

Cutler-Hammer ELC Ethernet Driver

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Cutler-Hammer ELC Ethernet Driver

Help version 1.028

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Overview

The Cutler-Hammer ELC Ethernet Driver provides a reliable way to connect Cutler-Hammer Eaton Logic Controllers (ELC) to OPC client applications; including HMI, SCADA, Historian, MES, ERP, and countless custom applications.

Setup

Supported Devices

Cutler-Hammer ELC model - PV28 Series.

Communication Protocol

Modbus TCP

Maximum Number of Channels and Devices

The maximum number of channels supported by this driver is 256; the maximum number of devices per channel is 8192.

Device ID

Device IDs are used to specify the device IP address, along with a Modbus Bridge Index on the Ethernet network. They are specified as <HOST>.XXX, where HOST is a standard UNC/DNS name or and IP address. The XXX designates the Modbus Bridge Index of the device and can be in the range of 0 to 255. If no bridge is used, set the index to 0.

Examples

1. Request data from a device with IP address 205.167.7.19. The Device ID should be entered as <205.167.7.19>.0
2. Request data from a device connected to bridge index 5 of a Modbus Ethernet bridge with an IP address of 205.167.7.5. The Device ID should be entered as <205.167.7.5>.5.


Channel Properties — General

This server supports the use of simultaneous multiple communications drivers. Each protocol or driver used in a server project is called a channel. A server project may consist of many channels with the same communications driver or with unique communications drivers. A channel acts as the basic building block of an OPC link. This group is used to specify general channel properties, such as the identification attributes and operating mode.


Property Groups	<input type="checkbox"/> Identification	
General	Name	
Write Optimizations	Description	
Advanced	Driver	
	<input type="checkbox"/> Diagnostics	
	Diagnostics Capture	Disable

Identification

Name: User-defined identity of this channel. In each server project, each channel name must be unique. Although names can be up to 256 characters, some client applications have a limited display window when browsing the OPC server's tag space. The channel name is part of the OPC browser information.

 For information on reserved characters, refer to "How To... Properly Name a Channel, Device, Tag, and Tag Group" in the server help.

Description: User-defined information about this channel.

 Many of these properties, including Description, have an associated system tag.

Driver: Selected protocol / driver for this channel. This property specifies the device driver that was selected during channel creation. It is a disabled setting in the channel properties.

● **Note:** With the server's online full-time operation, these properties can be changed at any time. This includes changing the channel name to prevent clients from registering data with the server. If a client has already acquired an item from the server before the channel name is changed, the items are unaffected. If, after the channel name has been changed, the client application releases the item and attempts to re-acquire using the old channel name, the item is not accepted. With this in mind, changes to the properties should not be made once a large client application has been developed. Utilize the User Manager to prevent operators from changing properties and restrict access rights to server features.

Diagnostics

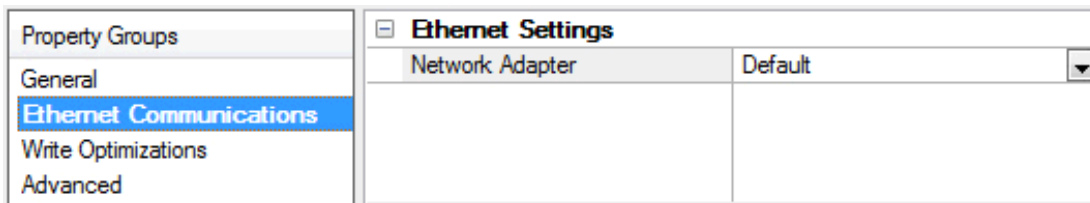
Diagnostics Capture: When enabled, this option makes the channel's diagnostic information available to OPC applications. Because the server's diagnostic features require a minimal amount of overhead processing, it is recommended that they be utilized when needed and disabled when not. The default is disabled.

● **Note:** This property is disabled if the driver does not support diagnostics.

● For more information, refer to "Communication Diagnostics" in the server help.

Channel Properties — Ethernet Communications

Ethernet Communication can be used to communicate with devices.

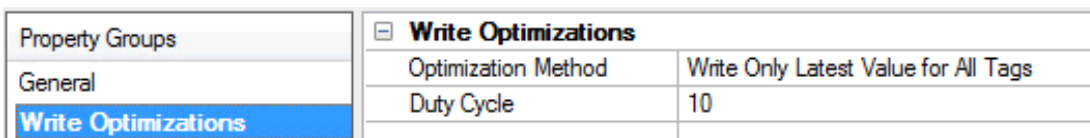


Ethernet Settings

Network Adapter: Specify the network adapter to bind. When Default is selected, the operating system selects the default adapter.

