

Preliminary

TECHNICAL DESCRIPTION

MSX-Box

S7 communication



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- **Read carefully the safety precautions (yellow leaflet).**

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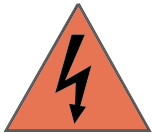
Designates hints and other useful information.



WARNING!

It designates a possibly dangerous situation.

If the instructions are ignored the MSX-Box, board, PC and/or peripheral may be **destroyed**.



WARNING!

It designates a possibly dangerous situation.

If the instructions are ignored the MSX-Box, board, PC and/or peripheral and persons may be destroyed.

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1 Introduction

1.1 About this documentation

This documentation describes how to control a **MSX-Box** with a Siemens **S7** over Ethernet.

It is based on a sample using the **APCI-1500** (a board with 16 digital inputs and outputs) as hardware to be managed (in the **MSX-Box**) through the **S7**.

The **S7** reads the status of the 16 digital inputs of the **APCI-1500**.

Hardware:

- **MSX-Box**
- **APCI-1500** (16 digital inputs / outputs)
- **Siemens S7 + CP343-1 Lean**

The Siemens **S7** has to read and write digital inputs from the **APCI-1500** (located in the **MSX-Box**).

1.2 Requirements

Please make sure that the following requirements are fulfilled:

- Siemens CPU313C-2DP (the PLC device)
- Siemens CP343-1 Lean (Ethernet module for the PCL)
- FC5 (AG_SEND) and FC6 (AG_RECV) blocks for S7-300 (asynchrony communication function)
- MSX-Box OPEN MODBUSTCP Slave package
- S7 sample for step 7

1.3 Description

The Siemens **S7** is used as a master to remote the slave **MSX-Box** by using the OPEN MODBUS TCP protocol. The **MSX-Box** runs an OPEN MODBUS TCP Slave server which waits for the master request.

ADDI-DATA provides a **MSX-Box** OPEN MODBUS TCP slave server for Class 0 functions.

This class is the minimal set of functions that has to be available on a device providing the OPEN MODBUS TCP protocol.

Class 0 includes a set of 2 functions:

- Read multiple registers
- Write multiple registers

On the **MSX-Box** side, OPEN MODBUS TCP telegrams do not need to be manipulated directly. This is already done by the server. Read and write skeletons functions have to be filled with the code they have to execute once the **S7** asks for reading or writing. On the **S7**, OPEN MODBUS TCP telegrams have to be set (See [S7 Program](#)).

2 Open Modbus TCP

2.1 Introduction

The OPEN MODBUS TCP protocol is based on the widely known MODBUS protocol.

OPEN MODBUS TCP is an open protocol and is not manufacturer dependent.

It is mainly used to connect PLC and I/O devices.

The OPEN MODBUS TCP protocol uses the connection oriented TCP protocol in order to ensure security features and simplify the server and client codes. Data is encoded in big-endian (for data larger as bytes, the most significant byte is sent first).

The OPEN MODBUS TCP telegram is composed of two parts, a header and a body.

2.2 Type definition

Please note:

1 x byte = 8-bit

1 x word = 16-bit = 2 x bytes

2.3 Header description

The header is always composed of 6 bytes:

Table 2-1: Open Modbus TCP: header description

Byte	Signification		Value	Comment
0	Transaction identifier	MSB	0	Copied by server
1	Transaction identifier	LSB	0	
2	Protocol identifier	MSB	0	OPEN MODBUS TCP = 0
3	Protocol identifier	LSB	0	
4	Length field	MSB	0	0 Because messages are smaller than 256
5	Length field	LSB	Number of bytes of the body	

MSB: Most significant byte

LSB: Least significant byte

2.4 Class 0: Read multiple registers (FC3)

2.4.1 Request

Table 2-2: Read multiple registers FC3: Request

Byte	Signification	Value	Comment
0	Unit identifier		Index of the slave to be controlled
1	Function code	3	Code of the function to execute
2	Reference number	MSB	First register to be read
3	Reference number	LSB	
4	Word count	MSB	Number of words to be read from the reference register
5	Word count	LSB	

MSB: Most significant byte

LSB: Least significant byte

2.4.2 Response

Table 2-3: Read multiple registers FC3: Response

Byte	Signification	Value	Comment
0	Unit identifier		Index of the slave to be controlled
1	Function code	3	Code of the function to execute
2	Byte count of response		Number of words from the response converted in byte.
3	Register values		Read words

2.4.3 Exception

Table 2-4: Read multiple registers FC3: Exception

Byte	Signification	Value	Comment
0	Unit identifier		Index of the slave to be controlled
1	Function exception code	83	Function code + Exception modifier
2	Exception code	1 or 2	1: Illegal function 2: Illegal data address

Sample:

Read 2 registers at reference 8 slave 5.

Reference	Register value (Hex)
8	5678
9	4897

Request: **00 00 00 00 00 06** 05 03 00 08 00 02

Response: **00 00 00 00 00 07** 05 03 04 56 78 48 97

OPEN MODBUS TCP Header

2.5 Class 0: Write multiple registers (FC16)

2.5.1 Request

Table 2-5: Write multiple registers FC16: Request

Byte	Signification	Value	Comment
0	Unit identifier		Index of the slave to be controlled
1	Function code	16	Code of the function to execute
2	Reference number	MSB	First register to be written
3	Reference number	LSB	
4	Word count	MSB	Number of words to be written from the reference register
5	Word count	LSB	
6	Byte Count		Number of bytes to be written from the reference register
7 ...	Register values		Words to be written from the reference register

MSB: Most significant byte

LSB: Least significant byte

2.5.2 Response

Table 2-6: Write multiple registers FC16: Response

Byte	Signification		Value	Comment
0	Unit identifier			Index of the slave to be controlled
1	Function code		16	Code of the function to execute
2	Reference number	MSB		This is the first written register
3	Reference number	LSB		
4	Word count	MSB		The number of written words
5	Word count	LSB		

MSB: Most significant byte
 LSB: Least significant byte

2.5.3 Exception

Table 2-7: Read multiple registers FC16: Exception

Byte	Signification		Value	Comment
0	Unit identifier			Index of the slave to be controlled
1	Function exception code		90	Function code + Exception modifier
2	Exception code		1 or 2	1: Illegal function 2: Illegal data address

Sample:

Write 2 registers at reference 8 slave 5.

Reference	Register value (Hex)
8	5678
9	4897

Request: **00 00 00 00 00 0C** 05 10 00 08 00 02 00 04 56 78 48 97
 Response: **00 00 00 00 00 06** 05 10 00 08 00 02

OPEN MODBUS TCP Header

3 MSX-Box

3.1 Open Modbus TCP slave package

On the **MSX-Box**, the slave server contains all requested functions for the communication between Siemens **S7**, **MSX-Box** and other peripherals.

It is composed of the following parts:

MODBUSTCP_com.c: Contains all functions to implement the TCP communication.

MODBUSTCP_com.h: Header of the previous c file.

MODBUSTCP_fc.c: Contains MODBUS TCP Class 0 functions and exceptions management.

MODBUSTCP_fc.h: Header of the previous c file.

