ibaPDA-Interface-Modbus-TCP-Client

Data Interface Modbus-TCP-Client

Manual

Issue 3.0

Measurement Systems for Industry and Energy

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Version	Date	Revision	Author	Version SW
3.0	10-2023	New version ibaPDA v8	RM/IP	8.4.0

Contents

1 About this documentation

This documentation describes the function and application of the software interface

ibaPDA-Interface-Modbus-TCP-Client.

This documentation is a supplement to the *ibaPDA* manual. Information about all the other characteristics and functions of *ibaPDA* can be found in the *ibaPDA* manual or in the online help.

1.1 Target group and previous knowledge

This documentation is aimed at qualified professionals who are familiar with handling electrical and electronic modules as well as communication and measurement technology. A person is regarded as professional if he/she is capable of assessing safety and recognizing possible consequences and risks on the basis of his/her specialist training, knowledge and experience and knowledge of the standard regulations.

This documentation in particular addresses persons, who are concerned with the configuration, test, commissioning or maintenance of Programmable Logic Controllers of the supported products. For the handling *ibaPDA-Interface-Modbus-TCP-Client* the following basic knowledge is required and/or useful:

- Windows operating system
- Basic knowledge of *ibaPDA*
- Knowledge of configuration and operation of the relevant measuring device/system

1.2 Notations

In this manual, the following notations are used:

Action	Notation
Menu command	Menu *Logic diagram*
Calling the menu command	*Step 1 – Step 2 – Step 3 – Step x* Example: Select the menu *Logic diagram – Add – New function block*.
Keys	<Key name> Example: <Alt>; <F1>
Press the keys simultaneously	<Key name> + <Key name> Example: <Alt> + <Ctrl>
Buttons	<Key name> Example: <OK>; <Cancel>
Filenames, paths	`Filename`, `Path` Example: `Test.docx`

1.3 Used symbols

If safety instructions or other notes are used in this manual, they mean:

Danger!

The non-observance of this safety information may result in an imminent risk of death or severe injury:

- Observe the specified measures.

Warning!

The non-observance of this safety information may result in a potential risk of death or severe injury!

- Observe the specified measures.

Caution!

The non-observance of this safety information may result in a potential risk of injury or material damage!

- Observe the specified measures

Note

A note specifies special requirements or actions to be observed.

Tip

Tip or example as a helpful note or insider tip to make the work a little bit easier.

Other documentation

Reference to additional documentation or further reading.

2 System requirements

The following system requirements are necessary for the use of the Modbus-TCP-Client data interface:

- License for *ibaPDA-Interface-Modbus-TCP-Client*
- *ibaPDA* v8.0.0 or higher
- Network connection 10/100 Mbits

For more prerequisites concerning the used PC hardware and the supported operating systems, see the *ibaPDA* documentation.

For further requirements for the used computer hardware and the supported operating systems, refer to the *ibaPDA* documentation.

Note

It is recommended carrying out the TCP/IP communication on a separate network segment to exclude a mutual influence by other network components.

System restrictions

- The maximum length of a Modbus TCP/IP message is limited to 244 bytes.

Licenses

Order No.	Product name	Description
31.001022	ibaPDA-Interface-Modbus-TCP-Client	Extension license for an ibaPDA system providing an additional Modbus-TCP-Client interface. Number of connections: 64
31.101022	one-step-up-Interface-Modbus over TCPIP-Client	Extension license for the extension of an existing interface by another 64 Modbus-TCP-Client connections, max. 3 permitted

3 Data Interface Modbus-TCP-Client

3.1 General information

3.1.1 Modbus TCP/IP

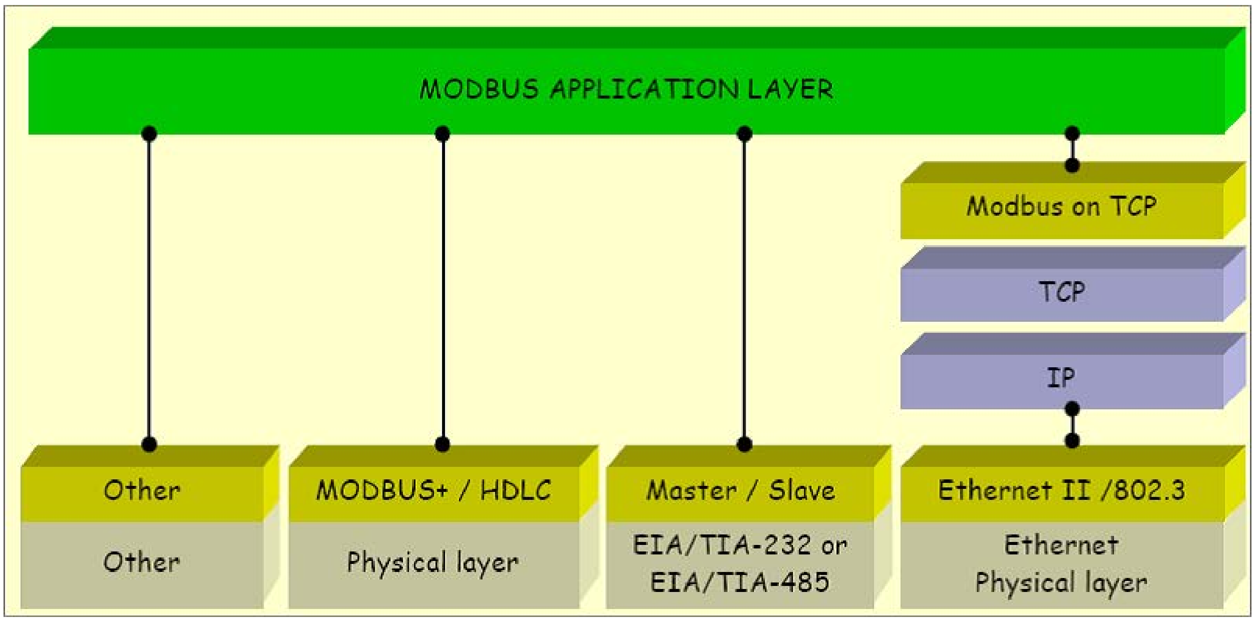
The Transmission Control Protocol (TCP) is one of the core protocols of the Internet protocol suite.

IP handles lower-level transmissions from computer to computer as a message makes its way across the Internet. TCP operates at a higher level (transport level), concerned with the two end systems. TCP provides a reliable data stream of bytes from a program on one computer to another program on another computer. TCP is explained in RFC1180 and in RFC793 (see ➚ *References*, page 16).

Modbus is a protocol for the client/server communication between devices connected on different types of buses or networks.

Modbus is currently implemented in the following buses or networks as shown in the following figure:

- TCP/IP over Ethernet
- Asynchronous serial transmission over a variety of media
- Modbus PLUS (a high speed communication via a token passing network)



ibaPDA has the possibility to measure signals via the Modbus protocol over serial connections (Modbus ASCII and Modbus RTU) and over TCP/IP. This manual describes the connection via TCP/IP and as variant the transmission of the Modbus RTU protocol over TCP/IP, with *ibaPDA* acting as client.

All systems that can receive and respond to messages with the Modbus-TCP protocol as server, can also communicate with *ibaPDA*.

3.1.2 Modbus data model

Modbus bases its data model on different basic types that have distinguishing characteristics. The four basic types are:

Basic types	Object type	Service	Comment
Discrete Inputs (Inputs)	Single bits	Read only	This type of data can be provided by the I/O of a device.
Coils (Outputs)	Single bits	Read / Write	Bit information that can be changed by the user program.
Input Registers (Inputs)	16-bit words	Read only	This type of data can be provided by the I/O of a device.
Holding Registers (Outputs)	16-bit words	Read / Write	Bit information that can be changed by the user program.

The distinctions between inputs and outputs, and between bit-addressable and word-addressable data items, do not need any application program. The four basic types can overlap, provided that the target system interprets them correctly.

For each of the primary types, the protocol allows for the individual selection of 65536 data items. Reading or writing these data units can comprise several consecutive registers up to a maximum data size which depends on the function code.

32-bit values (DINT, FLOAT) are stored in two successive registers.

3.1.3 Addressing the Modbus

The 4 data types are stored in different, possibly even overlapping storage areas. The accesses to the physical storage address are mapped by means of the application on the Modbus server.

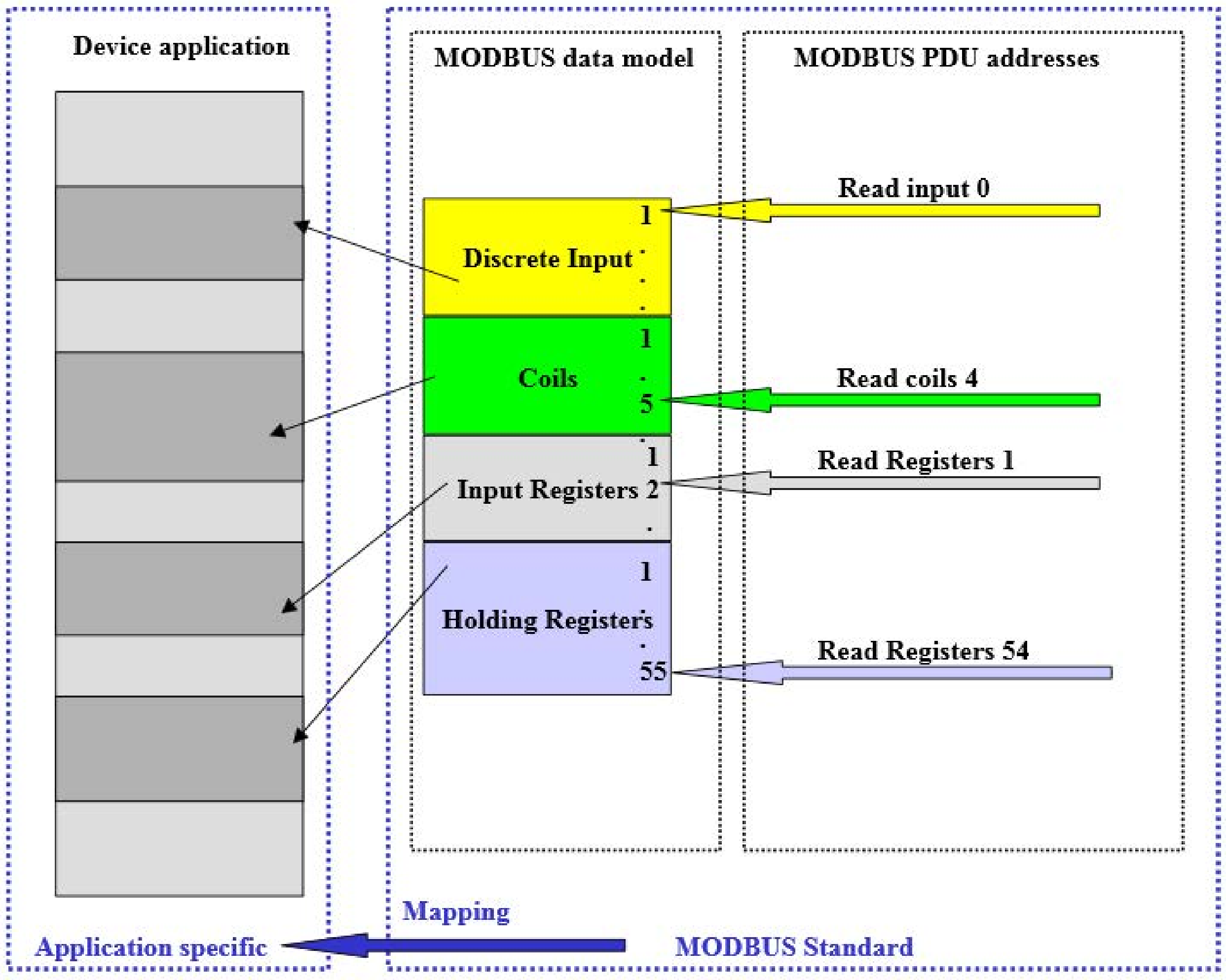
Basically, Modbus distinguishes between the internal numbering (Discrete Inputs, Coils, Register), which usually begins with 1 and the addressing of the objects, usually beginning with 0.