Channel Properties — Write Optimizations

As with any OPC server, writing data to the device may be the application's most important aspect. The server intends to ensure that the data written from the client application gets to the device on time. Given this goal, the server provides optimization properties that can be used to meet specific needs or improve application responsiveness.



Write Optimizations

Optimization Method: controls how write data is passed to the underlying communications driver. The options are:

- **Write All Values for All Tags:** This option forces the server to attempt to write every value to the controller. In this mode, the server continues to gather write requests and add them to the server's internal write queue. The server processes the write queue and attempts to empty it by writing data to the device as quickly as possible. This mode ensures that everything written from the client applications is sent to the target device. This mode should be selected if the write operation order or the write item's content must uniquely be seen at the target device.
- **Write Only Latest Value for Non-Boolean Tags:** Many consecutive writes to the same value can accumulate in the write queue due to the time required to actually send the data to the device. If the server updates a write value that has already been placed in the write queue, far fewer writes are needed to reach the same final output value. In this way, no extra writes accumulate in the server's queue. When the user stops moving the slide switch, the value in the device is at the correct value at virtually the same time. As the mode states, any value that is not a Boolean value is updated in the server's internal write queue and sent to the device at the next possible opportunity. This can greatly improve the application performance.
 - **Note:** This option does not attempt to optimize writes to Boolean values. It allows users to optimize the operation of HMI data without causing problems with Boolean operations, such as a momentary push button.
- **Write Only Latest Value for All Tags:** This option takes the theory behind the second optimization mode and applies it to all tags. It is especially useful if the application only needs to send the latest value to the device. This mode optimizes all writes by updating the tags currently in the write queue before they are sent. This is the default mode.

Duty Cycle: is used to control the ratio of write to read operations. The ratio is always based on one read for every one to ten writes. The duty cycle is set to ten by default, meaning that ten writes occur for each read operation. Although the application is performing a large number of continuous writes, it must be ensured that read data is still given time to process. A setting of one results in one read operation for every write operation. If there are no write operations to perform, reads are processed continuously. This allows optimization for applications with continuous writes versus a more balanced back and forth data flow.

● **Note:** It is recommended that the application be characterized for compatibility with the write optimization enhancements before being used in a production environment.

Channel Properties — Advanced

This group is used to specify advanced channel properties. Not all drivers support all properties; so the Advanced group does not appear for those devices.

Property Groups	<input type="checkbox"/> Non-Normalized Float Handling	
General	Floating-Point Values	Replace with Zero
Write Optimizations	<input type="checkbox"/> Inter-Device Delay	
Advanced	Inter-Device Delay (ms)	0

Non-Normalized Float Handling: A non-normalized value is defined as Infinity, Not-a-Number (NaN), or as a Denormalized Number. The default is Replace with Zero. Drivers that have native float handling may default to Unmodified. Non-normalized float handling allows users to specify how a driver handles non-normalized IEEE-754 floating point data. Descriptions of the options are as follows:

- **Replace with Zero:** This option allows a driver to replace non-normalized IEEE-754 floating point values with zero before being transferred to clients.

- **Unmodified:** This option allows a driver to transfer IEEE-754 denormalized, normalized, non-number, and infinity values to clients without any conversion or changes.

● **Note:** This property is disabled if the driver does not support floating point values or if it only supports the option that is displayed. According to the channel's float normalization setting, only real-time driver tags (such as values and arrays) are subject to float normalization. For example, EFM data is not affected by this setting.

● *For more information on the floating point values, refer to "How To ... Work with Non-Normalized Floating Point Values" in the server help.*

Inter-Device Delay: Specify the amount of time the communications channel waits to send new requests to the next device after data is received from the current device on the same channel. Zero (0) disables the delay.

● **Note:** This property is not available for all drivers, models, and dependent settings.

Device Properties — General

A device represents a single target on a communications channel. If the driver supports multiple controllers, users must enter a device ID for each controller.

Property Groups		
General	[-] Identification	
Scan Mode	Name	
	Description	
	Channel Assignment	
	Driver	
	Model	
	ID Format	Decimal
	ID	2
	[-] Operating Mode	
	Data Collection	Enable
	Simulated	No

Identification

Name: This property specifies the name of the device. It is a logical user-defined name that can be up to 256 characters long, and may be used on multiple channels.

● **Note:** Although descriptive names are generally a good idea, some OPC client applications may have a limited display window when browsing the OPC server's tag space. The device name and channel name become part of the browse tree information as well. Within an OPC client, the combination of channel name and device name would appear as "ChannelName.DeviceName".