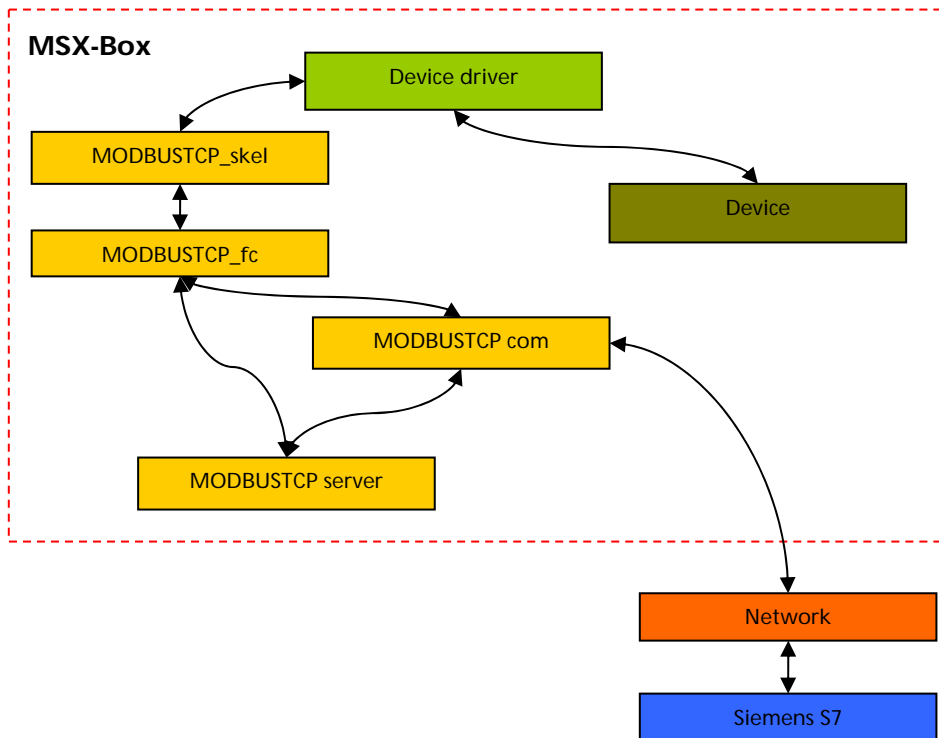
MODBUSTCP_server.c: This is where the main functions are located.

MODBUSTCP_skel.c: Contains read / write skeletons functions which have to be filled.

MODBUSTCP_skel.h: Header of the previous c file.

MODBUSTCP.h: Header for MODBUS TCP specific information.

Relation between the different parts:



Parts running in the user level are in yellow (**yellow**). The device driver kernel level is in green (**green**).

The code is written so that only the skeleton parts of the slave have to be filled.

3.2 Steps to follow

In order to realise a slave server, the following steps need to be carried out:

1. Fill the hook functions located in MODBUSTCP_skel.c:
 - skel_MODBUSTCPServerStart
 - skel_MODBUSTCPServerStop
 - skel_MODBUSTCPReadMultipleRegisters
 - skel_MODBUSTCPWriteMultipleRegisters

2. Compile the slave server.

3.3 Skeleton functions

3.3.1 Introduction

Skeleton functions are like hook functions which are called when the defined task is completed. You have to fill the body of these hook functions as you require.

Four functions are available in this slave version:

- skel_MODBUSTCPServerStart
- skel_MODBUSTCPServerStop
- skel_MODBUSTCPReadMultipleRegisters
- skel_MODBUSTCPWriteMultipleRegisters

3.3.2 skel_MODBUSTCPServerStart

Prototype:

```
int skel_MODBUSTCPServerStart (void)
```

When it is called:

- Once the slave application is started
- Initialisation and request waiting.

Has to be used for:

Allows you to make your own initialisation before the slave starts. This is a good place to open and/or initialise the hardware that has to be managed by the S7.

Parameters:

No parameter.

Return value:

If you return a value different from 0, the server does not start.

E.g., if the hardware to use is not available, a value other than 0 can be returned. The slave server does not start.

Sample:

In this sample the hardware used is an ADDI-DATA APCI-1500 board. The apci1500_find_cards functions searches for an APCI-1500 in the MSX-Box and returns the number of boards found.

If no board was found, it returns 1 (error) and the slave server will not go on running.

```
int skel_MODBUSTCPServerStart (void)
{
```

```
/* Search all APCI-1500 boards and return the number of boards */  
if ((nbr = apci1500_find_cards(&fd)) < 1)  
{  
    return 1;  
}  
  
return 0;  
  
}
```

3.3.3 skel_MODBUSTCPServerStop

Prototype:

```
int skel_MODBUSTCPServerStop (void)
```

When it is called:

Just before the slave server quits (because of error or user has quit it).

Has to be used for:

Allows release before the slave is quitting. This is a good place to close and/or release the hardware that has to be managed by the S7.

Parameters:

No parameter.

Return value:

Not used.

Sample:

In this sample the hardware used is an ADDI-DATA **APCI-1500 board**. Set all digital outputs of the APCI-1500 to 0 before quitting the slave server.

```
int skel_MODBUSTCPServerStop (void)  
{  
    APCI1500_WriteAllDigitalOutput (&fd, 0);  
  
    return 0;  
  
}
```

3.3.4 skel_MODBUSTCPReadMultipleRegisters

Prototype:

```
uint16_t skel_MODBUSTCPReadMultipleRegisters(uint16_t reference, uint16_t length, uint16_t *value)
```

When it is called:

Once the slave receives a valid (valid = the telegram is tested from the slave server) FC3 request telegram. FC3 reads multiple registers.

Has to be used for:

Reading something or carrying out an action.

Parameters:

Input:

Reference Index of the first register to be read.

Length Number of words to read from the reference register.

Output:

Value This is a word array in which you have to return read words.

The array size is "length" size.

Return value:

0: No error

1: ILLEGAL_FUNCTION

2: ILLEGAL_DATA_ADDRESS

3: ILLEGAL_DATA_VALUE (Not specified for this FC in the MODBUSTCP specification, but can be useful in some case)

Sample:

In this sample, the reference is used as a function index. Here reference = 0 calls the APCI1500_ReadAllDigitalInput function. Length is used as an index to specify the board to use; it is the minor number of the board. Value will contain the status of the 16 digital inputs of the **APCI-1500**.

Note: Data in the value array do not have to be converted in big-endian for the communication. The slave server does this automatically for you.

```
uint16_t skel_MODBUSTCPReadMultipleRegisters(uint16_t reference, uint16_t length, uint16_t *value)
{
    /* "reference" is the index of the function to execute */
    switch (reference)
    {
        /*
         * Read all digital inputs of the APCI-1500.
         * There are 16 digital inputs, each input is to see
         * as a bit, so they can be stored in a word (16 bit).
         * The length is used to select the board to use.
         * (length-1) while the board index begins to 0.
         */
        case 0:
            if ((length > nbr) || (APCI1500_ReadAllDigitalInput (fd[(length-1)], &value[0]) !=
0))
            {
                value = 0;
            }
    }
}
```

```

        /* Fail to read digital inputs, generate an exception */
        return ILLEGAL_DATA_ADDRESS;
    }
    break;

    default:
        /* Bad function */
        return ILLEGAL_FUNCTION;
    break;
}

return 0;
}

```

3.3.5 skel_MODBUSTCPWriteMultipleRegisters

Prototype:

```
uint16_t skel_MODBUSTCPWriteMultipleRegisters(uint16_t reference, uint16_t length, uint16_t *value)
```

When it is called:

Once the slave receives a valid (valid = the telegram is tested from the slave server) FC16 request telegram. FC16 writes multiple registers.

Has to be used for:

Writing something or carrying out an action.

Parameters:

Input:

reference Index of the first register to be written.
length Number of words to write from the reference register.
value This is a word array in which you will find words to write
The array size is "length" size!

Return value:

0: No error
1: ILLEGAL_FUNCTION
2: ILLEGAL_DATA_ADDRESS
3: ILLEGAL_DATA_VALUE (Not specified for this FC in the MODBUSTCP specification, but can be useful in some cases)

Sample:

In this sample, the reference is used as a function index. The reference = 0 calls the APC1500_WriteAllDigitalInput function. Length is used as an index to specify the board to use. It is the minor number of the board. Value contains the status value to write on the 16 digital outputs of the **APCI-1500**.

