

# Allen-Bradley Micro800 Ethernet Driver

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## Allen-Bradley Micro800 Ethernet Driver

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Help version 1.033

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### Overview

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The Allen-Bradley Micro800 Ethernet Driver provides a reliable way to connect Allen-Bradley Micro800 Ethernet controllers to OPC client applications; including HMI, SCADA, Historian, MES, ERP, and countless custom applications.

### Setup

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#### Supported Devices

Micro850 via embedded Ethernet port.

#### Communication Protocol

Ethernet/IP (CIP over Ethernet) using TCP/IP

#### Maximum Number of Channels and Devices

The maximum number of channels supported is 256. The maximum number of devices supported per channel is 1024.

## 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 <b>General</b> Write Optimizations Advanced	<table border="1"> <tr> <td colspan="2">[-] <b>Identification</b></td> </tr> <tr> <td>Name</td> <td></td> </tr> <tr> <td>Description</td> <td></td> </tr> <tr> <td>Driver</td> <td></td> </tr> <tr> <td colspan="2">[-] <b>Diagnostics</b></td> </tr> <tr> <td>Diagnostics Capture</td> <td>Disable</td> </tr> </table>	[-] <b>Identification</b>		Name		Description		Driver		[-] <b>Diagnostics</b>		Diagnostics Capture	Disable
[-] <b>Identification</b>													
Name													
Description													
Driver													
[-] <b>Diagnostics</b>													
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### 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. The property is required for creating a channel.

• 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. The property is required for creating a channel.

• **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 not available if the driver does not support diagnostics.

• For more information, refer to "Communication Diagnostics" and "Statistics Tags" in the server help.

## Channel Properties — Ethernet Communications

Ethernet Communication can be used to communicate with devices.

Property Groups	Ethernet Settings	
General	Network Adapter	Default
<b>Ethernet Communications</b>		
Write Optimizations		
Advanced		

## Ethernet Settings

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

## Channel Properties — Write Optimizations

As with any 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.

Property Groups	Write Optimizations	
General	Optimization Method	Write Only Latest Value for All Tags
<b>Write Optimizations</b>	Duty Cycle	10

## 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"/> <b>Non-Normalized Float Handling</b>	
General	Floating-Point Values	Replace with Zero
Write Optimizations	<input type="checkbox"/> <b>Inter-Device Delay</b>	
<b>Advanced</b>	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 not available 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.

## Channel Properties — Communication Serialization

The server's multi-threading architecture allows channels to communicate with devices in parallel. Although this is efficient, communication can be serialized in cases with physical network restrictions (such as Ethernet radios). Communication serialization limits communication to one channel at a time within a virtual network.

The term "virtual network" describes a collection of channels and associated devices that use the same pipeline for communications. For example, the pipeline of an Ethernet radio is the master radio. All channels



using the same master radio associate with the same virtual network. Channels are allowed to communicate each in turn, in a "round-robin" manner. By default, a channel can process one transaction before handing communications off to another channel. A transaction can include one or more tags. If the controlling channel contains a device that is not responding to a request, the channel cannot release control until the transaction times out. This results in data update delays for the other channels in the virtual network.

Property Groups	[-] <b>Channel-Level Settings</b>	
General	Virtual Network	None
Serial Communications	Transactions per Cycle	1
<b>Communication Serialization</b>	[-] <b>Global Settings</b>	
	Network Mode	Load Balanced

## Channel-Level Settings

**Virtual Network:** This property specifies the channel's mode of communication serialization. Options include None and Network 1 - Network 500. The default is None. Descriptions of the options are as follows:

- **None:** This option disables communication serialization for the channel.
- **Network 1 - Network 500:** This option specifies the virtual network to which the channel is assigned.

**Transactions per Cycle:** This property specifies the number of single blocked/non-blocked read/write transactions that can occur on the channel. When a channel is given the opportunity to communicate, this is the number of transactions attempted. The valid range is 1 to 99. The default is 1.

## Global Settings

- **Network Mode:** This property is used to control how channel communication is delegated. In **Load Balanced** mode, each channel is given the opportunity to communicate in turn, one at a time. In **Priority** mode, channels are given the opportunity to communicate according to the following rules (highest to lowest priority):
  - Channels with pending writes have the highest priority.
  - Channels with pending explicit reads (through internal plug-ins or external client interfaces) are prioritized based on the read's priority.
  - Scanned reads and other periodic events (driver specific).

The default is Load Balanced and affects *all* virtual networks and channels.

🔧 Devices that rely on unsolicited responses should not be placed in a virtual network. In situations where communications must be serialized, it is recommended that Auto-Demotion be enabled.