Example: On many Modbus servers, the basic types are mapped in the following address spaces:

Coils	0x00000
Inputs	0x10000
Input Registers	0x30000
Holding Registers	0x40000

This means, that the Holding register 1 is stored on the address 0x40000. The Holding register 1 is accessed by the logical reference number (address) 0. The input register 1 is stored on the address 0x30000. The input register 1 is also accessed by the address 0.

The logical Modbus reference numbers that are used for Modbus functions are integer indices without sign and beginning with 0.

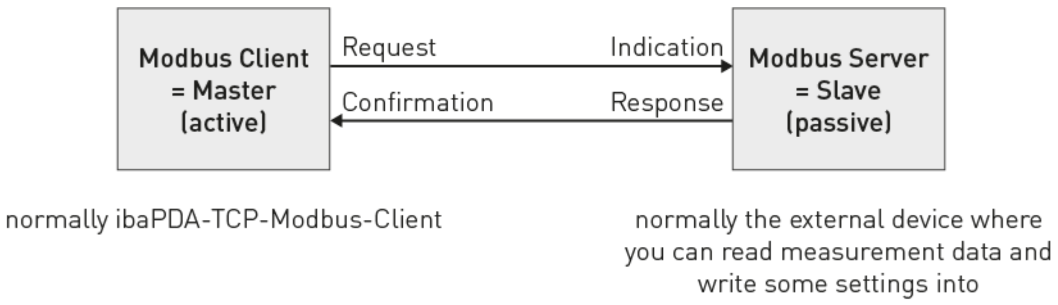


3.1.4 Client/Server architecture

The Modbus service supports a client/server communication for devices which are connected via Ethernet TCP/IP.

The client/server model is based on 4 message types:

- Request
- Indication
- Response
- Confirmation


Modbus Client
= Master
(active)
Request
Confirmation
Indication
Response
Modbus Server
= Slave
(passive)
normally ibaPDA-TCP-Modbus-Client
normally the external device where you can read measurement data and write some settings into

Read data: The Modbus-TCP-Client (*ibaPDA*) establishes the connection to the Modbus server, sends periodically the request and waits for the response, which contains the requested data.

Write data: The Modbus-TCP-Client (*ibaPDA*) establishes the connection to the Modbus server, sends the request which contains the output data and waits for the response.

The port 502 is used for the Modbus TCP/IP communication by default, however you have got the possibility to enter other port numbers in *ibaPDA*.

With a *ibaPDA-Interface-Modbus-TCP-Client* license, *ibaPDA* can establish up to 64 connections, i.e., you can establish connections to up to 64 Modbus servers. The number can be extended to a max. of 256 by loading the license more than once.

3.1.5 Modbus Protocol

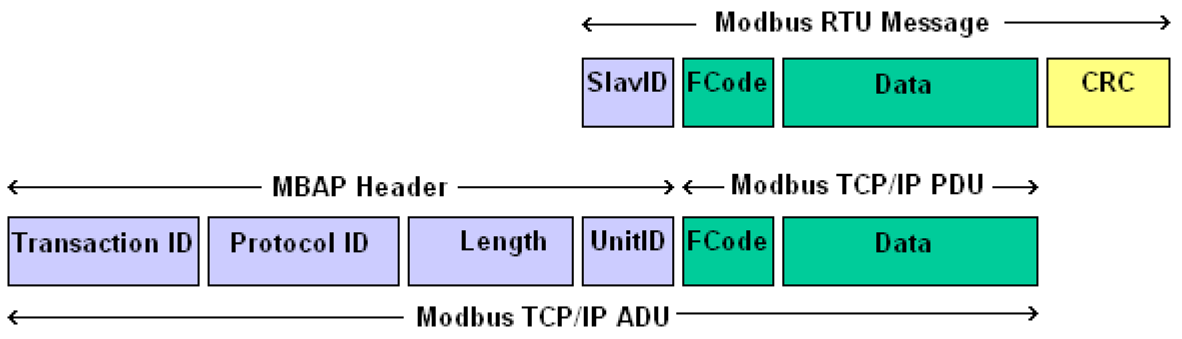
Byte sequence

Modbus uses "BIG ENDIAN", i.e. in the messages the bytes with a high significance are sent first and are thus stored in the addresses of low significance.

ibaPDA swaps all received 16- and 32-bit-values to the Intel format "LITTLE ENDIAN" ("Swapping"). You can select the Swapping method in *ibaPDA* for data that do not come from a Modbus controller. See ↗ *General module settings*, page 20

Modbus RTU / Modbus TCP

In the following representation, you can see the basic structure of the Modbus protocol and the differences between Modbus RTU and Modbus TCP.



RTU	Remote Terminal Unit
MBAP	Modbus Application Protocol
ADU	Application Data Unit
PDU	Protocol Data Unit

For Modbus TCP, the MBAP Header is put in front of the function code. The Unit ID corresponds to the Slave ID of the RTU protocol. The CRC code is omitted.

There is also a "Modbus RTU over TCP/IP" version. The Modbus RTU message is transmitted via TCP/IP. This version is used when using Gateways serial/Ethernet.

MBAP Header

The MBAP Header is a dedicated header used for the communication with TCP/IP to identify the Modbus Application Data. The header contains the following fields:

Fields	Bytes	Description
Transaction Identifier	2	Identification of a Modbus request/response transaction
Protocol Identifier	2	0 = Modbus protocol
Length	2	Number of following bytes
Unit Identifier	1	Addressing a remote slave connected to the Modbus server

- Transaction Identifier: It is used for transaction pairing. The Modbus client sends it in the request; the Modbus server copies in the response message the transaction identifier of the request.
- Protocol Identifier: It is used in multiplexing procedures. The Modbus protocol has the value 0.
- Length: The length field is a count of the following bytes, including the Unit ID, Function Code and Data fields.
- Unit Identifier (device address): This field is sent by the Modbus client in the request and must be returned with the same value in the response by the server. It is typically used to communicate with a Modbus slave that is connected by a serial line to the Modbus server.

Function code:

One byte contains the function code that determines which function the server has to carry out depending on the request.

The *ibaPDA Modbus-TCP-Client* driver supports the functions:

- 0x01: Read Coils
- 0x02: Read Discrete Inputs
- 0x03: Read Holding Registers
- 0x04: Read Input Registers
- 0x0F: Write Multiple Coils
- 0x10: Write Multiple Registers

Data fields

The user data fields contain several subfields like starting address, number of registers, number of bytes and the actual data. The content of these fields depends on the used function code.

3.1.6 MODBUS TCP/IP - Message layout

The request message has the same layout for all modes of access. The requesting controller (ibaPDA as Modbus client) determines the Modbus slave number (Unit-ID), the mode of access (function code), the starting address (address of the first data) and the number of the data.

3.1.6.1 Read data

Request ibaPDA -> Modbus Server:

	Offs	Bytes	Type	Modbus Description	Contents (hex)	ibaPDA Description
MBAP	00	2	UINT	Transaction Identifier	xx xx	Incremented automatically in each cycle
	02	2	UINT	Protocol Identifier	00 00	0
	04	2	UINT	Cmd Length	00 06	6
	06	1	BYTE	Unit Identifier	xx	Modbus slave number
Fcode	07	1	BYTE	Function code	xx	01: Read Coils 02: Read Discrete Inputs 03: Read Holding Register 04: Read Input Register
Data	08	2	UINT	Starting Address	xx xx	1. Address
	10	2	UINT	Number of Data	xx xx	No. of Coils, Input bits, Holding Registers or Input Registers

Response Modbus -> Server ibaPDA:

	Offs	Bytes	Type	Modbus Description	Contents (hex)	ibaPDA Description
MBAP	00	2	UINT	Transaction Identifier	xx xx	Mirror of request
	02	2	UINT	Protocol Identifier	00 00	0
	04	2	UINT	Cmd Length	00 07	= nBytes + 3
	06	1	BYTE	Unit Identifier	xx	Mirror of request
Fcode	07	1	BYTE	Function code	xx	Mirror of request
Data	08	1	BYTE	Number of Bytes	xx	nBytes
	09	n	BYTE	Data	xx xx	Input values

Examples:

Function 01: Read Coils			
Request	**(hex)**	**(hex)**	**Response**
Transaction Identifier	00 01	00 01	Transaction Identifier
Protocol Identifier	00 00	00 00	Protocol Identifier
Cmd LEN	00 06	00 06	Cmd LEN
Unit Identifier	00	00	Unit Identifier
FCode	01	01	FCode
Start Adr (Hi)	00	03	No. byte
Start Adr (Lo)	13	xx	Coils 27-20[1)]

Function 01: Read Coils			
No. Values (Hi)	00	xx	Coils 35-28
No. Values (Lo)	14	xx	Coils 39-36

Function 02: Read Discrete Inputs			
Request	**(hex)**	**(hex)**	**Response**
Transaction Identifier	00 02	00 02	Transaction Identifier
Protocol Identifier	00 00	00 00	Protocol Identifier
Cmd LEN	00 06	00 05	Cmd LEN
Unit Identifier	00	00	Unit Identifier
FCode	02	02	FCode
Start Adr (Hi)	00	02	No. Byte
Start Adr (Lo)	C4	xx	Inputs 204-197
No. Values (Hi)	00	xx	Inputs 206-205
No. Values (Lo)	0A		

Function 03: Read Holding Registers			
Request	**(hex)**	**(hex)**	**Response**
Transaction Identifier	00 03	00 03	Transaction Identifier
Protocol Identifier	00 00	00 00	Protocol Identifier
Cmd LEN	00 06	00 0B	Cmd LEN
Unit Identifier	00	00	Unit Identifier
FCode	03	03	FCode
Start Adr (Hi)	00	08	No. Byte
Start Adr (Lo)	6B	xx xx	Register 108 (Hi, Lo)
No. Values (Hi)	00	xx xx	Register 109 (Hi, Lo)
No. Values (Lo)	04	xx xx	Register 110 (Hi, Lo)
		xx xx	Register 111 (Hi, Lo)

[1] Bits are always transferred and stored in the following sequence: MSB left, LSB right. In the last byte, the remaining bits (MSB, left) are filled with 0.