***Comment:** Data in the value array do not have to be converted from big-endian due to the communication. The slave server does it automatically for you.*

```

uint16_t skel_MODBUSTCPWriteMultipleRegisters(uint16_t reference, uint16_t
length, uint16_t *value)
{
    /* "reference" is the index of the function to execute */
    switch (reference)
    {
        /*
         * Write all digital outputs of the APCI-1500.
         * There are 16 digital outputs, each output is to see
         * as a bit, so they can be stored in a word (16 bit).
         * The length is used to select the board to use.
         * (length-1) while the board index begins to 0.
         */
        case 0:
            if ((length > nbr) || (APCI1500_WriteAllDigitalOutput (fd[(length-
1)], value[0]) != 0))
            {
                value = 0;

                /* Fail to write digital outputs, generate an exception */

                return ILLEGAL_DATA_ADDRESS;
            }
            break;

        default:
            /* Bad function */
            return ILLEGAL_FUNCTION;
            break;
    }

    return 0;
}

```

3.4 Compilation

Once skeletons functions are ready to work, just use the Makefile to compile the complete slave server. In the slave server directory type "make". The resulting executable is called MODBUSTCP_server.exe (compiled under Cygwin) or MODBUSTCP_server (compiled under Linux).

Note:

For more information about compiling with the **MSX-Box** see "Introduction to C Programming for the MSX-Box.pdf".

3.5 Execution

Transfer the MODBUSTCP_server.exe on the **MSX-Box** (by e.g.: ftp) and use Telnet or the serial connection to open a console on the **MSX-Box**.

The file has to be executable:

```
[root@MSXBOX:/tmp]# chmod +x MODBUSTCP_server.exe
```

Usage: %s <slaveAddress> <daemon>

Parameters:

slaveAddress: This is the Unit ID of slave on which the slave server is running.

daemon : 0 = Start a non daemon, 1 = start as daemon. Daemon means that the slave server is running in background and the console on which it is started is free for key inputs.

Sample:

To start it as daemon with Unit ID 2:

```
[root@MSXBOX:/tmp]# ./MODBUSTCP_server.exe 2 1
```

To stop it:

```
[root@MSXBOX:/tmp]# kill MODBUSTCP_server.exe
```

This daemon logs a large part of the actions that it carries out. The log is available under `/var/log/message`:

```
Feb  8 14:16:15 (none) daemon.warn MODBUS_slave: ...
```

Note:

For more information about ftp and telnet connections see [QuickInstallation_e.pdf](#).

3.6 Installation

If you want to start the server with the boot script:

- the `apci1500.o` driver has to be located under:
`/lib/modules/2.4.xx-x/addidata/`
- the `MODBUSTCP_server.exe` server has to be located under:
`/home/MODBUSTCP/`

You can modify the boot script for other locations.

3.7 Boot script

It is possible to load the slave server automatically by using a script like the following. This sample script loads in first the driver of the **APCI-1500** board.

```
#!/bin/sh
#
# Starting / Stopping...
#
# (C) ADDI-DATA GmbH 2007
#
# Module to load
modulesload="apci1500"
# auto build unload string from load string
for i in $modulesload ; do
    modulesunload="$i $modulesunload"
done
# Check presence of all kernel module files listed in "modulesload"
for i in $modulesload ; do
    module="/lib/modules/`uname -r`/addidata/${i}.o"
    if [ ! -f $module ] ; then
        echo "$0: $module does not exist!"
        exit 11
    fi
done
```

```
start() {
  # Load the APCI-1500 driver
  echo -n "Starting MODBUSTCP server: "

  for i in $(modulesload) ; do
    modprobe $i
  done

  # Start the MODBUSTCP server as a daemon with slave ID 0
  /home/MODBUSTCP/./MODBUSTCP_server.exe 0 1

  echo "done."
}

stop() {
  # Unload the APCI-1500 driver
  echo -n "Stopping FireWire: "
  for i in $(modulesunload) ; do
    modprobe -r $i
  done

  # Stop the MODBUSTCP server
  killall MODBUSTCP_server.exe

  echo "done."
}

restart() {
  # Restart
  stop
  start
}

case "$1" in
  start)
  ;;
  stop)
  ;;
  restart|reload)
  restart
  ;;
  *)
  echo $"Usage: $0 {start|stop|restart}"
  exit 1
esac

exit $?
```

3.7.1 Description

When the **MSX-Box** is booting, this script is automatically called with the "start" argument (because the link name is SXX like Start).

The "start" function

- loads the apci1500 driver
- executes the MODBUSTCP_server as a daemon (daemon = running in background)

To stop manually

```
[root@MSXBOX:/]# MODBUSTCP stop
```

To start manually

```
[root@MSXBOX:/]# MODBUSTCP start
```

3.7.2 Using the script

The script e.g.: MODBUSTCP has to be copied in /etc/init.scripts (by using ftp and a consol).

A symbolic link has to be created under /etc/init.d/:

```
[root@MSXBOX:/tmp]# ln -s /etc/init.scripts/MODBUSTCP /etc/init.d/S98MODBUSTCP
```

The script will be called and executed each time the **MSX-Box** is started.

Note:

For more information about ftp and telnet connections see **QuickInstallation_e.pdf**.

4 S7 program

4.1 Introduction

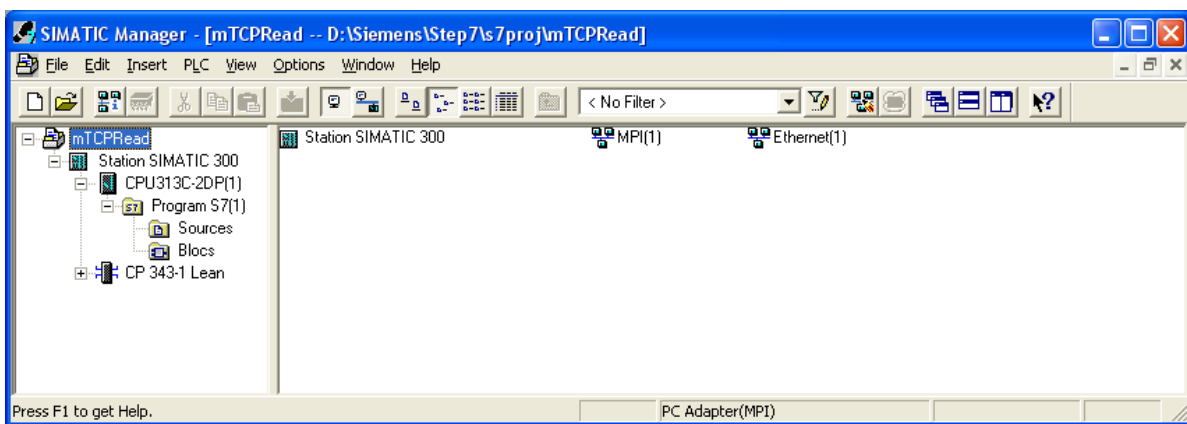
The software package contains a sample to read and write values.
The documentation describes the sample to read values.

4.2 Configuration

Samples are written for the **S7-300** and **CP343-1** for the Ethernet communication.