● *For more information, refer to "How To... Properly Name a Channel, Device, Tag, and Tag Group" in server help.*

Description: User-defined information about this device.

● Many of these properties, including Description, have an associated system tag.

Channel Assignment: User-defined name of the channel to which this device currently belongs.

Driver: Selected protocol driver for this device. This property specifies the driver selected during channel creation. It is disabled in the channel properties.

Model: This property specifies the specific type of device that is associated with this ID. The contents of the drop-down menu depends on the type of communications driver being used. Models that are not supported by a driver are disabled. If the communications driver supports multiple device models, the model selection can only be changed when there are no client applications connected to the device.

● **Note:** If the communication driver supports multiple models, users should try to match the model selection to the physical device. If the device is not represented in the drop-down menu, select a model that conforms closest to the target device. Some drivers support a model selection called "Open," which allows users to communicate without knowing the specific details of the target device. For more information, refer to the driver help documentation.

ID: This property specifies the device's station / node / identity / address. The type of ID entered depends on the communications driver being used. For many drivers, the ID is a numeric value. Drivers that support a Numeric ID provide users with the option to enter a numeric value whose format can be changed to suit the needs of the application or the characteristics of the selected communications driver. The ID format can be Decimal, Octal, and Hexadecimal. If the driver is Ethernet-based or supports an unconventional station or node name, the device's TCP/IP address may be used as the device ID. TCP/IP addresses consist of four values that are separated by periods, with each value in the range of 0 to 255. Some device IDs are string based. There may be additional properties to configure within the ID field, depending on the driver.

Operating Mode

Data Collection: This property controls the device's active state. Although device communications are enabled by default, this property can be used to disable a physical device. Communications are not attempted when a device is disabled. From a client standpoint, the data is marked as invalid and write operations are not accepted. This property can be changed at any time through this property or the device system tags.

Simulated: This option places the device into Simulation Mode. In this mode, the driver does not attempt to communicate with the physical device, but the server continues to return valid OPC data. Simulated stops physical communications with the device, but allows OPC data to be returned to the OPC client as valid data. While in Simulation Mode, the server treats all device data as reflective: whatever is written to the simulated device is read back and each OPC item is treated individually. The item's memory map is based on the group Update Rate. The data is not saved if the server removes the item (such as when the server is reinitialized). The default is No.

● **Notes:**

1. This System tag (_Simulated) is read only and cannot be written to for runtime protection. The System tag allows this property to be monitored from the client.
2. In Simulation mode, the item's memory map is based on client update rate(s) (Group Update Rate for OPC clients or Scan Rate for native and DDE interfaces). This means that two clients that reference the same item with different update rates return different data.

● Simulation Mode is for test and simulation purposes only. It should never be used in a production environment.

Device Properties — Scan Mode

The Scan Mode specifies the subscribed-client requested scan rate for tags that require device communications. Synchronous and asynchronous device reads and writes are processed as soon as possible; unaffected by the Scan Mode properties.

Property Groups	☐ Scan Mode	
General	Scan Mode	Respect Client-Specified Scan Rate ▾
Scan Mode	Initial Updates from Cache	Disable

Scan Mode: specifies how tags in the device are scanned for updates sent to subscribing clients.

Descriptions of the options are:

- **Respect Client-Specified Scan Rate:** This mode uses the scan rate requested by the client.
- **Request Data No Faster than Scan Rate:** This mode specifies the maximum scan rate to be used. The valid range is 10 to 99999990 milliseconds. The default is 1000 milliseconds.
 - **Note:** When the server has an active client and items for the device and the scan rate value is increased, the changes take effect immediately. When the scan rate value is decreased, the changes do not take effect until all client applications have been disconnected.
- **Request All Data at Scan Rate:** This mode forces tags to be scanned at the specified rate for subscribed clients. The valid range is 10 to 99999990 milliseconds. The default is 1000 milliseconds.
- **Do Not Scan, Demand Poll Only:** This mode does not periodically poll tags that belong to the device nor perform a read to get an item's initial value once it becomes active. It is the client's responsibility to poll for updates, either by writing to the `_DemandPoll` tag or by issuing explicit device reads for individual items. *For more information, refer to "Device Demand Poll" in server help.*
- **Respect Tag-Specified Scan Rate:** This mode forces static tags to be scanned at the rate specified in their static configuration tag properties. Dynamic tags are scanned at the client-specified scan rate.