3.1.6.2 Write data

Request ibaPDA - > Modbus Server:

	Offs	Bytes	Type	Modbus Description	Contents (hex)	ibaPDA Description
MBAP	00	2	UINT	Transaction Identifier	xx xx	Incremented automatically in each circle
	02	2	UINT	Protocol Identifier	00 00	0
	04	2	UINT	Cmd Length	xx xx	nBytes + 7
	06	1	BYTE	Unit Identifier	xx	Modbus slave number
Fcode	07	1	BYTE	Function code	xx	0F: Write Multiple Coils 10: Write Multiple Registers
Data	08	2	UINT	Starting Address	xx xx	1. Address
	10	2	UINT	Number of Values	xx xx	Number of the Coils or Holding Registers
	12	1	BYTE	Number of Bytes	xx	
	13	n	BYTE	Data	xx xx	Output Values

Response Modbus -> Server ibaPDA:

	Offs	Bytes	Type	Modbus Description	Contents (hex)	ibaPDA Description
MBAP	00	2	UINT	Transaction Identifier	xx xx	Mirror of request
	02	2	UINT	Protocol Identifier	00 00	0
	04	2	UINT	Cmd Length	00 06	
	06	1	BYTE	Unit Identifier	xx	Mirror of request
Fcode	07	1	BYTE	Function code	xx	Mirror of request
Data	08	2	UINT	Starting Address	xx xx	Mirror of request
	09	4	UINT	Number of values	xx xx	Mirror of request

Examples:

Function 0F: Write Multiple Coils			
Request	**(hex)**	**(hex)**	**Response**
Transaction Identifier	00 05	00 05	Transaction Identifier
Protocol Identifier	00 00	00 00	Protocol Identifier
Cmd LEN	00 09	00 06	Cmd LEN
Unit Identifier	01	01	Unit Identifier
FCode	0F	0F	FCode

Function 0F: Write Multiple Coils			
Start Adr (Hi)	00	00	Start Adr (Hi)
Start Adr (Lo)	03	00	Start Adr (Lo)
No. Values (Hi)	00	00	No. Values (Hi)
No. Values (Lo)	0A	03	No. Values (Lo)
No. Bytes	02		
Coils 11-8	xx		
Coils 13-12	xx		

Function 10: Write Multiple Registers			
Request	**(hex)**	**(hex)**	**Response**
Transaction Identifier	00 06	00 06	Transaction Identifier
Protocol Identifier	00 00	00 00	Protocol Identifier
Cmd LEN	00 13	00 06	Cmd LEN
Unit Identifier	02	02	Unit Identifier
FCode	10	10	FCode
Start Adr (Hi)	00	00	Start Adr (Hi)
Start Adr (Lo)	20	20	Start Adr (Lo)
No. Values (Hi)	00	00	No. Values (Hi)
No. Values (Lo)	06	06	No. Values (Lo)
No. Bytes	0C		
Register 33	xx xx		
Register 34	xx xx		
Register 35	xx xx		
Register 36	xx xx		
Register 37	xx xx		
Register 38	xx xx		

3.1.7 References

Further documentation

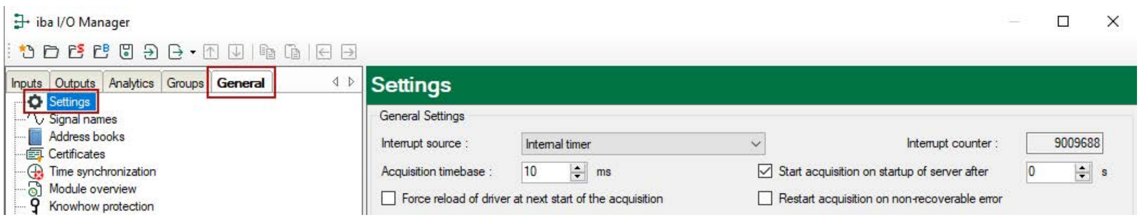
- ibaPDA manual
- A TCP/IP Tutorial, RFC1180 (ftp://ftp.ripe.net/rfc/rfc1180.txt)
- Transmission Control Protocol, RFC793 (ftp://ftp.ripe.net/rfc/rfc793.txt)
- Modbus Messaging Implementation Guide V1 (http://www.modbus.org)
- Modbus Application Protocol V1.1 (http://www.modbus.org)
- Modbus Protocol Reference Guide Rev J, Modicon

3.2 Configuration and engineering ibaPDA

The engineering for *ibaPDA* is described in the following. If all system requirements are fulfilled, *ibaPDA* displays the *Modbus TCP Client* interface in the interface tree of the I/O Manager.

3.2.1 General settings

The "Alive timeout" is configured jointly for all TCP/IP and UDP protocols supported by *ibaPDA*.



Settings

General Settings

Interrupt source : Internal timer

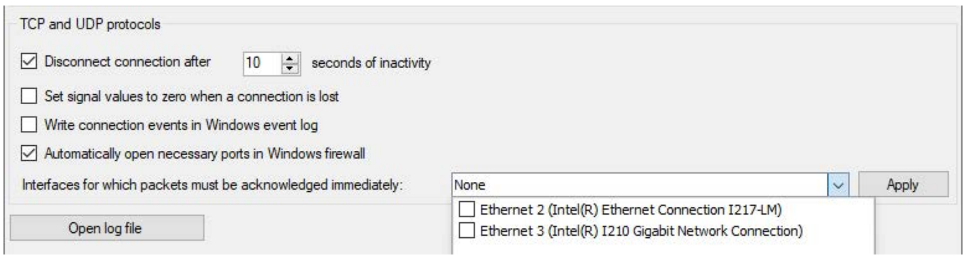
Interrupt counter : 9009688

Acquisition timebase : 10 ms

☑ Start acquisition on startup of server after 0 s

☐ Force reload of driver at next start of the acquisition

☐ Restart acquisition on non-recoverable error



TCP and UDP protocols

☑ Disconnect connection after 10 seconds of inactivity

☐ Set signal values to zero when a connection is lost

☐ Write connection events in Windows event log

☑ Automatically open necessary ports in Windows firewall

Interfaces for which packets must be acknowledged immediately: None

☐ Ethernet 2 (Intel(R) Ethernet Connection I217-LM)

☐ Ethernet 3 (Intel(R) I210 Gigabit Network Connection)

Disconnect connection after … seconds of inactivity
Behavior and timeout duration can be specified.

Set signal values to zero when a connection is lost
If this option is disabled, the value read last will be kept.

Write connection events in Windows event log
Current events are logged in Windows.

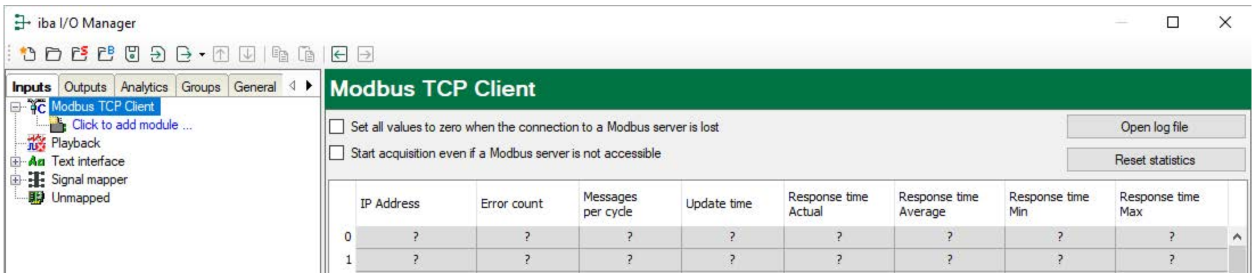
Automatically open necessary ports in Windows firewall
If this option is enabled, all ports required for the currently licensed interfaces are automatically opened in the firewall by the *ibaPDA* server service.

If this option is disabled, the required ports can be opened manually in the I/O Manager of the licensed interfaces via <Allow port through firewall>.

Interfaces for which packets must be acknowledged immediately
Selection of required interfaces.

3.2.2 General interface settings

The interface provides the following functions and configuration options:



Modbus TCP Client

☐ Set all values to zero when the connection to a Modbus server is lost

☐ Start acquisition even if a Modbus server is not accessible

	IP Address	Error count	Messages per cycle	Update time	Response time Actual	Response time Average	Response time Min	Response time Max
0	?	?	?	?	?	?	?	?
1	?	?	?	?	?	?	?	?

Set all values to zero when the connection to a Modbus server is lost
If this option is disabled, the last valid measured values will be kept.

Start acquisition even if a Modbus server is not accessible
Generally, the data acquisition cannot be started when the Modbus server is not accessible. If this option is enabled, the acquisition will be started with a warning message. In case the connection to the Modbus server is established only thereafter, the configured values will be measured without having to restart *ibaPDA*. This option is recommended for an automatic restart.

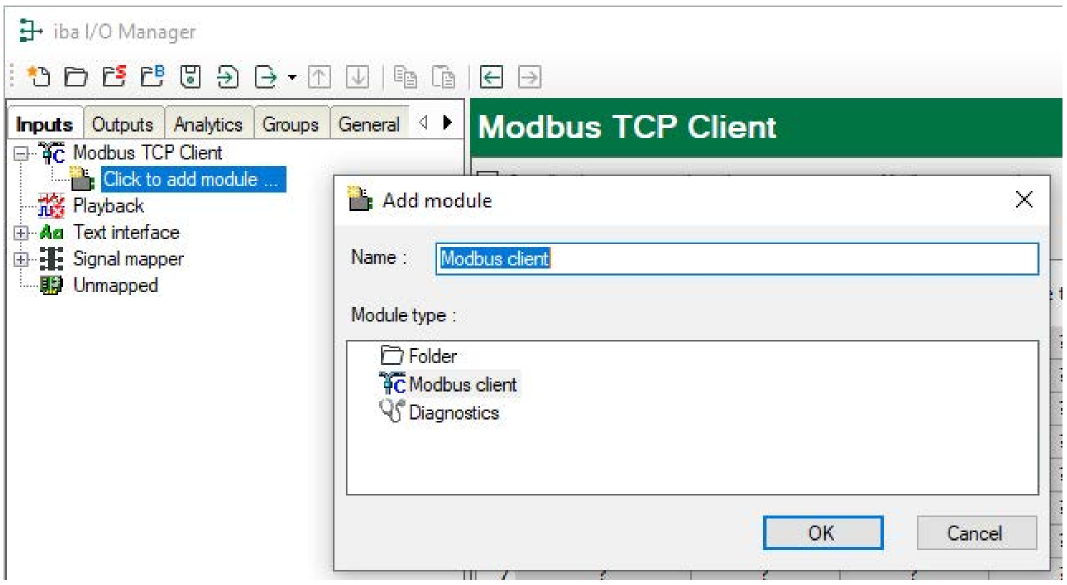
<Open log file>
If connections to controllers have been established, all connection specific actions are recorded in a text file. Using this button, you can open and check this file. In the file system on the hard disk, you find the log files of the *ibaPDA* server (…`\ProgramData\iba\ibaPDA\Log`). The file name of the current log file is `InterfaceLog.txt`; the name of the archived log files is `InterfaceLog_yyyy_mm_dd_hh_mm_ss.txt`.

<Reset statistics>
Click this button to reset the calculated times and error counters in the table to 0.

Overview of connections:
As soon as the connection has been established, you can see the live data in the overview. Also see ↗ *Checking the connection*, page 30.