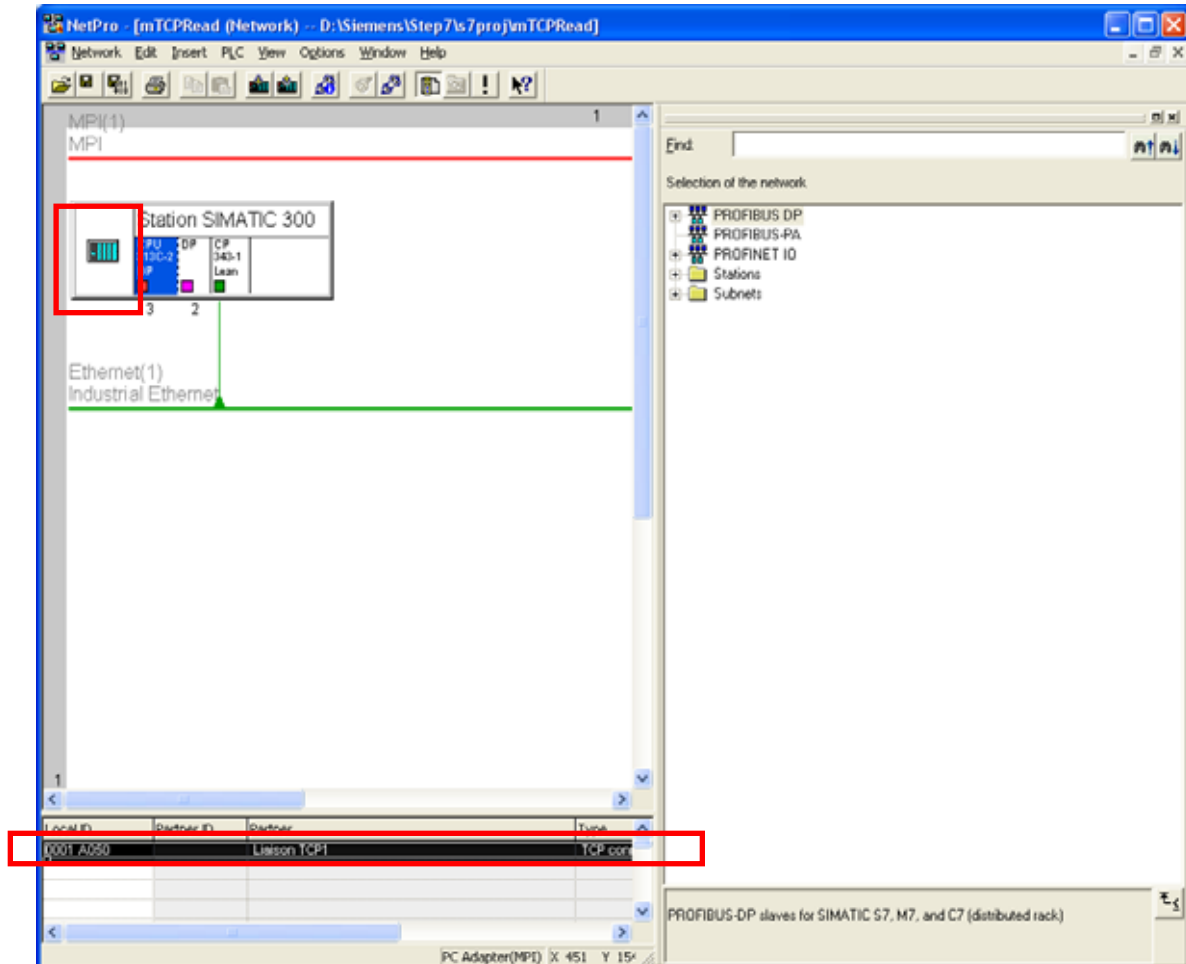
Open the SIMATIC Manager, open the mTCPRead Project.

Fig. 4-1: SIMATIC Manager



- Double-click on Ethernet.

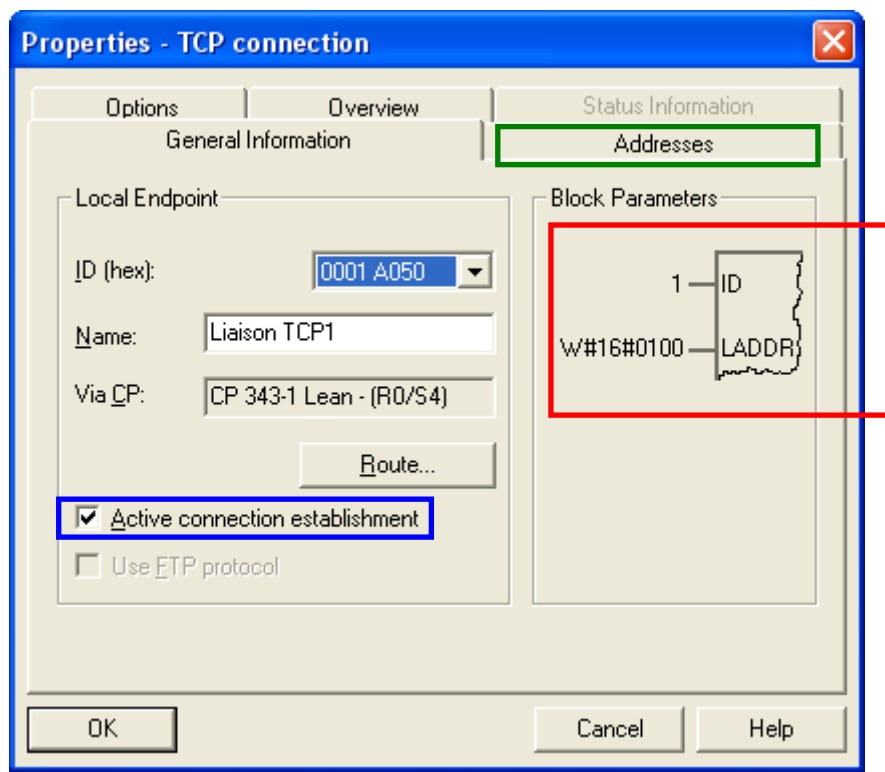
Fig. 4-2: NetPro



Click the CPU313C-2DP. In the table, double-click on the line highlighted (in black).

Content: The Ethernet connection is a **TCP connection**.

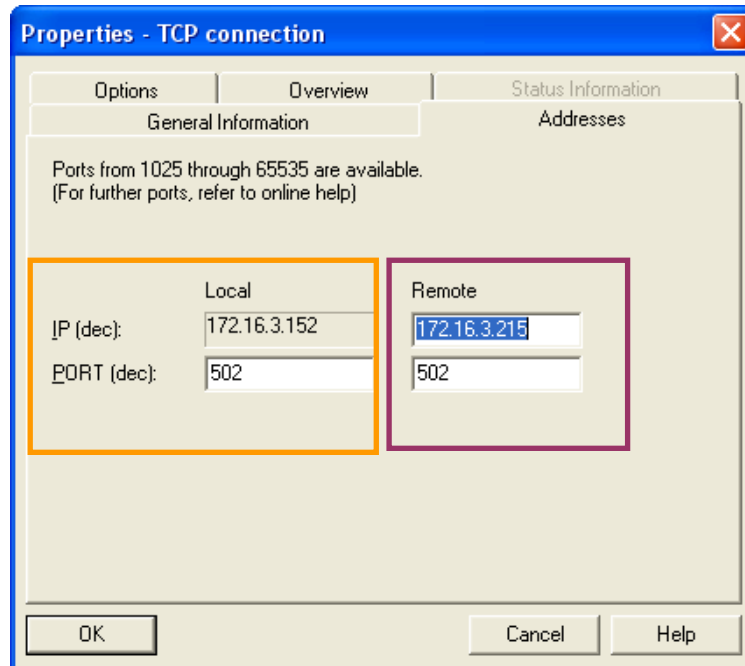
Fig. 4-3: Properties – TCP connection



Active connection establishment has to be selected so that the **S7** sets up the connection on the slave.

You can see the **Block Parameters** that have to be used with the FC5 and FC6 block functions.

Click on **Addresses**.