Initial Updates from Cache: When enabled, this option allows the server to provide the first updates for newly activated tag references from stored (cached) data. Cache updates can only be provided when the new item reference shares the same address, scan rate, data type, client access, and scaling properties. A device read is used for the initial update for the first client reference only. The default is disabled; any time a client activates a tag reference the server attempts to read the initial value from the device.

Device Properties — Timing

The device Timing properties allow the driver's response to error conditions to be tailored to fit the application's needs. In many cases, the environment requires changes to these properties for optimum performance. Factors such as electrically generated noise, modem delays, and poor physical connections can influence how many errors or timeouts a communications driver encounters. Timing properties are specific to each configured device.

Property Groups	☐ Communication Timeouts	
General	Connect Timeout (s)	3
Scan Mode	Request Timeout (ms)	5000
Timing	Retry Attempts	3
Auto-Demotion	☐ Timing	
	Inter-Request Delay (ms)	0

Communications Timeouts

Connect Timeout: This property (which is used primarily by Ethernet based drivers) controls the amount of time required to establish a socket connection to a remote device. The device's connection time often takes longer than normal communications requests to that same device. The valid range is 1 to 30 seconds. The

default is typically 3 seconds, but can vary depending on the driver's specific nature. If this setting is not supported by the driver, it is disabled.

● **Note:** Due to the nature of UDP connections, the connection timeout setting is not applicable when communicating via UDP.

Request Timeout: This property specifies an interval used by all drivers to determine how long the driver waits for a response from the target device to complete. The valid range is 50 to 9,999,999 milliseconds (167.6667 minutes). The default is usually 1000 milliseconds, but can vary depending on the driver. The default timeout for most serial drivers is based on a baud rate of 9600 baud or better. When using a driver at lower baud rates, increase the timeout to compensate for the increased time required to acquire data.

Attempts Before Timeout: This property specifies how many times the driver issues a communications request before considering the request to have failed and the device to be in error. The valid range is 1 to 10. The default is typically 3, but can vary depending on the driver's specific nature. The number of attempts configured for an application depends largely on the communications environment. This property applies to both connection attempts and request attempts.

Timing

Inter-Request Delay: This property specifies how long the driver waits before sending the next request to the target device. It overrides the normal polling frequency of tags associated with the device, as well as one-time reads and writes. This delay can be useful when dealing with devices with slow turnaround times and in cases where network load is a concern. Configuring a delay for a device affects communications with all other devices on the channel. It is recommended that users separate any device that requires an inter-request delay to a separate channel if possible. Other communications properties (such as communication serialization) can extend this delay. The valid range is 0 to 300,000 milliseconds; however, some drivers may limit the maximum value due to a function of their particular design. The default is 0, which indicates no delay between requests with the target device.

● **Note:** Not all drivers support Inter-Request Delay. This setting does not appear if it is not available.

Device Properties — Auto-Demotion

The Auto-Demotion properties can temporarily place a device off-scan in the event that a device is not responding. By placing a non-responsive device offline for a specific time period, the driver can continue to optimize its communications with other devices on the same channel. After the time period has been reached, the driver re-attempts to communicate with the non-responsive device. If the device is responsive, the device is placed on-scan; otherwise, it restarts its off-scan time period.

Property Groups	[-] Auto-Demotion	
General	Demote on Failure	Enable
Scan Mode	Timeouts to Demote	3
Timing	Demotion Period (ms)	10000
Auto-Demotion	Discard Requests when Demoted	Disable

Demote on Failure: When enabled, the device is automatically taken off-scan until it is responding again.

● **Tip:** Determine when a device is off-scan by monitoring its demoted state using the `_AutoDemoted` system tag.

Timeouts to Demote: Specify how many successive cycles of request timeouts and retries occur before the device is placed off-scan. The valid range is 1 to 30 successive failures. The default is 3.

Demotion Period: Indicate how long the device should be placed off-scan when the timeouts value is reached. During this period, no read requests are sent to the device and all data associated with the read requests are set to bad quality. When this period expires, the driver places the device on-scan and allows for another attempt at communications. The valid range is 100 to 3600000 milliseconds. The default is 10000 milliseconds.

Discard Requests when Demoted: Select whether or not write requests should be attempted during the off-scan period. Disable to always send write requests regardless of the demotion period. Enable to discard writes; the server automatically fails any write request received from a client and does not post a message to the Event Log.

Device Properties - Ethernet

Property Groups	[-] Ethernet	
Ethernet	TCP/IP Port	502
Block Sizes		

TCP/IP Port: Specify the port number that the remote device is configured to use. The ELC Ethernet driver will use this port number when making solicited requests to a device. Valid port numbers are 0 to 65535. The default port number is 502.