3.2.3 Adding a module

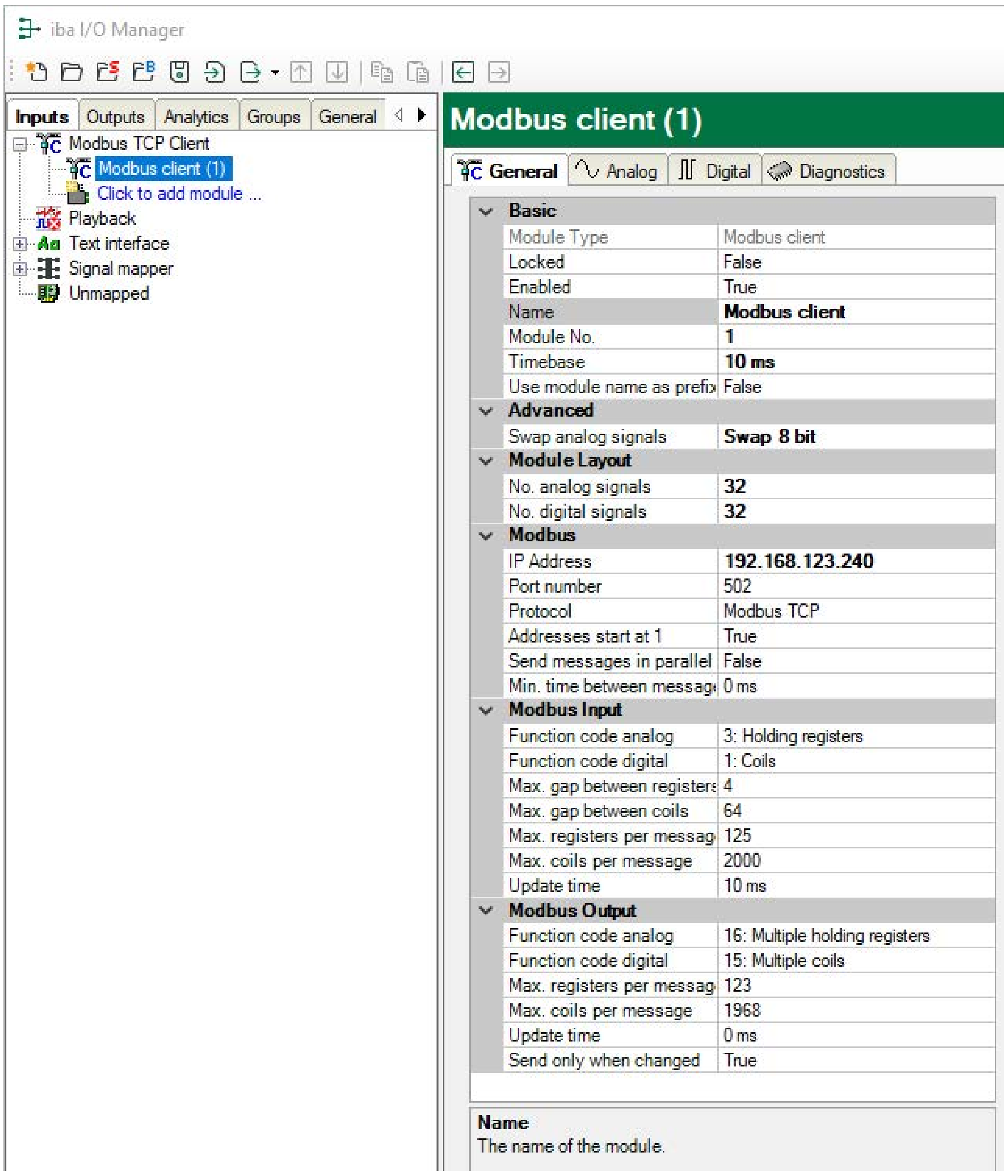
1. Click on the blue command *Click to add module…* located under each data interface in the *Inputs* or *Outputs* tab.
2. Select the desired module type in the dialog box and assign a name via the input field if re-quired.
3. Confirm the selection with <OK>.



3.2.3.1 General module settings

To configure a module, select it in the tree structure.

All modules have the following setting options.



Basic	
Module Type	Modbus client
Locked	False
Enabled	True
Name	**Modbus client**
Module No.	**1**
Timebase	**10 ms**
Use module name as prefix	False
Advanced	
Swap analog signals	**Swap 8 bit**
Module Layout	
No. analog signals	**32**
No. digital signals	**32**
Modbus	
IP Address	**192.168.123.240**
Port number	502
Protocol	Modbus TCP
Addresses start at 1	True
Send messages in parallel	False
Min. time between messag	0 ms
Modbus Input	
Function code analog	3: Holding registers
Function code digital	1: Coils
Max. gap between registers	4
Max. gap between coils	64
Max. registers per messag	125
Max. coils per message	2000
Update time	10 ms
Modbus Output	
Function code analog	16: Multiple holding registers
Function code digital	15: Multiple coils
Max. registers per messag	123
Max. coils per message	1968
Update time	0 ms
Send only when changed	True

Name
The name of the module.

Basic settings

Module Type (information only)
Indicates the type of the current module.

Locked
You can lock a module to avoid unintentional or unauthorized changing of the module settings.

Enabled
Enable the module to record signals.

Name
You can enter a name for the module here.

Module No.
This internal reference number of the module determines the order of the modules in the signal tree of *ibaPDA* client and *ibaAnalyzer*.

Timebase
All signals of the module are sampled on this timebase.

Use name as prefix
This option puts the module name in front of the signal names.

Advanced

Swap analog signals
Option to change the order of the byte evaluation.

Tip

For a Modicon M580 system select the setting "Swap 8 bit"!

Module Layout

No. of analog signals/digital signals
Define the number of configurable analog and digital signals in the signal tables. The default value is 32 for each. The maximum value is 1000. The signal tables are adjusted accordingly.

Modbus

IP address
IP address of the Modbus server.

Port number
By default, the port number is set to the standard port 502.

Protocol
"Modbus TCP" is the default setting. Optionally, you can select "Modbus serial". Thus, the serial RTU-Modbus protocol is selected, that is transmitted via TCP/IP. Use this protocol, in case the device is connected to an Ethernet/serial gateway, e. g. the IF2E001 from IME. See ➚ *Modbus Protocol*, page 11

Addresses start at 1
For Modbus, the internal areas (Registers, Coils) are numbered starting at 1; the reference addresses are numbered beginning with 0.

True: The addresses on the *Analog* and *Digital* tabs start at 1.

False: The addresses on the *Analog* and *Digital* tabs start at 0.

Tip

For a Modicon M580 system select the setting "False"!

Send messages in parallel
True: All messages that are needed for reading the signals of this module are sent in parallel; then it waits for responses.

False: After each request message, the system waits for the response message, only then the next request message will be sent.

Min. time between messages
Specify the minimum time interval at which the telegrams are sent to the Modbus server. 0 means that all telegrams are sent directly one after the other.

Modbus Input

Function code analog
Choose the analog data type “Holding registers” or “Input registers”.

Function code digital
Choose the digital data type "Coils", "Discrete inputs" or "Holding registers". With "Holding registers", you can acquire single bits from holding registers.

Maximum gap between registers
Registers that are not consecutive, are sent in a request, if the gaps between the registers are not larger than the specified value. The default setting is 4.

Maximum gap between coils
Coils or Input bits that are not consecutive are sent in a request, if the gaps between the bit addresses are not larger than the specified value.The default setting is 64.

Max. registers/coils per message
Here the maximum number of registers or coils per message can be determined. By default the values, usually entered according to the standard, are specified. Some devices allow other registers or coils per message, which can be set here.

Update time
The update time determines how fast the data are being requested by the Modbus server. The standard equals the parameter "Timebase".

Modbus Output

see section "Modbus Input".

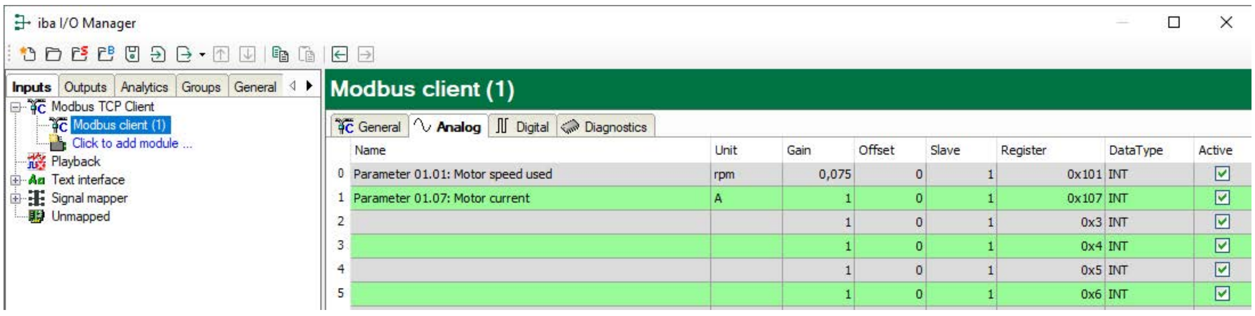
Send only when changed
False: The output message is sent in the update cycle specified above

True: The output message is only sent after a value in the message has been changed, but no later than 1 min.

3.2.3.2 Signal configuration

In the *Analog* or *Digital* tab you configure the signals to be measured. In the *General* tab under *Module Layout* you define the length of the signal tables or the number of signals per table.

Analog and digital tab



Modbus client (1)

	Name	Unit	Gain	Offset	Slave	Register	DataType	Active
0	Parameter 01.01: Motor speed used	rpm	0,075	0	1	0x101	INT	✓
1	Parameter 01.07: Motor current	A	1	0	1	0x107	INT	✓
2			1	0	1	0x3	INT	✓
3			1	0	1	0x4	INT	✓
4			1	0	1	0x5	INT	✓
5			1	0	1	0x6	INT	✓

You can assign name, unit, scale factor and data type or bit number to the signals. Moreover, you can enable or disable the signals.

Other documentation

For a description of the columns, please see the *ibaPDA* manual.

Specific columns for Modbus-Client TCP modules:

Slave
The slave number is usually only relevant when you are working with a gateway that has multiple Modbus slaves connected. The slave is entered in the Modbus message in the Unit ID field. In Modbus TCP mode, the slave number is ignored by most Modbus servers.

Register
The register number reaches from 0 to 65535 or from 1 to 65536, depending on the option "Addresses start at 1" on the *General* tab. Each register is 16 bit wide. You can specify the register number in hexadecimal format or in decimal format. You switch between them via the context menu.

For digital signals this column is only visible for the digital type of access "Holding registers". The bits (0-15) are acquired from one holding register, e.g. one status word.

Data Type (analog signals only)
Select one of the following data types: BYTE, WORD, DWORD, INT, DINT, FLOAT, DOUBLE.
The values of data type FLOAT, DINT and DWORD use 2 registers each.
The data type DOUBLE uses 4 registers, 2 values of the BYTE data type use one register.

Bit no. (digital signals only)
The bit number corresponds to the coil number, the discrete input number or the bit number within the holding register. The value range is from 0 to 65535 or 1 to 65535, depending on the parameter "Addresses start at 1".

Tip

You can use the automatic fill function in the columns (see *ibaPDA* manual).

