

```
splitPos := real_to_int( find( Serial_in, splitChar ));
```

```
track1 := string_to_bool( mid( Serial_in, (splitPos + 1), 1));
```

```
track2 := string_to_bool( mid( Serial_in, (splitPos + 3), 1));
```

```
ObstacleData.Track1 := track1;
```

```
ObstacleData.Track2 := track2;
```

```
(*Reset and start timer*)
```

```
TimerReset( ObstacleData.timerChanged);
```

```
TimerStart( ObstacleData.timerChanged);
```