Device Properties - Block Sizes

Property Groups	[-] Discretes	
General	Output	1024
Scan Mode	Input	1024
Ethernet	[-] Registers	
Block Sizes	Holding Registers	120

Output: The output block size for ELC memory types S, Y, To, M and Co may be between 8 and 1024 in multiples of 8. The default is 1024.

Input: The input block size for ELC memory type X may be between 8 and 1024 in multiples of 8. The default is 1024.

Holding Registers: The holding register size for ELC memory types C, T and D may be between 1 and 120. The default is 120. The number of 32-bit counter values that can be blocked together will be one half the number of the holding registers setting, thus yielding an equivalent number of bytes per block.

Device Properties - Data Encoding

Property Groups	[-] Data Encoding	
Ethernet	First Word Low	No
Block Sizes		
Data Encoding		

First Word Low: Two consecutive 16-bit registers' addresses in an ELC device are used for 32-bit data types. Users can specify whether the driver should assume the first word is the low or the high word of the 32-bit value. Check this box to use the same word order as the ELCSOFT programming software.

Device Properties — Redundancy

Property Groups	<input type="checkbox"/> Redundancy	
General	Secondary Path	...
Scan Mode	Operating Mode	Switch On Failure
Timing	Monitor Item	
Redundancy	Monitor Interval (s)	300
	Return to Primary ASAP	Yes

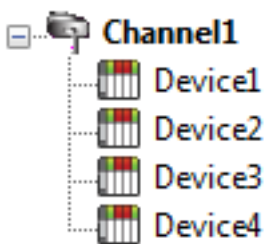
Redundancy is available with the Media-Level Redundancy Plug-In.

• Consult the website, a sales representative, or the user manual for more information.

Optimizing Communications

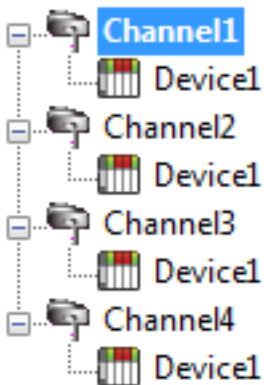
The Cutler-Hammer ELC Ethernet Driver has been designed to provide the best performance with the least amount of impact on the system's overall performance. While the Cutler-Hammer ELC Ethernet Driver is fast, there are a couple of guidelines that can be used in order to control and optimize the application and gain maximum performance.

Our server refers to communications protocols like Cutler-Hammer ELC Ethernet as a channel. Each channel defined in the application represents a separate path of execution in the server. Once a channel has been defined, a series of devices must then be defined under that channel. Each of these devices represents a single Modbus controller from which data will be collected. While this approach to defining the application will provide a high level of performance, it won't take full advantage of the Cutler-Hammer ELC Ethernet Driver or the network. An example of how the application may appear when configured using a single channel is shown below.



Each device appears under a single Cutler-Hammer ELC Ethernet channel. In this configuration, the driver must move from one device to the next as quickly as possible in order to gather information at an effective rate. As more devices are added or more information is requested from a single device, the overall update rate begins to suffer.

If the Cutler-Hammer ELC Ethernet Driver driver could only define one single channel, then the example shown above would be the only option available; however, the Cutler-Hammer ELC Ethernet Driver driver can define up to 256 channels. Using multiple channels distributes the data collection workload by simultaneously issuing multiple requests to the network. An example of how the same application may appear when configured using multiple channels to improve performance is shown below.



Each device has now been defined under its own channel. In this new configuration, a single path of execution is dedicated to the task of gathering data from each device. If the application has 256 or fewer devices, it can be optimized exactly how it is shown here.

The performance will improve even if the application has more than 256 devices. While 256 or fewer devices may be ideal, the application will still benefit from additional channels. Although by spreading the device load across all 256 channels will cause the server to move from device to device again, it can now do so with far less devices to process on a single channel.