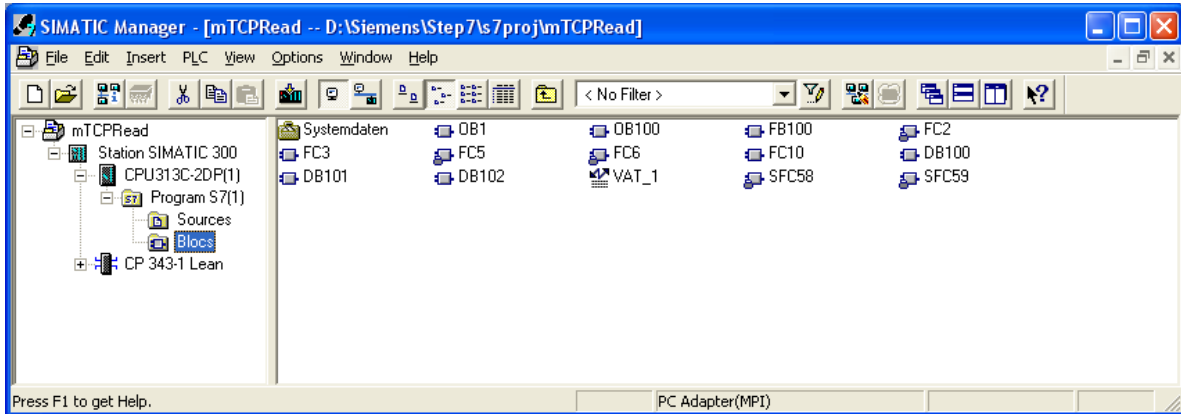


IP and PORT Local are parameters of the **S7**. 502 is the correct port number for OPEN MODBUS TCP.

Under **Remote**, set the IP address of the **MSX-Box** and the port. Note that the port is always 502, and the IP address has to be compatible with the **S7** IP address.

4.3 Program description

The program is located under the CPU and Blocks.

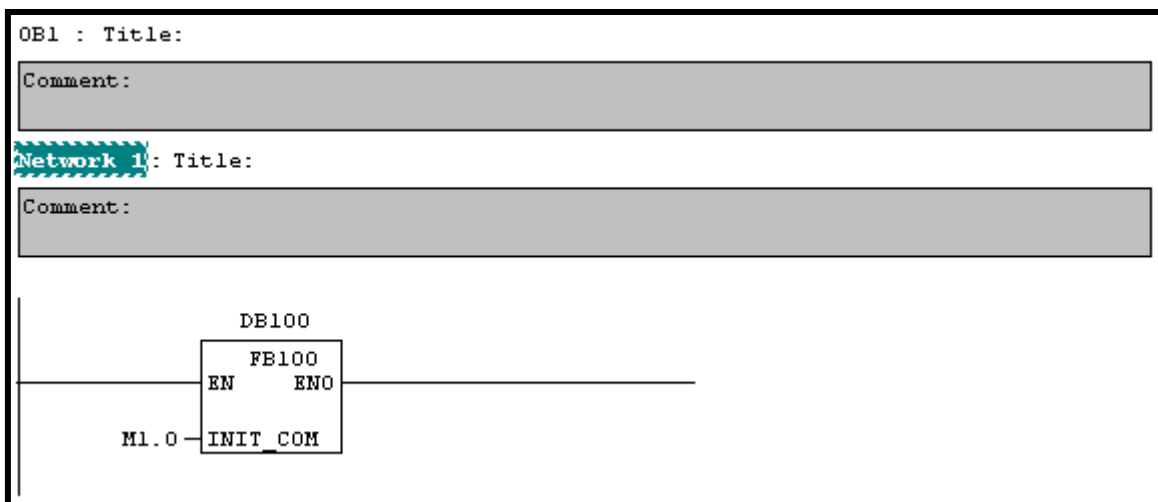


4.3.1 OB1

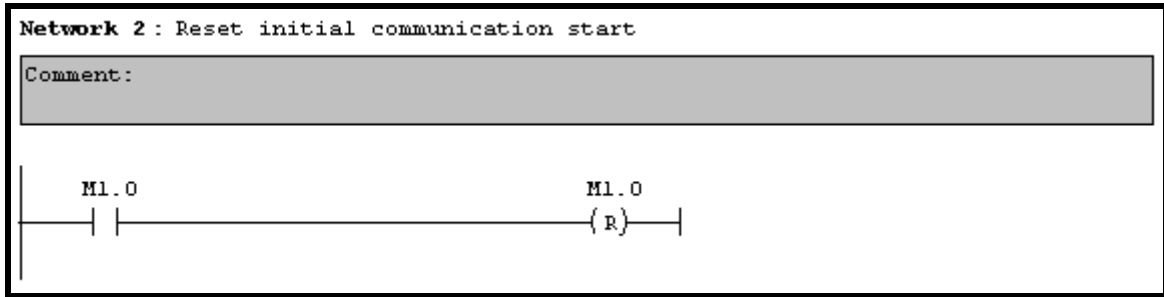
What is OB1: OB1 is executed periodically. Once finished it starts again. OB1 is started after the start-up has been completed.

Task: OB1 call the FB100. FB100 (Function Block 100) contains other function calls. M1.0 is used here as a flag to test if connection has been initialised.

Fig. 4-4: OB1



Task: When FB100 returns, it resets M1.0, connection is already initialized!
It has not to be initialised for the next execution of OB1.