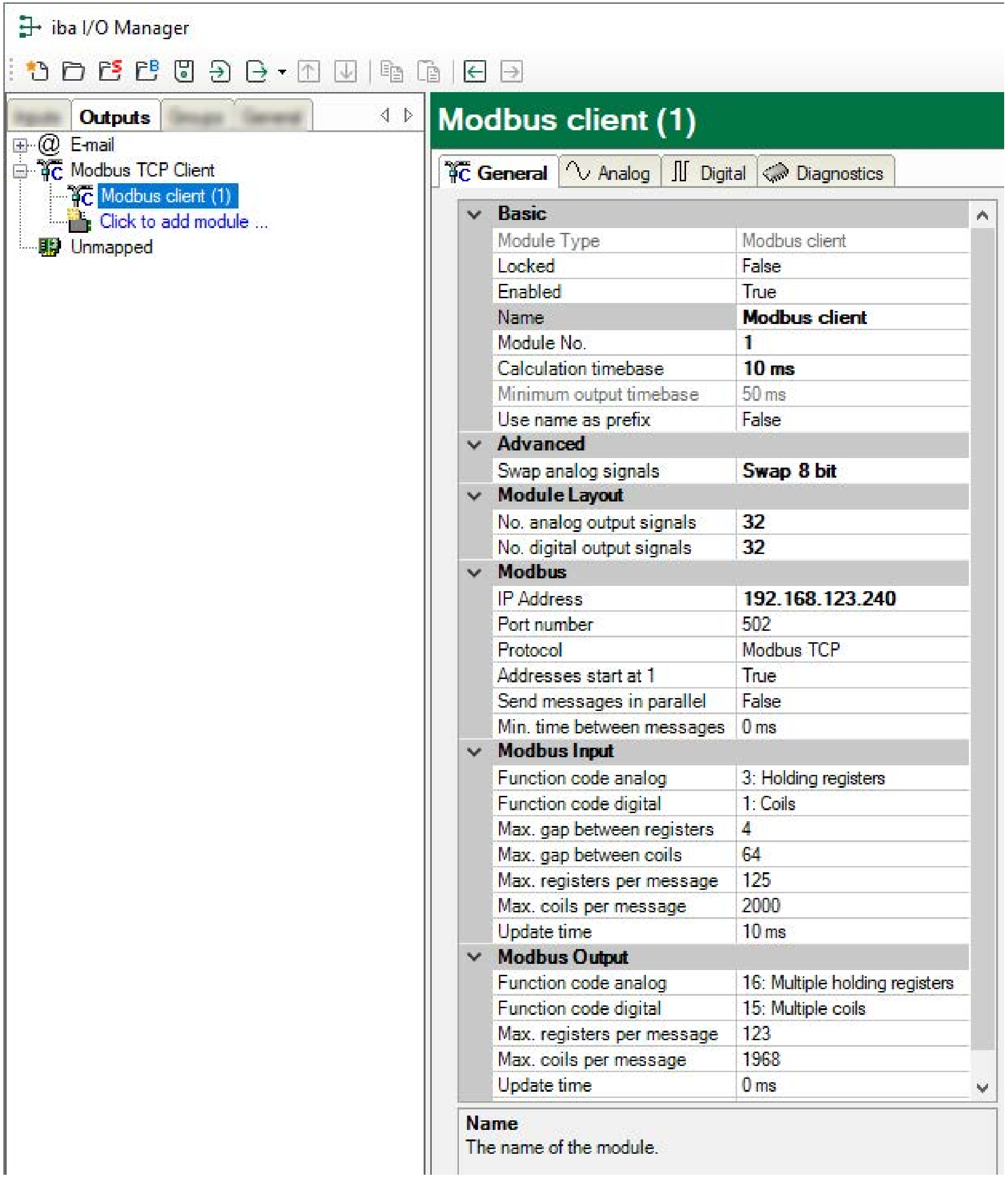
3.2.4 Configuration of the ibaPDA output modules

If all system requirements are met, *ibaPDA* offers the *Modbus TCP client* interface in the interface tree of the *Outputs* tab. There is no need to add the interface manually.

Add the output modules in the same way as input modules.

3.2.4.1 General module settings ibaPDA output modules

If you want to configure an output module, mark the module in the tree structure of the *Outputs* tab.



Basic	
Module Type	Modbus client
Locked	False
Enabled	True
Name	**Modbus client**
Module No.	**1**
Calculation timebase	**10 ms**
Minimum output timebase	50 ms
Use name as prefix	False
Advanced	
Swap analog signals	**Swap 8 bit**
Module Layout	
No. analog output signals	**32**
No. digital output signals	**32**
Modbus	
IP Address	**192.168.123.240**
Port number	502
Protocol	Modbus TCP
Addresses start at 1	True
Send messages in parallel	False
Min. time between messages	0 ms
Modbus Input	
Function code analog	3: Holding registers
Function code digital	1: Coils
Max. gap between registers	4
Max. gap between coils	64
Max. registers per message	125
Max. coils per message	2000
Update time	10 ms
Modbus Output	
Function code analog	16: Multiple holding registers
Function code digital	15: Multiple coils
Max. registers per message	123
Max. coils per message	1968
Update time	0 ms

Name
The name of the module.

The parameters are almost identical to those of the input modules, see ↗ *General module settings*, page 20.

Consider the differences in the settings in contrast to the input modules:

Calculation timebase
Timebase (in ms) used for the calculation of the output values.

Technically, the calculation timebase is identical to the timebase of the input module. This means a change in the calculation timebase also changes the module timebase of the input side and vice versa!

The calculation timebase is not the same as the output timebase, with which the values are output!

Minimum output timebase
Timebase with which the outputs can be updated as quickly as possible.

The value is acquired automatically by the system based on the current I/O configuration and is only displayed here. The output timebase results from the smallest common multiple of all module timebases or is at least 50 ms.

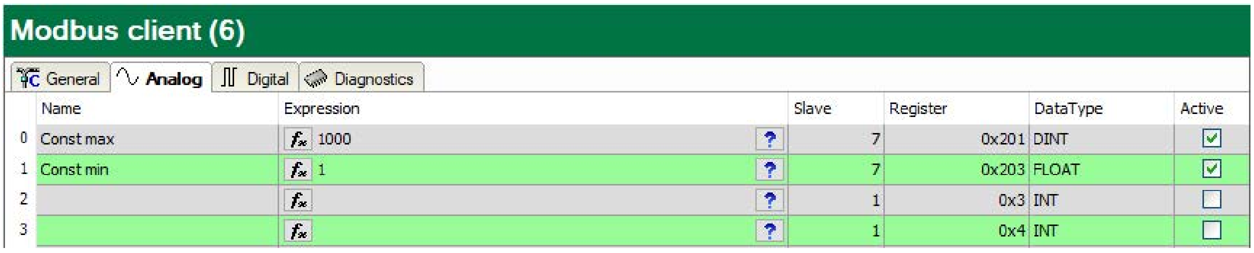
3.2.4.2 Signal configuration

In the registers *Analog* and *Digital* you can define the output signals as for the virtual signals.

Tip

If you define the output data in a virtual module and only enter the references to these data, you can also include these data in the data recording.

Analog and digital tab



	Name	Expression	Slave	Register	DataType	Active
0	Const max	1000	7	0x201	DINT	✓
1	Const min	1	7	0x203	FLOAT	✓
2			1	0x3	INT	☐
3			1	0x4	INT	☐

Expression
In the *Expression* column, define the output signals in a similar way as the virtual signals. You can enter simple expressions or references to existing signals directly in the tables. You can also open the Expression editor via the button <fx>. You can analyze an incorrect expression via the button <?>.

Name, Slave, Register, Data Type, Bit no., Active
The columns are identical for input and output modules, see ↗ *Signal configuration*, page 22

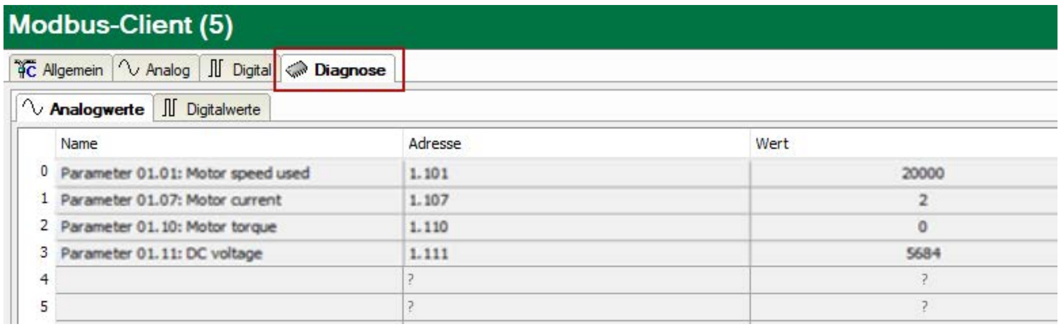
Other documentation

For a description of the columns, please see the *ibaPDA* manual.

3.2.5 Module diagnostics

The module diagnostics exists for the input as well as for the output direction. There are the two sub-registers *Analog* and *Digital*, that show the current values as numerical values.

The "Analog" (inputs) table always displays the unscaled raw values in the floating point format.


Modbus-Client (5)

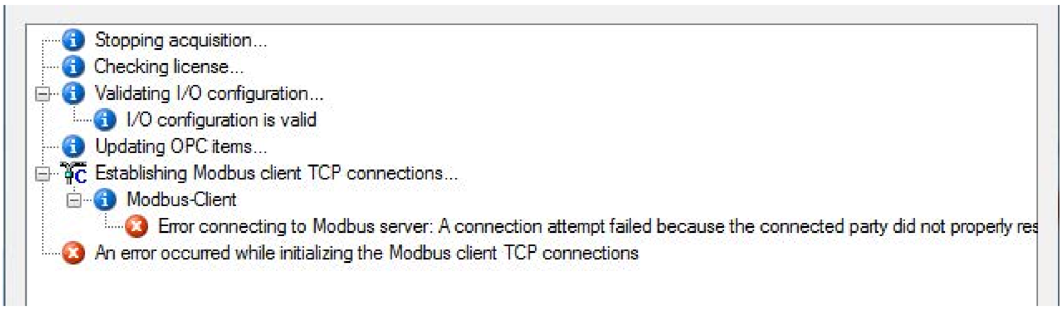
	Name	Adresse	Wert
0	Parameter 01.01: Motor speed used	1.101	20000
1	Parameter 01.07: Motor current	1.107	2
2	Parameter 01.10: Motor torque	1.110	0
3	Parameter 01.11: DC voltage	1.111	5684
4		?	?
5		?	?

The following errors can be detected on the input side:

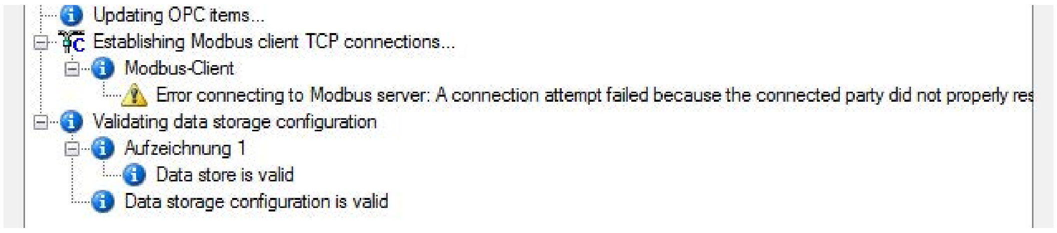
- No data are displayed:
  - No connection to the Modbus server.
  - Error message by the Modbus server, see ↗ *Troubleshooting*, page 37.
- Incorrect values are displayed:
  - The byte order is set incorrectly, see ↗ *General module settings*, page 20.