Data Types Description

Data Type	Description
Boolean	Single bit
Word	Unsigned 16-bit value bit 0 is the low bit bit 15 is the high bit
Short	Signed 16-bit value bit 0 is the low bit bit 14 is the high bit bit 15 is the sign bit
DWord	Unsigned 32-bit value bit 0 is the low bit bit 31 is the high bit
Long	Signed 32-bit value bit 0 is the low bit bit 30 is the high bit bit 31 is the sign bit
BCD	Two byte packed BCD Value range is 0-9999. Behavior is undefined for values beyond this range.
LBCD	Four byte packed BCD Value range is 0-99999999. Behavior is undefined for values beyond this range.
String	Null terminated ASCII string Supported on all models and includes HiLo LoHi byte order selection.
Double*	64-bit Floating point value The driver interprets four consecutive registers as a double precision value by making the last two registers the high DWord and the first two registers the low DWord.
Double Example	If register 40001 is specified as a double, bit 0 of register 40001 would be bit 0 of the 64-bit data type and bit 15 of register 40004 would be bit 63 of the 64-bit data type.
Float*	32-bit Floating point value The driver interprets two consecutive registers as a single precision value by making the last register the high word and the first register the low word.
Float Example	If register 40001 is specified as a Float, bit 0 of register 40001 would be bit 0 of the 32-bit data type and bit 15 of register 40002 would be bit 31 of the 32-bit data type.

*The descriptions assume the default first DWord low data handling of 64-bit data types, and first word low data handling of 32-bit data types.

Address Descriptions

PV28 Series

The default data type for dynamically defined tags are shown in **bold** where appropriate.

Memory Type	Range	Data Type	Access*	Remarks
Discrete Input (external I/O)	X0-X377 (octal)	Boolean	Read Only	
Discrete Output (external I/O)	Y0-Y377 (octal)	Boolean	Read/Write	
Main Relay	M0-M4095	Boolean	Read/Write	
Timer Status	To0-To255	Boolean	Read/Write	Contact = ON when timer reaches preset value
Counter Status (16-bit counters)	Co0-Co199	Boolean	Read/Write	Contact = ON when counter reaches preset value
Counter Status (32-bit counters)	Co200- Co255	Boolean	Read/Write	Contact = ON when counter reaches preset value
Step Point	S0-S1023	Boolean	Read/Write	Sequential Function Chart usage
Timer Current Value	T0-T255 Txxx.0- Txxx.15	Word , Short, BCD Float, DWord, Long LBCD, Double Boolean	Read/Write	Represents the current value of the 1ms, 10ms, or 100ms timers
Counter Current Value (16-bit counters)	C0-C199 Cxxx.0- Cxxx.15	Word , Short, BCD Float, DWord, Long LBCD, Double Boolean	Read/Write	Represents the current value of the counter
Counter Current Value (32-bit counters)	C200-C255 Cxxx.0- Cxxx.31	DWord , Float Long, LBCD, Double Boolean	Read/Write Read Only	Represents the current value of the counter
Data Register	D0-D9999 Dxxx.0- Dxxx.15	Word , Short, BCD Float, DWord, Long LBCD, Double Boolean	Read/Write	General data storage

Memory Type	Range	Data Type	Access*	Remarks
Data Register as String with HiLo Byte Order	D0.2H-D9999.32H	String**	Read/Write	.Bit is string length, range 2 to 32 bytes
Data Register as String with LoHi Byte Order	D0.2L-D9999.32L	String**	Read/Write	.Bit is string length, range 2 to 32 bytes

*Write Only Access

All Read/Write addresses may be set as Write by prefixing a "W" to the address such as "WD0", which will prevent the driver from reading the register at the specified address. Any attempts by the client to read a Write Only tag will result in obtaining the last successful write value to the specified address. If no successful writes have occurred, then the client will receive 0/NULL for numeric/string values for an initial value.

Caution : Setting the "Client access" privileges of Write Only tags to Read Only will cause writes to these tags to fail and the client to always receive 0/NULL for numeric/string values.

**String Support

The ELC devices support reading and writing data register memory as an ASCII string. When using data registers for string data, each register will contain two bytes of ASCII data. The order of the ASCII data within a given register can be selected when the string is defined. The length of the string can be from 2 to 32 bytes and is entered in place of a bit number. The length must be entered as an even number. The byte order is specified by appending either an "H" or "L" to the address.

Examples

- To address a string starting at D200 with a length of 32 bytes and HiLo byte order, enter: D200.32H
- To address a string starting at D500 with a length of 32 bytes and LoHi byte order, enter: D500.32L

Note: The string length of may be limited by the maximum size of the write request that the device will allow. If while utilizing a string tag you receive an error message in the server event window of "Unable to write to address <address> on device <device>: Device responded with exception code 3." This means the device did not accept the length of the string. If possible, try shortening the string.

Normal Address Example

The 177'th (octal) output coil would be addressed as 'Y177' using octal addressing.

Array Support

Arrays are supported for registers (i.e. T, C, and D addresses) except for bit-within-word and strings. Arrays are also supported for input and output coils (Boolean data types, i.e. M, S, X, Y, To, and Co addresses). There are two methods of addressing an array. Examples are given using register addresses.

