6)	
Gommunications Port (COM1)	
Communications Port (COM2)	
Printer Port (LPT1)	
USB Serial Port (COM29)	
E 🗫 Processors	
E GSSI and RAID controllers	- 10 - C
En way Sound, video and game controllers	×
Select Properties -> Port Settings -> Advanced> Com Port Number	
Advanced Settings for COM4	? 🔀
✓ Use FIFO buffers (requires 16550 compatible UART)	
Calculation as Wines to account account the machine	
Select lower settings to correct connection problems.	Cancel
Select higher settings for faster performance.	Defaulte
Receive Buffer: Low (1)	Delauits
Transmit Buffer: Low (1)	
2.5 million 1000	
COM Port Number: COM4	

Select Scan for Hardware changes.

You can see changed comport number.



3. Turn off/on the PC

4. Connect to Bluetooth device and it make changed virtual comport number as below.

General	Accessibility	Services	Serial Ports	Advanced	Hardware	
Ś	A Bluetoot device's B be remove	h Serial Port luetooth Ser d here.	will be installe ial Port for the	d when you first time. Ins	connect to a stalled Serial P	remote 'orts can
Port	Di	rection	Device Nam	ne	Auto Connec	t
COM4	l Ou	tgoing	SD1000Uv2	.0.3-0C	Yes	
-				Proper	ties <u>R</u> e	emove

After above you can use low comport number.