3.2.6 Starting the acquisition

When starting the acquisition, *ibaPDA* tries to establish a connection to the Modbus server and read the data. In case the server detects an error, a message will appear on the screen.


```
Stopping acquisition...
Checking license...
Validating I/O configuration...
    I/O configuration is valid
Updating OPC items...
Establishing Modbus client TCP connections...
    Modbus-Client
        Error connecting to Modbus server: A connection attempt failed because the connected party did not properly res
An error occurred while initializing the Modbus client TCP connections
```

If you have selected the option "Start acquisition even if a Modbus server is not accessible":, (see ↗ *General interface settings*, page 18), you will see the warning message "Error connecting to Modbus server…". Nevertheless, the acquisition will be started.

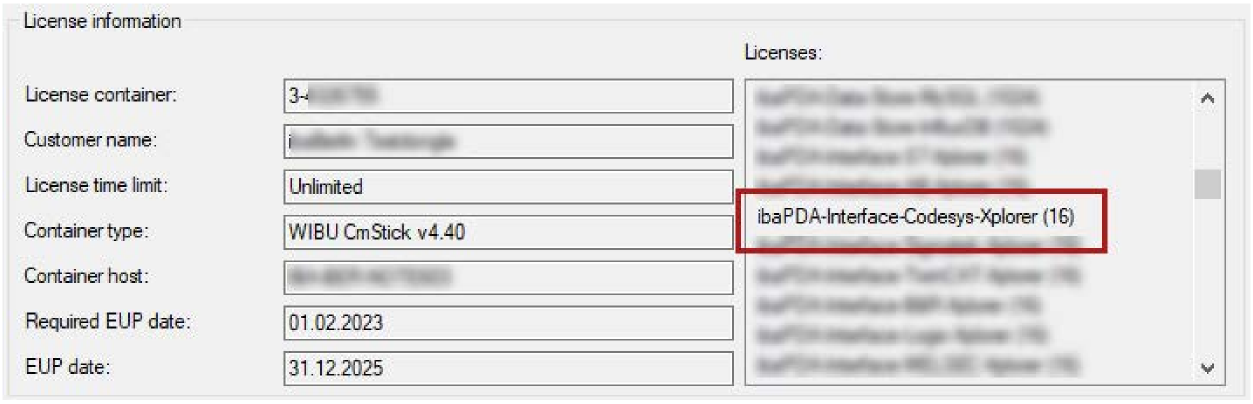

```
Updating OPC items...
Establishing Modbus client TCP connections...
    Modbus-Client
        Error connecting to Modbus server: A connection attempt failed because the connected party did not properly res
Validating data storage configuration
    Aufzeichnung 1
        Data store is valid
    Data storage configuration is valid
```

4 Diagnostics

4.1 License

If the interface is not displayed in the signal tree, you can either check in *ibaPDA* in the I/O Manager under *General – Settings* or in the *ibaPDA* service status application whether your license for this interface has been properly recognized. The number of licensed connections is shown in brackets.

The figure below shows the license for the *Codesys Xplorer* interface as an example.



License information

License container:	3-[redacted]
Customer name:	[redacted]
License time limit:	Unlimited
Container type:	WIBU CmStick v4.40
Container host:	[redacted]
Required EUP date:	01.02.2023
EUP date:	31.12.2025

Licenses:

[redacted]
ibaPDA-Interface-Codesys-Xplorer (16)
[redacted]

4.2 Visibility of the interface

If the interface is not visible despite a valid license, it may be hidden.

Check the settings in the *General* tab in the *Interfaces* node.

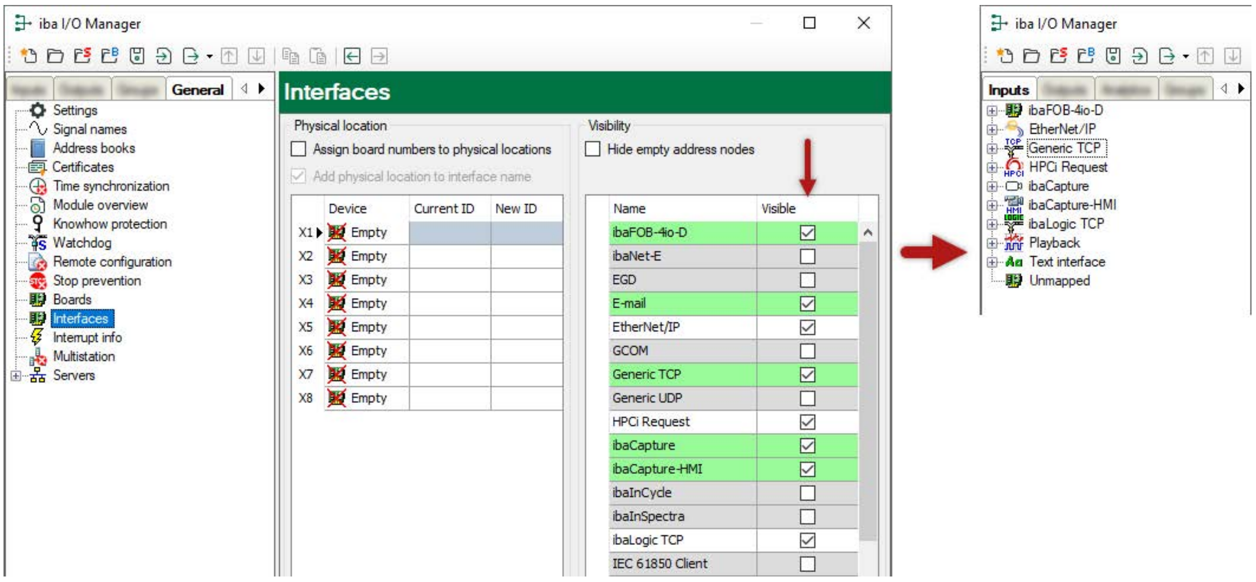
Visibility

The table *Visibility* lists all the interfaces that are available either through licenses or installed cards. These interfaces can also be viewed in the interface tree.

You can hide or display the interfaces not required in the interface tree by using the checkbox in the *Visible* column.

Interfaces with configured modules are highlighted in green and cannot be hidden.

Selected interfaces are visible, the others are hidden:



Interfaces

Physical location

- [ ] Assign board numbers to physical locations
- [✓] Add physical location to interface name

	Device	Current ID	New ID
X1	Empty		
X2	Empty		
X3	Empty		
X4	Empty		
X5	Empty		
X6	Empty		
X7	Empty		
X8	Empty		

Visibility

- [ ] Hide empty address nodes

Name	Visible
ibaFOB-4io-D	✓
ibaNet-E	
EGD	
E-mail	✓
EtherNet/IP	✓
GCOM	
Generic TCP	✓
Generic UDP	
HPCi Request	✓
ibaCapture	✓
ibaCapture-HMI	✓
ibaInCycle	
ibaInSpectra	
ibaLogic TCP	✓
IEC 61850 Client	

4.3 Log files

If connections to target platforms or clients have been established, all connection-specific actions are logged in a text file. You can open this (current) file and, e.g., scan it for indications of possible connection problems.

You can open the log file via the button <Open log file>. The button is available in the I/O Manager:

- for many interfaces in the respective interface overview
- for integrated servers (e.g. OPC UA server) in the *Diagnostics* tab.

In the file system on the hard drive, you can find the log files of the *ibaPDA* server (…`\ProgramData\iba\ibaPDA\Log`). The file names of the log files include the name or abbreviation of the interface type.

Files named `interface.txt` are always the current log files. Files named `Interface_yyyy_mm_dd_hh_mm_ss.txt` are archived log files.

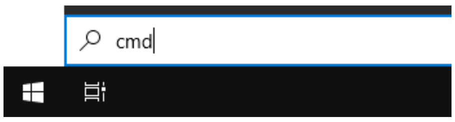
Examples:

- `ethernetipLog.txt` (log of EtherNet/IP connections)
- `AbEthLog.txt` (log of Allen-Bradley Ethernet connections)
- `OpcUAServerLog.txt` (log of OPC UA server connections)

4.4 Connection diagnostics with PING

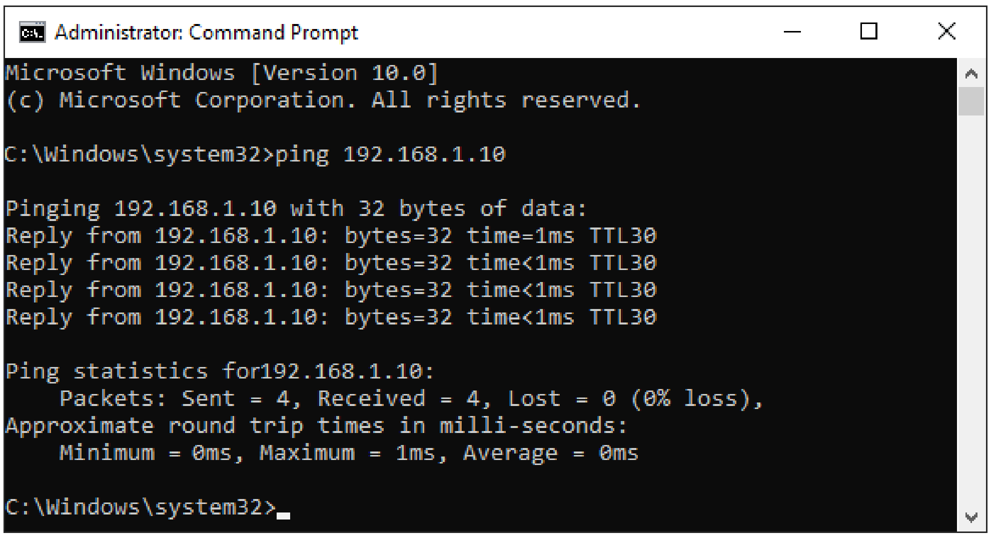
PING is a system command with which you can check if a certain communication partner can be reached in an IP network.

1. Open a Windows command prompt.



2. Enter the command "ping" followed by the IP address of the communication partner and press <ENTER>.

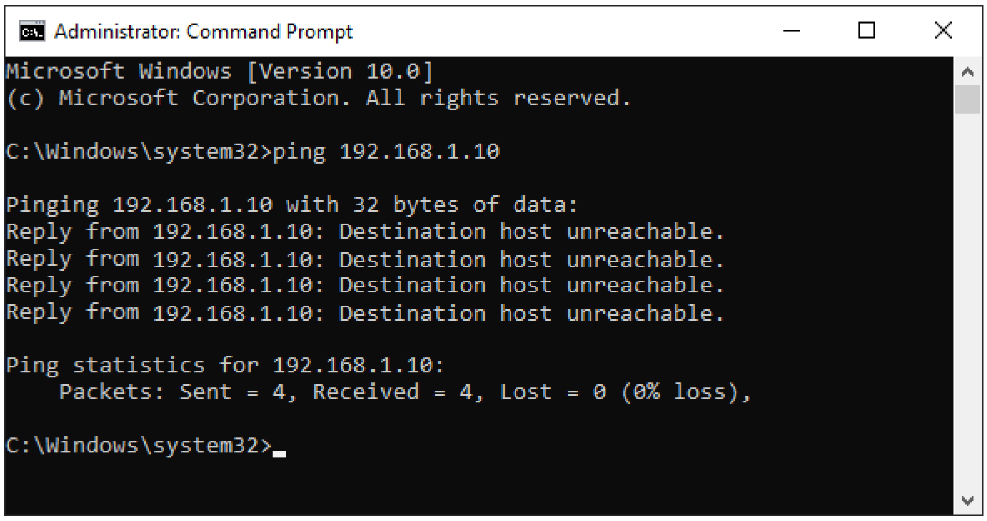
→ With an existing connection you receive several replies.