Dxxx [rows] [cols]

Dxxx [cols] this method assumes rows is equal to one

For arrays, rows multiplied by cols cannot exceed the block size that has been assigned to the device for the register/coil type. For register arrays of 32-bit data types, rows multiplied by cols multiplied by 2 cannot exceed the block size.

Error Descriptions

The following error/warning messages may be generated. Click on the link for a description of the message.

Address Validation

[Missing address](#)

[Device address '<address>' contains a syntax error](#)

[Address '<address>' is out of range for the specified device or register](#)

[Device address '<address>' is not supported by model '<model name>'](#)

[Data Type '<type>' is not valid for device address '<address>'](#)

[Device address '<address>' is read only](#)

[Array size is out of range for address '<address>'](#)

[Array support is not available for the specified address: '<address>'](#)

Device Status Messages

[Device '<device name>' is not responding](#)

[Unable to write to '<address>' on device '<device name>'](#)

[Unable to write to address '<address>' on device '<device>'. Device responded with exception code <code>](#)

Device Specific Messages

[Failure to initiate 'winsock.dll' \(Error: <error code>\)](#)

[Unable to create a socket connection for device '<device>'](#)

[Bad array spanning \[<start address> to <end address>\] on device '<device>'](#)

[Bad address in block \[<start address> to <end address>\] on device '<device>'](#)

[Device '<device>' block request \[<start address> to <end address>\] responded with exception <code>](#)

Missing address

Error Type:

Warning

Possible Cause:

A tag address that has been specified statically has no length.

Solution:

Re-enter the address in the client application.

Device address '<address>' contains a syntax error

Error Type:

Warning

Possible Cause:

A tag address that has been specified statically contains one or more invalid characters.

Solution:

Re-enter the address in the client application.

Address '<address>' is out of range for the specified device or register

Error Type:

Warning

Possible Cause:

A tag address that has been specified statically references a location that is beyond the range of supported locations for the device.

Solution:

Verify the address is correct; if it is not, re-enter it in the client application.

Device address '<address>' is not supported by model '<model name>'

Error Type:

Warning

Possible Cause:

A tag address that has been specified statically references a location that is valid for the communications protocol but not supported by the target device.

Solution:

Verify that the address is correct; if it is not, re-enter it in the client application. Also, verify that the selected model name for the device is correct.

Data Type '<type>' is not valid for device address '<address>'

Error Type:

Warning

Possible Cause:

A tag address that has been specified statically has been assigned an invalid data type.

Solution:

Modify the requested data type in the client application.

Device address '<address>' is read only

Error Type:

Warning

Possible Cause:

A tag address that has been specified statically has a requested access mode that is not compatible with what the device supports for that address.

Solution:

Change the access mode in the client application.

Array size is out of range for address '<address>'

Error Type:

Warning

Possible Cause:

A tag address that has been specified statically is requesting an array size that is too large for the address type or block size of the driver.

Solution:

Re-enter the address in the client application to specify a smaller value for the array or a different starting point.

Array support is not available for the specified address: '<address>'

Error Type:

Warning

Possible Cause:

A tag address that has been specified statically contains an array reference for an address type that doesn't support arrays.

Solution:

Re-enter the address in the client application to remove the array reference or correct the address type.

Device '<device name>' is not responding

Error Type:

Serious

Possible Cause:

1. The serial connection between the device and the host PC is broken.
2. The communications parameters for the serial connection are incorrect.
3. The named device may have been assigned an incorrect Network ID.
4. The response from the device took longer to receive than the amount of time specified in the "Request Timeout" device setting.

Solution:

1. Verify the cabling between the PC and the PLC device.
2. Verify that the specified communications parameters match those of the device.
3. Verify that the Network ID given to the named device matches that of the actual device.
4. Increase the Request Timeout setting so that the entire response can be handled.

Unable to write to '<address>' on device '<device name>'

Error Type:

Serious

Possible Cause:

1. The serial connection between the device and the host PC is broken.
2. The communications parameters for the serial connection are incorrect.
3. The named device may have been assigned an incorrect Network ID.

Solution:

1. Verify the cabling between the PC and the PLC device.
2. Verify that the specified communications parameters match those of the device.
3. Verify that the Network ID given to the named device matches that of the actual device.

Unable to write to address '<address>' on device '<device>': Device responded with exception code '<code>'

Error Type:

Warning

Possible Cause:

Please refer to the Modbus Exception Codes table below.

Solution:

Solution will depend upon the Exception Code. Please refer to the table below.