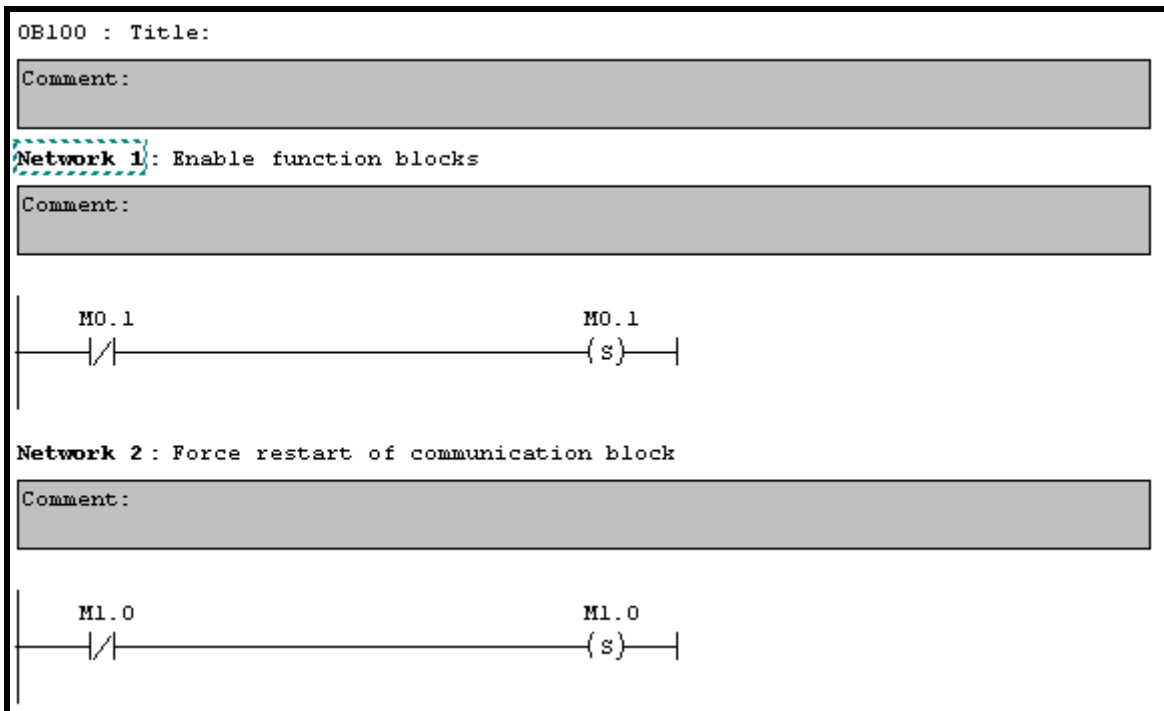


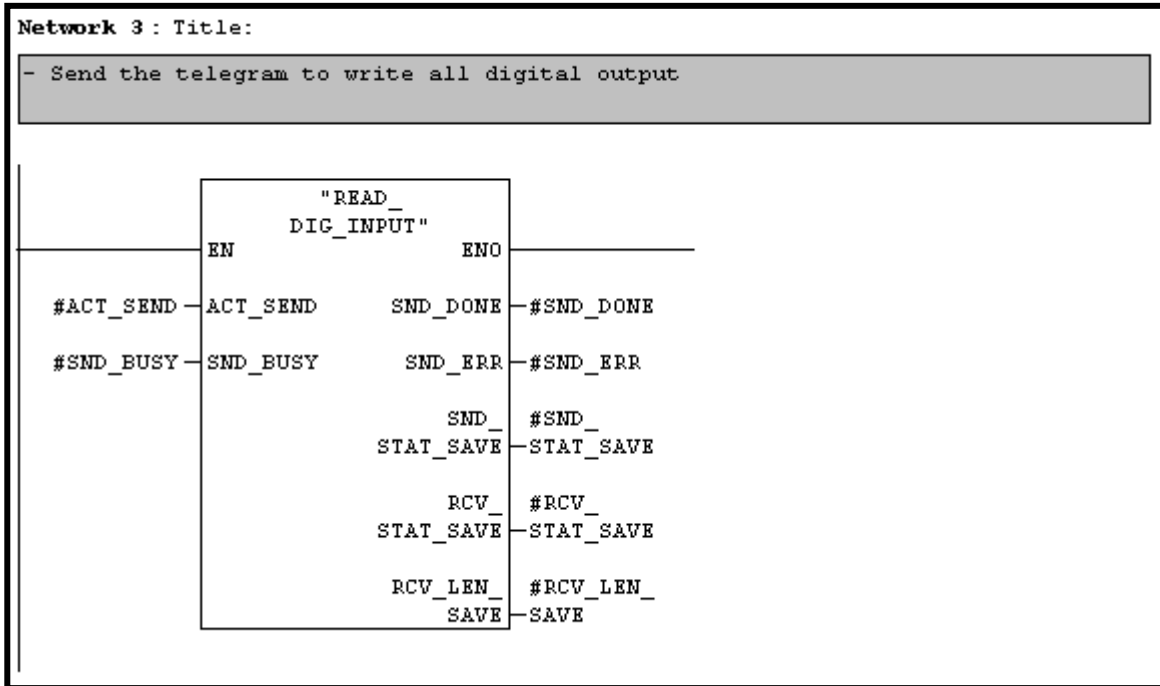
4.3.2 OB100

What is OB100: It is called when the CPU is restarted (warm restart).

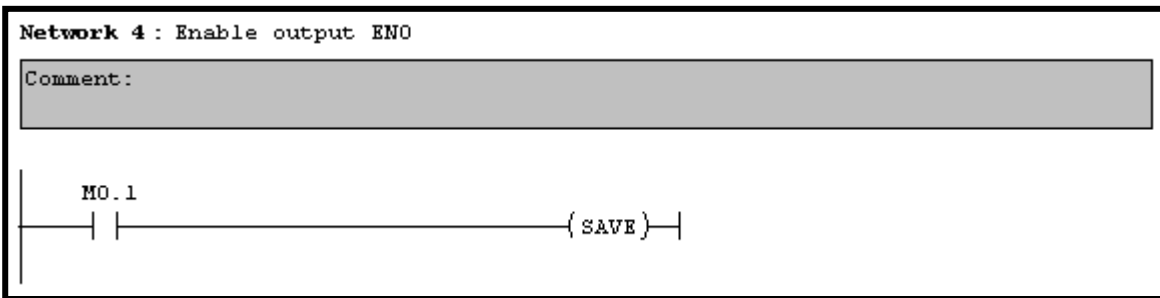
Task: The code of OB100 forces the communication blocks to be restarted after a CPU restart. It sets M1.0 so that OB1 initialises the connection.

Fig. 4-5: OB100





Task: Once FC10 returns, FB100 return value is saved.



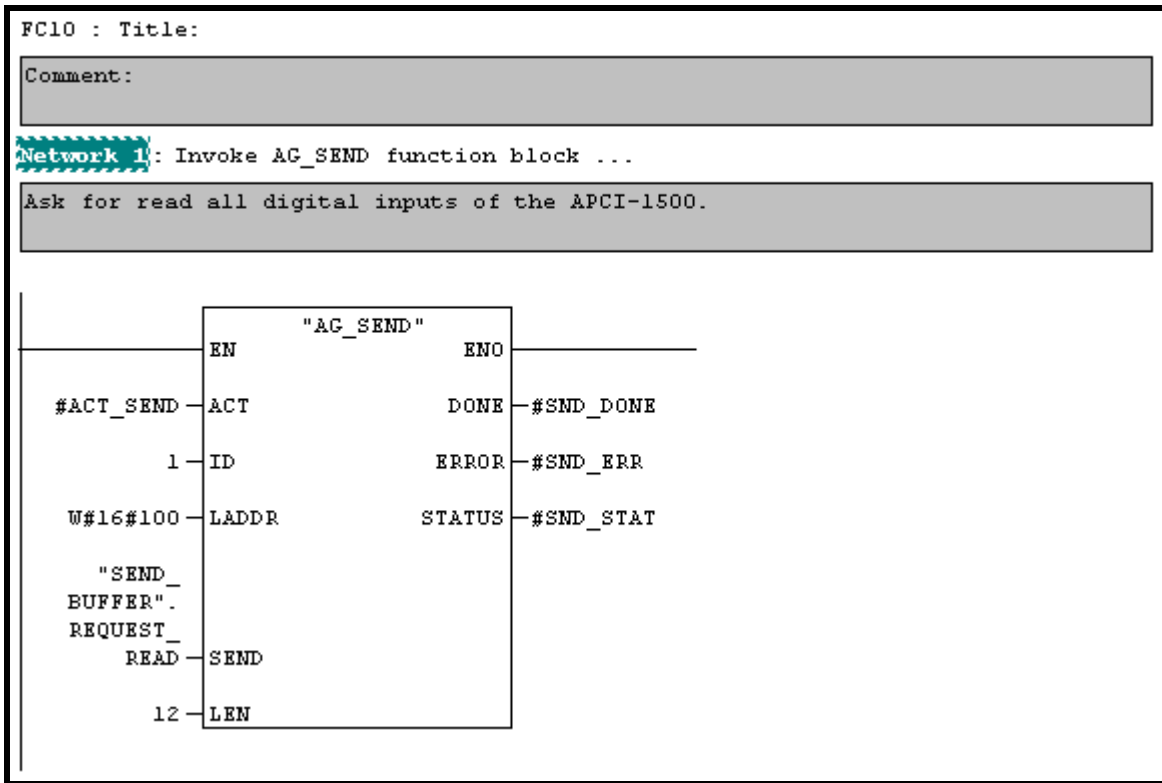
4.3.4 FC10

What is FC10: In our sample, FC10 is the function to read all digital input status.

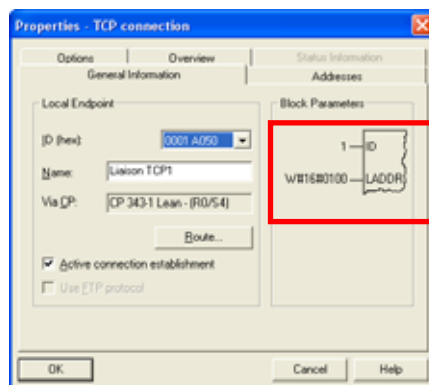
Task: At first the **S7** sends the MODBUS telegram to call MODBUS TCP function FC3 (Read multiple registers).