Administrator: Command Prompt

```
Microsoft Windows [Version 10.0]
(c) Microsoft Corporation. All rights reserved.

C:\Windows\system32>ping 192.168.1.10

Pinging 192.168.1.10 with 32 bytes of data:
Reply from 192.168.1.10: bytes=32 time=1ms TTL30
Reply from 192.168.1.10: bytes=32 time<1ms TTL30
Reply from 192.168.1.10: bytes=32 time<1ms TTL30
Reply from 192.168.1.10: bytes=32 time<1ms TTL30

Ping statistics for192.168.1.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\Windows\system32>_
```

→ With no existing connection you receive error messages.

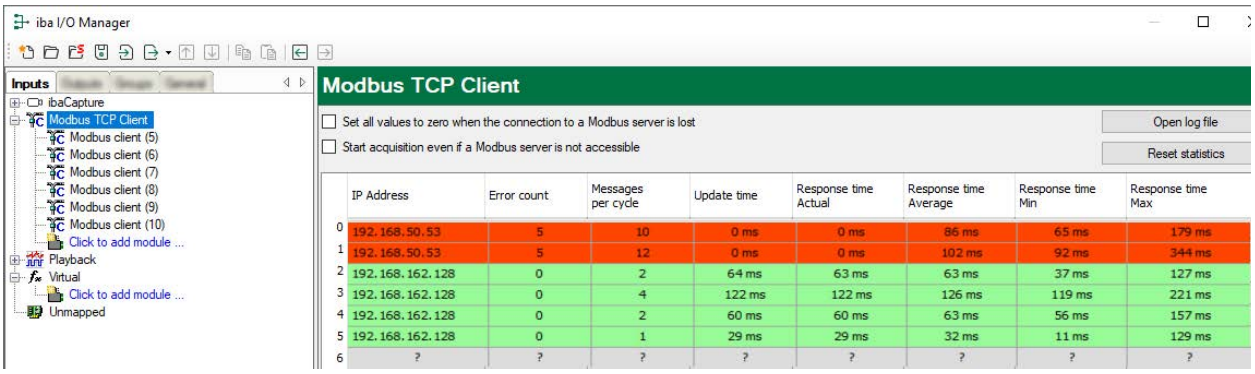


Administrator: Command Prompt

```
Microsoft Windows [Version 10.0]
(c) Microsoft Corporation. All rights reserved.

C:\Windows\system32>ping 192.168.1.10

Pinging 192.168.1.10 with 32 bytes of data:
Reply from 192.168.1.10: Destination host unreachable.
Reply from 192.168.1.10: Destination host unreachable.
Reply from 192.168.1.10: Destination host unreachable.
Reply from 192.168.1.10: Destination host unreachable.

Ping statistics for 192.168.1.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

C:\Windows\system32>_
```

4.5 Checking the connection

If you mark the data interface Modbus Client in the signal tree of the I/O manager, you will see a table in the right part of the window which shows all available connections of this interface.



Set all values to zero when the connection to a Modbus server is lost

Start acquisition even if a Modbus server is not accessible

	IP Address	Error count	Messages per cycle	Update time	Response time Actual	Response time Average	Response time Min	Response time Max
0	192.168.50.53	5	10	0 ms	0 ms	86 ms	65 ms	179 ms
1	192.168.50.53	5	12	0 ms	0 ms	102 ms	92 ms	344 ms
2	192.168.162.128	0	2	64 ms	63 ms	63 ms	37 ms	127 ms
3	192.168.162.128	0	4	122 ms	122 ms	126 ms	119 ms	221 ms
4	192.168.162.128	0	2	60 ms	60 ms	63 ms	56 ms	157 ms
5	192.168.162.128	0	1	29 ms	29 ms	32 ms	11 ms	129 ms
6	?	?	?	?	?	?	?	?

Buttons

- The <Reset statistics> button can be used to reset the error counter and the average, min and max cycle times.
- With the <Open log file> button, you can open the log files with an ASCII Editor to see the history of errors.

The list of connections shows the following values:

- IP address: Address of the Modbus server
- Error count: incremented with the detection of sporadic transmission errors (connection failure), or in case the Modbus server sends an error code, see ↗ *Troubleshooting*, page 37
- Messages per cycle: The number of telegrams which are necessary to receive data of this module
- Update time: The cycle in which *ibaPDA* requests the data from the Modbus server (maximum calculated from the configured update time and the Modbus server response time)
- Response time Actual: The time the Modbus server sends with (time between request and response)
- Response time Average, Min, Max: calculates values since the start of the acquisition or the reset of the counter with the <Reset statistics> button

Colors:

- Green: The connection is OK.
- Red: The connection has failed.

A failed connection may have the following causes:

- Modbus Server is in stop
- No Ethernet connection between *ibaPDA* PC and the Modbus PLC
- Error in the connection configuration:
    - incorrect remote IP address
    - The *ibaPDA* port number and the connection configuration do not match.

Other errors:

- If values in the "Error count" column are high, this points to one of the following errors:
    - Error in message header

4.6 Diagnostic modules

Diagnostic modules are available for most Ethernet based interfaces and Xplorer interfaces. Using a diagnostic module, information from the diagnostic displays (e.g. diagnostic tabs and connection tables of an interface) can be acquired as signals.

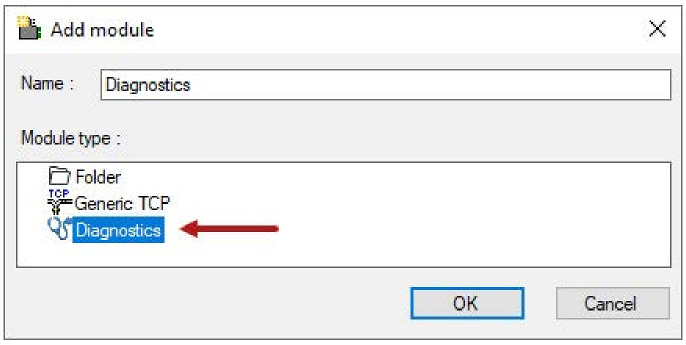
A diagnostic module is always assigned to a data acquisition module of the same interface and supplies its connection information. By using a diagnostic module you can record and analyze the diagnostic information continuously in the *ibaPDA* system.

Diagnostic modules do not consume any license connections because they do not establish their own connection, but refer to another module.

Example for the use of diagnostic modules:

- A notification can be generated, whenever the error counter of a communication connection exceeds a certain value or the connection gets lost.
- In case of a disturbance, the current response times in the telegram traffic may be documented in an incident report.
- The connection status can be visualized in *ibaQPanel*.
- You can forward diagnostic information via the SNMP server integrated in *ibaPDA* or via OPC DA/UA server to superordinate monitoring systems like network management tools.

In case the diagnostic module is available for an interface, a "Diagnostics" module type is shown in the "Add module" dialog (example: Generic TCP).

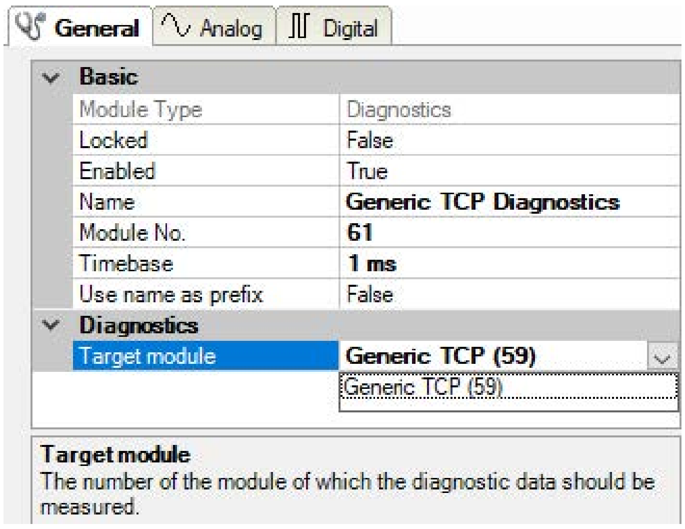

Add module

Name : Diagnostics

Module type :

Module settings diagnostic module

For a diagnostic module, you can make the following settings (example: Generic TCP):



General | Analog | Digital

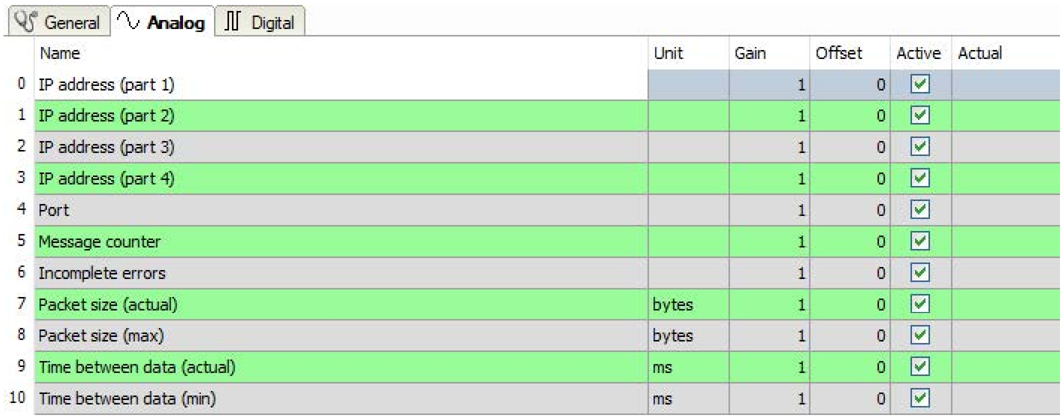
Basic	
Module Type	Diagnostics
Locked	False
Enabled	True
Name	Generic TCP Diagnostics
Module No.	61
Timebase	1 ms
Use name as prefix	False
Diagnostics	
Target module	Generic TCP (59)

Target module
The number of the module of which the diagnostic data should be measured.

The basic settings of a diagnostic module equal those of other modules.

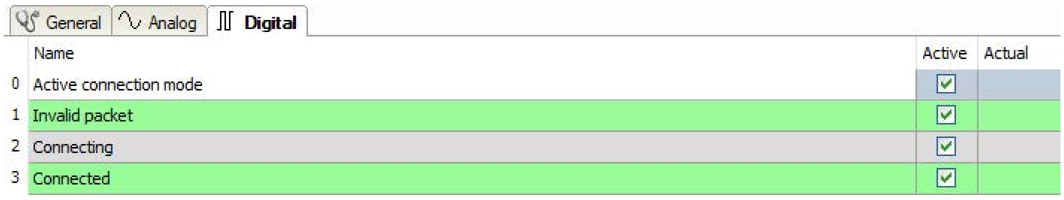
There is only one setting which is specific for the diagnostic module: the target module.