Modbus Exception Codes

The following information is from the Modbus Application Protocol Specifications documentation.

Code Dec/Hex	Name	Meaning
01/0x01	ILLEGAL FUNCTION	The function code received in the query is not an allowable action for the server (or slave). This may be because the function code is only applicable to newer devices, and was not implemented in the unit selected. It could also indicate that the server (or slave) is in the wrong state to process a request of this type, for example because it is unconfigured and is being asked to return register values.
02/0x02	ILLEGAL DATA ADDRESS	The data address received in the query is not an allowable address for the server (or slave). More specifically, the combination of reference number and transfer length is invalid. For a controller with 100 registers, a request with offset 96 and length 4 would succeed, a request with offset 96 and length 5 will generate exception 02.
03/0x03	ILLEGAL DATA VALUE	A value contained in the query data field is not an allowable value for server (or slave). This indicates a fault in the structure of the remainder of a complex request, such as that the implied length is incorrect. It specifically does NOT mean that a data item submitted for storage in a register has a value outside the expectation of the application program,

Code Dec/Hex	Name	Meaning
		since the MODBUS protocol is unaware of the significance of any particular value of any particular register.
04/0x04	SLAVE DEVICE FAILURE	An unrecoverable error occurred while the server (or slave) was attempting to perform the requested action.
05/0x05	ACKNOWLEDGE	The slave has accepted the request and is processing it, but a long duration of time will be required to do so. This response is returned to prevent a timeout error from occurring in the master. The master can next issue a Poll Program Complete message to determine if processing is completed.
06/0x06	SLAVE DEVICE BUSY	The slave is engaged in processing a long-duration program command. The master should retransmit the message later when the slave is free.
07/0x07	NEGATIVE ACKNOWLEDGE	The slave cannot perform the program function received in the query. This code is returned for an unsuccessful programming request using function code 13 or 14 decimal. The master should request diagnostic or error information from the slave.
08/0x08	MEMORY PARITY ERROR	The slave attempted to read extended memory, but detected a parity error in the memory. The master can retry the request, but service may be required on the slave device.
10/0x0A	GATEWAY PATH UNAVAILABLE	Specialized use in conjunction with gateways, indicates that the gateway was unable to allocate an internal communication path from the input port to the output port for processing the request. This usually means that the gateway is misconfigured or overloaded.
11/0x0B	GATEWAY TARGET DEVICE FAILED TO RESPOND	Specialized use in conjunction with gateways, indicates that no response was obtained from the target device. Usually means that the device is not present on the network.

Failure to initiate 'winsock.dll' (Error: <error code>)

Error Type:

Fatal

OS Error Code 10091:

Indicates that the underlying network subsystem is not ready for network communication. Wait a few seconds and restart the driver.

OS Error Code 10067:

Limit on the number of tasks supported by the Windows Sockets implementation has been reached. Close one or more applications that may be using Winsock and restart the driver.

Unable to create a socket connection for device '<device>'

Error Type:

Serious

Possible Cause:

Either the device is offline or there is a Network problem.

Solution:

Make sure device is online and/or check network hardware.

Bad array spanning [<start address> to <end address>] on device '<device>'

Error Type:

Warning

Possible Cause:

An attempt has been made to reference a nonexistent location in the specified device.

Solution:

Adjust array bounds so that all locations within range are valid.

Bad address in block [<start address> to <end address>] on device '<device>'

Error Type:

Warning

Possible Cause:

An attempt has been made to reference a nonexistent location in the specified device.

Solution:

Verify the tags assigned to addresses in the specified range on the device and eliminate ones that reference invalid locations.

Device '<device>' block request [<start address> to <end address>] responded with exception <code>

Error Type:

Warning

Possible Cause:

Please refer to the Modbus Exception Codes table below.

Solution:

Solution will depend upon the Exception Code. Please refer to the table below.

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		also indicate that the server (or slave) is in the wrong state to process a request of this type, for example because it is unconfigured and is being asked to return register values.
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11/0x0B	GATEWAY TARGET DEVICE FAILED TO RESPOND	Specialized use in conjunction with gateways, indicates that no response was obtained from the target device. Usually means that the device is not present on the network.

Resources

In addition to this user manual, there are a variety of resources available to assist customers, answer questions, provide more detail about specific implementations, or help with troubleshooting specific issues.

[Knowledge Base](#)

[Whitepapers](#)

[Connectivity Guides](#)

[Technical Notes](#)

[Training Programs](#)

[Training Videos](#)

[Kepware Technical Support](#)

[PTC Technical Support](#)

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