



eScada

v24.2.0
Drivers

eScada.Drivers.ModbusTcp

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(for every device which support it)

OS availability

Windows, Linux, RaspBian

Atomic data type

Bit or 16 bit Word oriented protocol.

Hardware and documentation reference<http://www.modbus.org/>

Document specification V1.1b3

Parameters available in every section

Channel: none

Device:	IP address	It can be IPV4 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
	Addressing mode	Addressing mode: 0 based, 1 based
	Reconnect timeout [ms]	Waiting time before a reconnection after COMM break-down
	Response timeout [ms]	Timeout interval used to wait for a response.
	Byte timeout [usec]	Timeout interval between two consecutive bytes of the same message. -1 = disabled (DEFAULT)
Group:	none	
Tag:	Write only	Do not read this tag at all, only writing functions are allowed
	Write single register	It forces to write a single array element using function 0x10 for multiple registers
	Write single coil	It forces to write a single array element using function 0x0F for multiple coils
	Chunk mode	None, no chunks System, tries to use a default value for chunks size. Custom, permits to set a custom size for every chunk.
	Bytes per chunk	Only with custom mode 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. 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 Modbus codes

Modbus code	Address syntax	Tag mode
0x02 (read input status)	IS or DI or 1x	Read only
0x01 (read coil status) 0x0F (force multiple coils) 0x05 (force single coil)	CS or DO or 0x	Read Write
0x04 (read input registers)	IR or RI or 3x	Read only
0x03 (read holding registers) 0x10 (preset multiple registers) 0x06 (preset single register)	HR or RO or 4x	Read Write

Not implemented Modbus codes

Write and read data

0x17 (write/read registers).

How to express the address using a hexadecimal value

You can express the address number as hex value by terminating the address with an H

Example: **IR02A5H**

Addressing

Variable type	Type	Address type	chunks	Items
Boolean				
Single bit	Bit	0x, 1x	NO	2000
Byte The number of items used declaring TAGs, must be a multiple of 2				
Unsigned 8 bit	UInt8	3x, 4x	NO	250
Signed 8 bit	Int8			
16 bit				
Unsigned integer 16 bit	UInt16	3x, 4x	YES	125
Signed integer 16 bit	Int16			
32 bit				
Unsigned integer 32 bit	UInt32	3x, 4x	YES	62
Signed integer 32 bit	Int32			
Single precision 32 bit - (IEEE 754)	Float			
64 bit				
Unsigned integer 64 bit	UInt64	3x, 4x	YES	31
Signed integer 64 bit	Int64			
Double precision 64 bit - (IEEE 754)	Double			
Strings The string length used declaring TAGs, must be a multiple of 2 String bytes can be interpreted as ASCII, UTF-7, UTF-8, UTF-16 or UTF-32 encoding				
Array of bytes	String	3x, 4x	YES	(A)
Array of bytes. (Siemens S7) Array of bytes. (AllenBradley style)	S7String ABString	3x, 4x	YES	(B)
(A) It depends on the strings length: e.g. if you want to read strings with a length of 20 chars each string, you can set a number of items of 250 / 20 = 12 consecutive items.				
(B) It depends on the strings length: e.g. if you want to read strings with a length of 20 chars each string, you can set a number of items of 250 / (20+2) = 11 consecutive items.				

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 could be different, because it depends on devices, and other things.