By selecting the target module, you assign the diagnostic module to the module on which you want to acquire information about the connection. You can select the supported modules of this interface in the drop down list of the setting. You can assign exactly one data acquisition module to each diagnostic module. When having selected a module, the available diagnostic signals are immediately added to the *Analog* and *Digital* tabs. It depends on the type of interface, which signals exactly are added. The following example lists the analog values of a diagnostic module for a Generic TCP module.



	Name	Unit	Gain	Offset	Active	Actual
0	IP address (part 1)		1	0	✓	
1	IP address (part 2)		1	0	✓	
2	IP address (part 3)		1	0	✓	
3	IP address (part 4)		1	0	✓	
4	Port		1	0	✓	
5	Message counter		1	0	✓	
6	Incomplete errors		1	0	✓	
7	Packet size (actual)	bytes	1	0	✓	
8	Packet size (max)	bytes	1	0	✓	
9	Time between data (actual)	ms	1	0	✓	
10	Time between data (min)	ms	1	0	✓	

For example, the IP (v4) address of a Generic TCP module (see fig. above) will always be split into 4 parts derived from the dot-decimal notation, for better reading. Also other values are being determined, as there are port number, counters for telegrams and errors, data sizes and telegram cycle times. The following example lists the digital values of a diagnostic module for a Generic TCP module.



	Name	Active	Actual
0	Active connection mode	✓	
1	Invalid packet	✓	
2	Connecting	✓	
3	Connected	✓	

Diagnostic signals

Depending on the interface type, the following signals are available:

Signal name	Description
Active	Only relevant for redundant connections. Active means that the connection is used to measure data, i.e. for redundant standby connections the value is 0. For normal/non-redundant connections, the value is always 1.
Buffer file size (actual/avg/max)	Size of the file for buffering statements
Buffer memory size (actual/avg/max)	Size of the memory used by buffered statements
Buffered statements	Number of unprocessed statements in the buffer
Buffered statements lost	Number of buffered but unprocessed and lost statements
Connected	Connection is established
Connected (in)	A valid data connection for the reception (in) is available
Connected (out)	A valid data connection for sending (out) is available
Connecting	Connection being established
Connection attempts (in)	Number of attempts to establish the receive connection (in)
Connection attempts (out)	Number of attempts to establish the send connection (out)
Connection ID O->T	ID of the connection for output data (from the target system to *ibaPDA*). Corresponds to the assembly instance number
Connection ID T->O	ID of the connection for input data (from *ibaPDA* to target system). Corresponds to the assembly instance number
Connection phase (in)	Status of the ibaNet-E data connection for reception (in)
Connection phase (out)	Status of the ibaNet-E data connection for sending (out)
Connections established (in)	Number of currently valid data connections for reception (in)
Connections established (out)	Number of currently valid data connections for sending (out)
Data length	Length of the data message in bytes
Data length O->T	Size of the output message in byte
Data length T->O	Size of the input message in byte
Destination IP address (part 1-4) O->T	4 octets of the IP address of the target system Output data (from target system to *ibaPDA*)
Destination IP address (part 1-4) T->O	4 octets of the IP address of the target system Input data (from *ibaPDA* to target system)
Disconnects (in)	Number of currently interrupted data connections for reception (in)
Disconnects (out)	Number of currently interrupted data connections for sending (out)
Error counter	Communication error counter
Exchange ID	ID of the data exchange
Incomplete errors	Number of incomplete messages

Signal name	Description
Incorrect message type	Number of received messages with wrong message type
Input data length	Length of data messages with input signals in bytes (*ibaPDA* receives)
Invalid packet	Invalid data packet detected
IP address (part 1-4)	4 octets of the IP address of the target system
Keepalive counter	Number of KeepAlive messages received by the OPC UA Server
Lost images	Number of lost images (in) that were not received even after a retransmission
Lost Profiles	Number of incomplete/incorrect profiles
Message counter	Number of messages received
Messages per cycle	Number of messages in the cycle of the update time
Messages received since configuration	Number of received data telegrams (in) since start of acquisition
Messages received since connection start	Number of received data telegrams (in) since the start of the last connection setup. Reset with each connection loss.
Messages sent since configuration	Number of sent data telegrams (out) since start of acquisition
Messages sent since connection start	Number of sent data telegrams (out) since the start of the last connection setup. Reset with each connection loss.
Multicast join error	Number of multicast login errors
Number of request commands	Counter for request messages from *ibaPDA* to the PLC/CPU
Output data length	Length of the data messages with output signals in bytes (*ibaPDA* sends)
Packet size (actual)	Size of the currently received message
Packet size (max)	Size of the largest received message
Ping time (actual)	Response time for a ping telegram
Port	Port number for communication
Producer ID (part 1-4)	Producer ID as 4 byte unsigned integer
Profile Count	Number of completely recorded profiles
Read counter	Number of read accesses/data requests
Receive counter	Number of messages received
Response time (actual/average/max/min)	Response time is the time between measured value request from *ibaPDA* and response from the PLC or reception of the data. Actual: current value Average/max/min: static values of the update time since the last start of the acquisition or reset of the counters.
Retransmission requests	Number of data messages requested again if lost or delayed

Signal name	Description
Rows (last)	Number of resulting rows by the last SQL query (within the configured range of result rows)
Rows (maximum)	Maximum number of resulting rows by any SQL query since the last start of acquisition (possible maximum equals the configured number of result rows)
Send counter	Number of send messages
Sequence errors	Number of sequence errors
Source IP address (part 1-4) O->T	4 octets of the IP address of the target system Output data (from target system to *ibaPDA*)
Source IP address (part 1-4) T->O	4 octets of the IP address of the target system Input data (from *ibaPDA* to target system)
Statements processed	Number of executed statements since last start of acquisition
Synchronization	Device is synchronized for isochronous acquisition
Time between data (actual/max/min)	Time between two correctly received messages Actual: between the last two messages Max/min: statistical values since start of acquisition or reset of counters
Time offset (actual)	Measured time difference of synchronicity between *ibaPDA* and the ibaNet-E device
Topics Defined	Number of defined topics
Topics Updated	Number of updated topics
Unknown sensor	Number of unknown sensors
Update time (actual/average/configured/max/min)	Specifies the update time in which the data is to be retrieved from the PLC, the CPU or from the server (configured). Default is equal to the parameter "Timebase". During the measurement the real actual update time (actual) can be higher than the set value, if the PLC needs more time to transfer the data. How fast the data is really updated, you can check in the connection table. The minimum achievable update time is influenced by the number of signals. The more signals are acquired, the greater the update time becomes. Average/max/min: static values of the update time since the last start of the acquisition or reset of the counters.
Write counter	Number of successful write accesses
Write lost counter	Number of failed write accesses

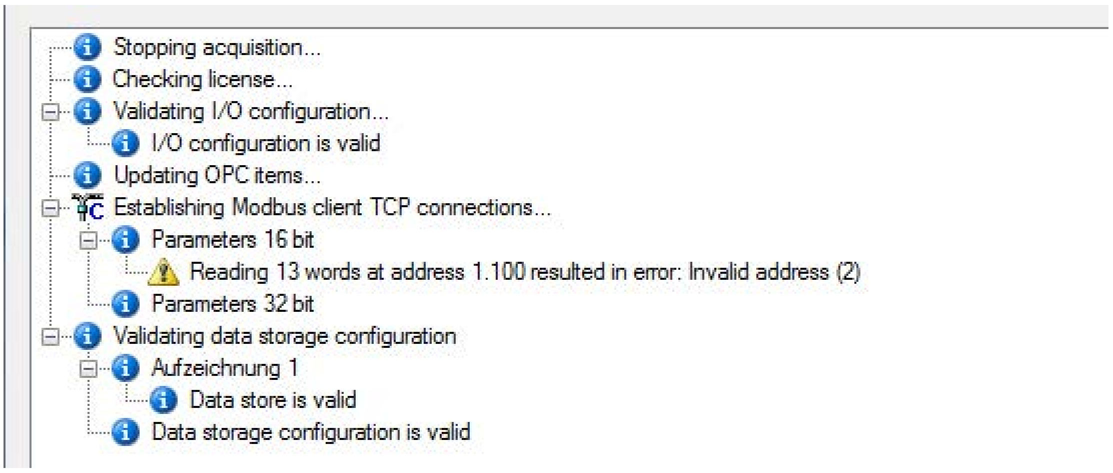
5 Appendix

5.1 Troubleshooting

The server does not send an acknowledgment to the client, in case there is a transmission failure or in case a non-existent (or switched off) device is being addressed. This results in a Timeout. When the communication runs over a Modbus RTU/TCP Gateway, you get an error message from this Gateway telling you that the addressed device does not answer.

The server returns the errors with a corresponding error message to the client.

Depending on the error code, *ibaPDA* reports the error at the start either as error or as warning:



```
Stopping acquisition...
Checking license...
Validating I/O configuration...
    I/O configuration is valid
Updating OPC items...
Establishing Modbus client TCP connections...
    Parameters 16 bit
        Reading 13 words at address 1.100 resulted in error: Invalid address (2)
    Parameters 32 bit
Validating data storage configuration
    Aufzeichnung 1
        Data store is valid
    Data storage configuration is valid
```

5.1.1 Message layout

Response Modbus->Server Client, with error message:

	Offs	Bytes	Type	Modbus Description	Contents (hex)	ibaPDA Description
MBAP	00	2	UINT	Transaction Identifier	xx xx	Mirror of request
	02	2	UINT	Protocol Identifier	00 00	0
	04	2	UINT	Cmd Length	00 03	
	06	1	BYTE	Unit ID	xx	Mirror of request
Fcode	07	1	BYTE	Function code "Exception"	0x80 + xx	Mirror of function code with MSB=1
Data	08	1	BYTE	Error code	xx	Error code

The received function code is copied and the highest-order bit set (MSB).

Example:

Function 03: Read Holding Registers			
Request	**(hex)**	**(hex)**	**Response**
Trans ID	00 03	00 03	Trans ID
Prot ID	00 00	00 00	Prot ID
Cmd LEN	00 06	00 03	Cmd LEN
Unit ID	01	01	Unit ID
FCode	03	83	FCode with error indication
Start Adr (Hi)	00	02	Error code
Start Adr (Lo)	6D		
No. Values (Hi)	00		
No. Values (Lo)	04		

5.1.2 Modbus error codes

Error codes (hex)	Name	Meaning
01	Illegal Function	Use of a function code that is not supported
02	Illegal Data Address	Use of an invalid storage address or attempt to write to a read-only address
03	Illegal Data Value	Use of illegal data values, e.g. a non-permitted number of registers
04	Slave Device Failure	Unrecoverable failure
05	Acknowledge	The server needs a long time for processing the request. It sends an acknowledge in order to prevent a timeout of the client.
06	Slave Device Busy	Currently, the device cannot process Modbus commands
0A	Gateway Path Unavailable	Gateway is overloaded or configured incorrectly
0B	Gateway Target Device Failed to Respond	Error message of the gateway: No answer from the addressed device

6 Support and contact

Support

Phone:	+49 911 97282-14
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Note

If you need support for software products, please state the number of the license container. For hardware products, please have the serial number of the device ready.

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