The telegram to send is predefined in a DB structure. Here DB101.

Fig. 4-7: FC10



- ACT:** ACT_SEND is an input parameter of the FC10 function. It is set in advance. This enables data to be sent and it has to be seen as a trigger.
- ID:** 1 is the number of the communication identifier.
- LADDR:** This value W#16#100 is the value of the TCP Properties window:



SEND: This is a pointer on the data to send. Here "SEND_BUFFER".REQUEST_READ. In fact "SEND_BUFFER".REQUEST_READ is another name for an array defined in DB101.

This array contains the telegram to send.

DB101, REQUEST_READ_Array:

DB101

Address	Name	Type	Initial value	Comment
0.0		STRUCT		
+0.0	REQUEST_READ	ARRAY[0..11]		ModbusTCP request: Read all digital inputs on the first board.
*1.0		BYTE		
+12.0	REQUEST_WRITE	ARRAY[0..14]		ModbusTCP request: Write all digital outputs on the first board.
*1.0		BYTE		
+28.0	BUFF	INT	0	Temp value.
=30.0		END_STRUCT		

REQUEST_READ Array

Address	Name	Type	Initial value	Actual value	Comment
0.0	REQUEST_READ[0]	BYTE	B#16#0	B#16#0	ModbusTCP request: Read all digital inputs
1.0	REQUEST_READ[1]	BYTE	B#16#0	B#16#0	
2.0	REQUEST_READ[2]	BYTE	B#16#0	B#16#0	
3.0	REQUEST_READ[3]	BYTE	B#16#0	B#16#0	
4.0	REQUEST_READ[4]	BYTE	B#16#0	B#16#0	
5.0	REQUEST_READ[5]	BYTE	B#16#0	B#16#6	
6.0	REQUEST_READ[6]	BYTE	B#16#0	B#16#0	
7.0	REQUEST_READ[7]	BYTE	B#16#0	B#16#3	
8.0	REQUEST_READ[8]	BYTE	B#16#0	B#16#0	
9.0	REQUEST_READ[9]	BYTE	B#16#0	B#16#0	
10.0	REQUEST_READ[10]	BYTE	B#16#0	B#16#0	
11.0	REQUEST_READ[11]	BYTE	B#16#0	B#16#1	

Telegram description

B#16# stand for a hexadecimal byte value.

B#16#0

B#16#0

B#16#0

B#16#0

B#16#0

B#16#6

B#16#0

B#16#3

B#16#0

B#16#0

B#16#0

B#16#1

00 00 06 is the header. 06 indicate that the body is 6 bytes length.

0 is the slave ID.

3 function code.

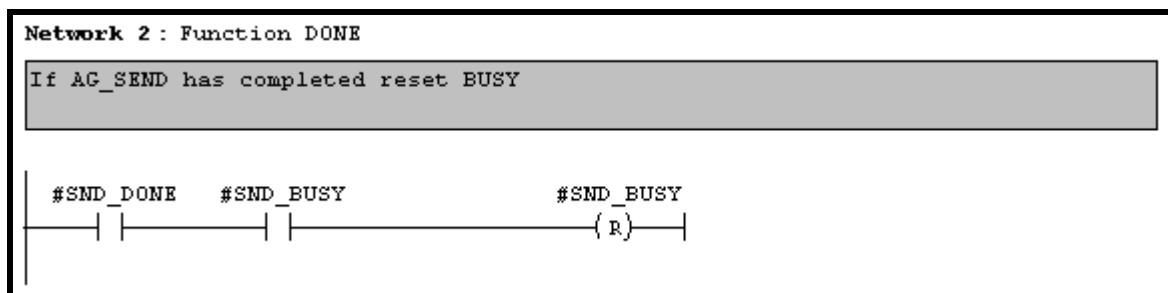
00 reference number.

01 word count.

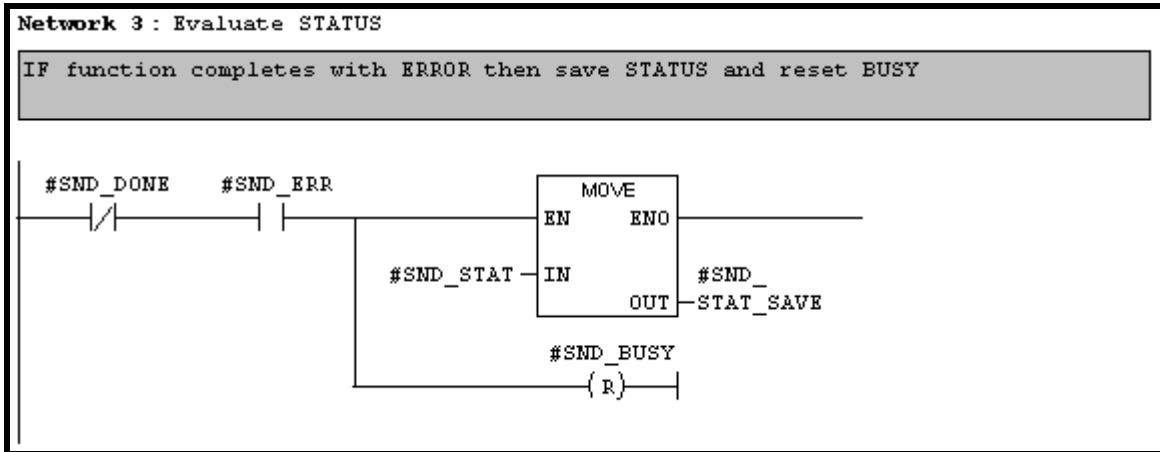
Mean: Read 1 word up reference 0 in the slave 0.

LEN: 12 is the number of byte to send. The telegram in *REQUEST_READ* means 12 byte length.

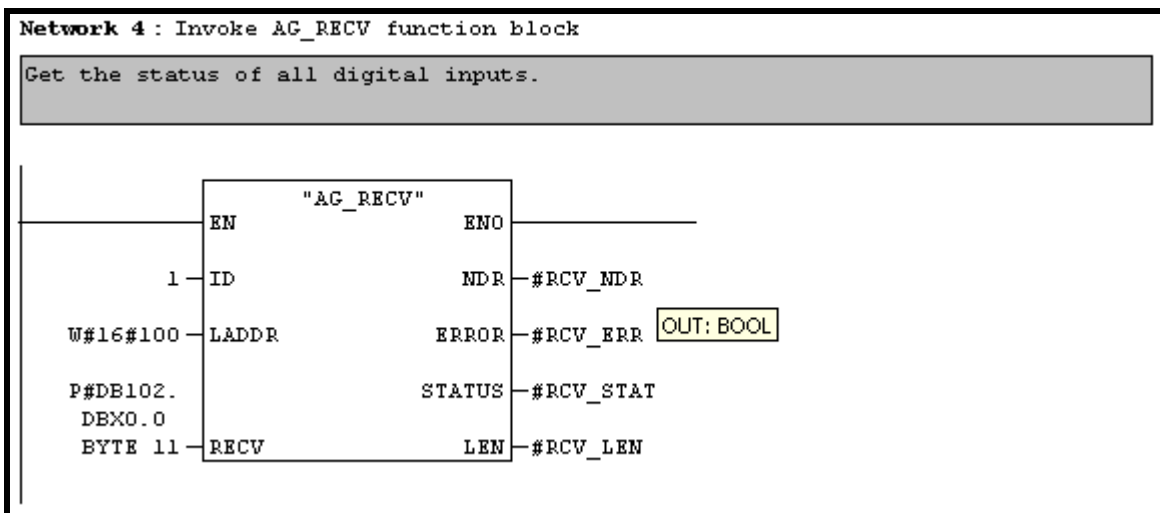
Task: If the communication succeeds, reset the *SND_BUSY* flag to enable future communication. Here the telegram was sent without errors.



