



eScada

v24.2.0  
Drivers

eScada.Drivers.OmronEIP

## eScada.Drivers.OmronEIP

( Ethernet IP - Connected CIP Transport )

### OS availability

Windows, Linux, RaspBian

### Atomic data type

Following CIP specifications for implemented data types.

### Hardware and documentation reference

[www.ia.omron.com](http://www.ia.omron.com)

[www.odva.org](http://www.odva.org)

### Parameters available in every section

|          |                         |   |
|----------|-------------------------|---|
| Channel: | none                    |   |
| Device:  | IP address              | It can be IPV4<br>Multiple addresses can be expressed using multiple rows or a comma. e.g. 192.168.1.10,192.168.1.11  |
|          | TCP Port                | A valid TCP port number.  |
|          | Session Serial Number   | It shall be a unique number for the connected device  |
|          | EIP Mode                | 0=Connected, 1=Unconnected  |
|          | Request Packet Interval | It must be greater than the maximum polling time  |
|          | Reconnect timeout [ms]  | Waiting time before a reconnection after COMM break-down  |
| Group:   | none                    |   |
| Tag:     | Chunk mode              | None, no chunks<br>System, tries to use a default value for chunks size.<br>Custom, permits to set a custom size for every chunk.   |
|          | Bytes per chunk         | Only with custom mode<br>Amount of bytes, admitted by the protocol, for each communication frame to get or set data. It depends on the protocol and device you are using, please refer to the protocol documentation.<br>0=No data chunks used. |

### Remarks for devices

The following attributes can be expressed for each device.

Bytes order actions      None, Swap bytes order, Swap bytes order in DWords, Swap words order, Swap bytes order in DWords then words order

String actions            None, Swap bytes in words

### Implemented data types

| PLC data type |                                  | Single element | HMI Array          |
|---------------|----------------------------------|----------------|--------------------|
| BOOL          | single bit                       | Yes            | Yes                |
| SINT          | 8 bit                            | Yes            | Yes                |
| INT           | 16 bit                           | Yes            | Yes                |
| DINT          | 32 bit                           | Yes            | Yes                |
| LINT          | 64 bit                           | Yes            | Yes                |
| USINT         | 8 bit                            | Yes            | Yes                |
| UINT          | 16 bit                           | Yes            | Yes                |
| UDINT         | 32 bit                           | Yes            | Yes                |
| ULINT         | 64 bit                           | Yes            | Yes                |
| REAL          | floating point 32 bit            | Yes            | Yes                |
| LREAL         | floating point 64 bit            | Yes            | Yes                |
| BYTE          | 8 bit                            | Yes            | Yes                |
| WORD          | 16 bit                           | Yes            | Yes                |
| DWORD         | 32 bit                           | Yes            | Yes                |
| LWORD         | 64 bit                           | Yes            | Yes                |
| STRING        | 1 byte per character             | Yes            | Yes (using chunks) |
|               | Please use ABString as data type |                |                    |

## Addressing

You can address every variable with a basic data type, using its symbol name.

Basic data in a user defined structure can be addressed.

Single item belonging to an array can be addressed using its index within square brackets.

Examples

variable      myVariable

structure     structure.element.data - libab\_TIMERS[0].PRE - libab\_COUNTERS[1].CU

item array    myVariable[2] - srtucture.element[0]

remark:

In order to address an array, it is important to add the first array element you want to access at the end of the variable name. Otherwise you'll get a communication error.

e.g. myarray[0] is the correct way to express the tag address.

| Variable type  | Type     | Data type  | chunks | Items |
|--|----------|--|--------|-------|
| <b>Boolean</b>   |          |  |        |       |
| The number of items used declaring TAGs, must be multiple of source PLC data size.<br>Every group of booleans, must start from the first bit.                            |          |  |        |       |
| Single bit   | Bit      | every numeric data type, BOOL  | NO     | 496   |
| <b>Byte</b>  |          |  |        |       |
| Unsigned 8 bit   | UInt8    | every numeric data type with 8 bit   | YES    | 496   |
| Signed 8 bit   | Int8     |  |        |       |
| <b>16 bit</b>  |          |  |        |       |
| Unsigned integer 16 bit  | UInt16   | every numeric data type up to 16 bit   | YES    | 248   |
| Signed integer 16 bit  | Int16    |  |        |       |
| <b>32 bit</b>  |          |  |        |       |
| Unsigned integer 32 bit  | UInt32   | every numeric data type up to 32 bit   | YES    | 124   |
| Signed integer 32 bit  | Int32    |  |        |       |
| Single precision 32 bit<br>( IEEE 754 )  | Float    |  |        |       |
| <b>64 bit</b>  |          |  |        |       |
| Unsigned integer 64 bit  | UInt64   | every numeric data type up to 64 bit   | YES    | 62    |
| Signed integer 64 bit  | Int64    |  |        |       |
| Double precision 64 bit<br>( IEEE 754 )  | Double   |  |        |       |
| <b>Strings</b>   |          |  |        |       |
| The number of items used declaring TAGs, must be a multiple of source PLC data size<br>String bytes can be interpreted as ASCII, UTF-7, UTF-8, UTF-16 or UTF-32 encoding |          |  |        |       |
| Array of bytes   | String   | every numeric data type up to 64 bit   | YES    | A     |
| Array of bytes.<br>(Siemens S7)  | S7String | every numeric data type up to 64 bit<br>every numeric data type up to 64 bit | YES    | A     |
| Array of bytes.<br>(AllenBradley style)  | ABString | STRING   | YES    | B     |
| A It depends on the string's length  |          |  |        |       |
| B Multiple items are admitted only using data chunks.<br>Without using chunks, only one element can be treated.  |          |  |        |       |

remark:

When using chunks, there are no limits on the amount of items.

**S7 strings format**

They have got two bytes at the beginning.

The first byte is for max allowed string length, the second one is for the real string length.

These types of strings can be declared with a length of 255 bytes max.

**AB Strings format**

They have got one word (16 bit) at the beginning, it contains the string length.

**Consecutive items**

The number of consecutive read/write items, depends on the PLC model.

Please have a look at 'Implemented data types' to understand which type of basic object can be addressed using array of items.