Task: If an error occurred, save the error status and the *SND_BUSY* flag to enable future communication.

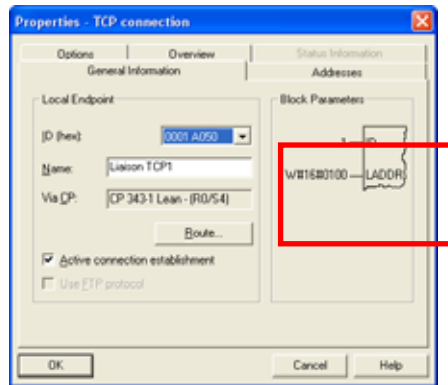


Task: Before an FC3 MODBUS request has been done. Now it is time to get reading values!



ID: 1 the communication ID as for the AG_SEND function.

LADDR: This value W#16#100 is the value of the TCP Properties window:



RECV: This is a pointer at the location in which the response has to be saved, and the number of byte to read. Here the location used to save data is an array of 11 bytes located in DB102.

DB102

Address	Name	Type	Initial value	Comment
0.0		STRUCT		
+0.0	RESPONSE	ARRAY[0..10]		
*1.0		BYTE		
=12.0		END_STRUCT		

As you can find it in the OPEN MODBUS TCP description, the response telegram is:

Telegram description

B#16# stand for a hexadecimal byte value.

B#16#0

B#16#0

B#16#0

B#16#0

B#16#0

B#16#6

B#16#0

B#16#3

B#16#2

B#16#X

B#16#X

00 00 06 is the header. 06 indicate that the body is 6 bytes length.

0 is the slave ID.

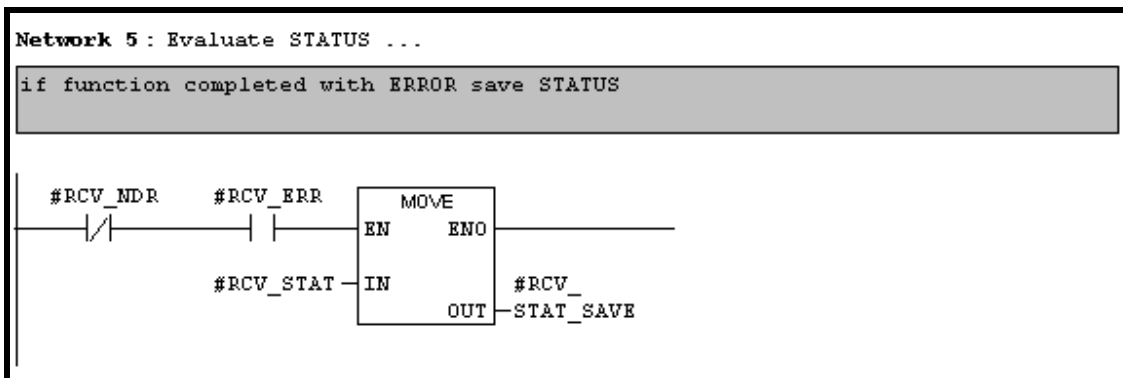
3 function code.

2 number of byte constituting the data words.

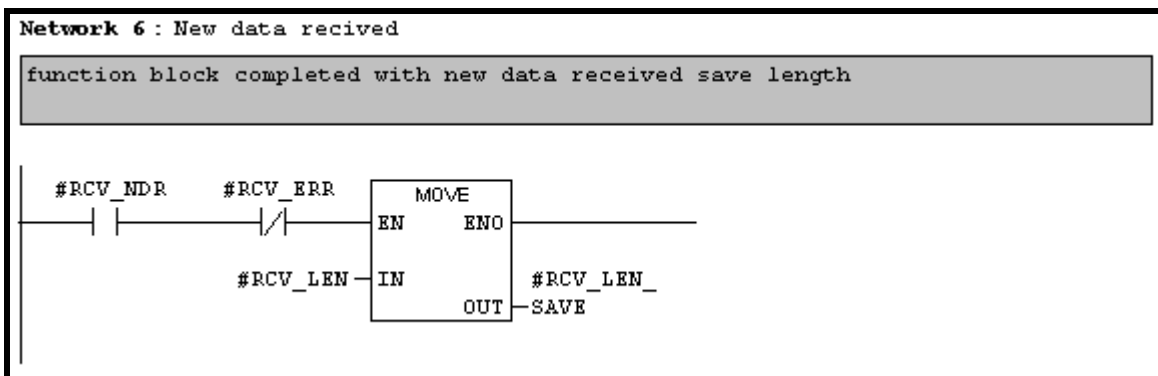
XX one word. XX is the value of the read reference.

Mean: Read 1 word (value XX) in reference 0 in the slave 0.

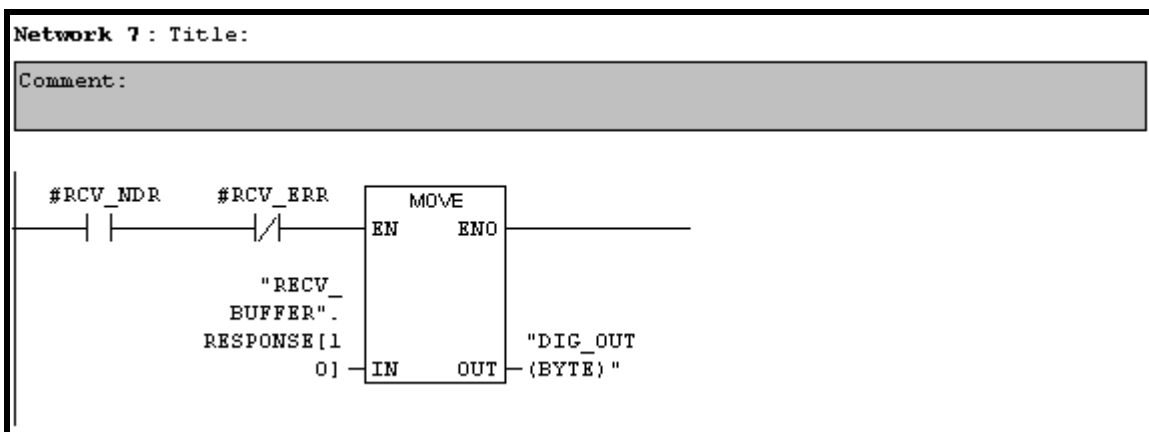
Task: If errors occur when receiving the telegram save the error status. Please note that in this sample, the telegram viability is NOT tested. But you are free to do so.



Task: If no errors occur when receiving the telegram save the number of reading data. Please note that in this sample, the telegram viability is NOT tested. But you are free to do so.



Task: In order to see the reading value, the first 8 bytes of this value are written on the digital output of the **S7**. So when no error has occurred in the communication, the status of the 8 first digital inputs of the **APCI-1500** can be seen on the **S7** digital outputs LEDs.



"RECV_BUFFER".RESPONSE[10] is byte 11 of the reading telegram. As you can see above, this byte is the LSB of the word corresponding to the read value.

5 Comments

5.1 S7 programs

5.1.1 Program execution speed

- It is defined by the M10.1 "Clock memory byte" (memento). This clock memory is used to define an execution cycle. It is set on 100 ms. This is the minimal cyclic time that can be set with this memento. Please refer to Step7 which will help you to change the "Clock memory byte" cycle.
- A **S7** has no real cycle time that can be set. The cycle can be defined with a memento as in the samples.

6 Contact and support

Do you have any questions? Write to us or phone us:

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