Due to differences in the way that drivers read and write data (such as in single, blocked, or non-blocked transactions); the application's Transactions per cycle property may need to be adjusted. When doing so, consider the following factors:

- How many tags must be read from each channel?
- How often is data written to each channel?
- Is the channel using a serial or Ethernet driver?
- Does the driver read tags in separate requests, or are multiple tags read in a block?
- Have the device's Timing properties (such as Request timeout and Fail after x successive timeouts) been optimized for the virtual network's communication medium?

## 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	Identification	
General	Name	
Scan Mode	Description	
	Channel Assignment	
	Driver	
	Model	
	ID Format	Decimal
	ID	2

### 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.

**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 driver-specific station or node. The type of ID entered depends on the communications driver being used. For many communication 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 format is set by the driver by default. Options include Decimal, Octal, and Hexadecimal.

**Note:** 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. *For more information, refer to the driver's help documentation.*

## Operating Mode

Property Groups	+ Identification	
General	- Operating Mode	
Scan Mode	Data Collection	Enable
	Simulated	No

**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 value set as the maximum scan rate. 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	<input type="checkbox"/> <b>Communication Timeouts</b>	
General	Connect Timeout (s)	3
Scan Mode	Request Timeout (ms)	1000
<b>Timing</b>	Attempts Before Timeout	3
Redundancy	<input type="checkbox"/> <b>Timing</b>	
	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	☐ <b>Auto-Demotion</b>	
General	Demote on Failure	Enable ▾
Scan Mode	Timeouts to Demote	3
Timing	Demotion Period (ms)	10000
<b>Auto-Demotion</b>	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 — Communications Parameters

Property Groups	[-] <b>TCP/IP</b>	
General	Port	44818
Scan Mode	[-] <b>CIP</b>	
<b>Communication Parameters</b>	Inactivity Watchdog (s)	32
Options		

## TCP/IP

**Port:** Specify the port number the device is configured to use. The valid range is 0 to 65535. The default is 44818.

## CIP

**Inactivity Watchdog:** Indicate the amount of time, in seconds, a connection can remain idle (without read/write transactions) before being closed by the controller. In general, the larger the Inactivity Watchdog value, the more time it takes for connection resources to be released by the controller (and vice versa). The default is 32 seconds.

## Device Properties — Options

Property Groups	[-] <b>Project</b>	
General	Default Data Type	Float
Communication Parameters	[-] <b>Data Access</b>	
<b>Options</b>	Array Block Size	120

## Project

**Default Data Type:** Select the data type assigned to a client / server tag when the default type is selected during tag addition / modification / import. The default is Float. Tags are assigned the default data type when a dynamic tag is created in the client with Native as its assigned data type and when a static tag is created in the server with Default as its assigned data type.

## Data Access

**Array Block Size:** Specify the maximum number of atomic array elements to read in a single transaction. The range is from 30 to 3840 elements. The default is 120 elements.

• For Boolean arrays, a single element is considered a 32-element bit array. Setting the block size to 30 elements translates to 960 bit elements, whereas 3840 elements translate to 122880 bit elements.

## Device Properties — Redundancy

Property Groups	<input type="checkbox"/> <b>Redundancy</b>	
General	Secondary Path	...
Scan Mode	Operating Mode	Switch On Failure
Timing	Monitor Item	
<b>Redundancy</b>	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.

## Performance Optimizations

The Allen-Bradley Micro800 Ethernet Driver is fast, but a few guidelines may be applied to gain maximum performance. For more information on optimization at the communications and application levels, select a link from the list below.

[Optimizing Communications](#)

[Optimizing Applications](#)

### Optimizing Communications

As with any programmable controller, there are a variety of ways to enhance the overall performance and system communications.

#### Keep Native Tag Names Short

Native Tags reads from and writes to the device specify its symbolic name in the communications request. As such, the longer the tag name is, the larger the request.

#### Array Elements Blocked

To optimize the reading of atomic array elements, read a block of the array in a single request instead of individually. The more elements read in a block, the greater the performance. Since transaction overhead and processing consumes the most time, do as few transactions as possible while scanning as many desired tags as possible. This is the essence of array element blocking.

Block sizes are specified as an element count. A block size of 120 elements means that a maximum of 120 array elements are read in one request. The maximum block size is 3840 elements. Boolean arrays are treated differently: in protocol, a Boolean array is a 32-bit array. Thus, requesting element 0 is requesting bits 0 through 31. To maintain consistency in discussion, a Boolean array element is considered a single bit. In summary, the maximum number of array elements (based on block size of 3840) that can be requested is as follows: 122880 BOOL, 3840 SINT, 3840 INT, 3840 DINT, 3840 LINT, and 3840 REAL.

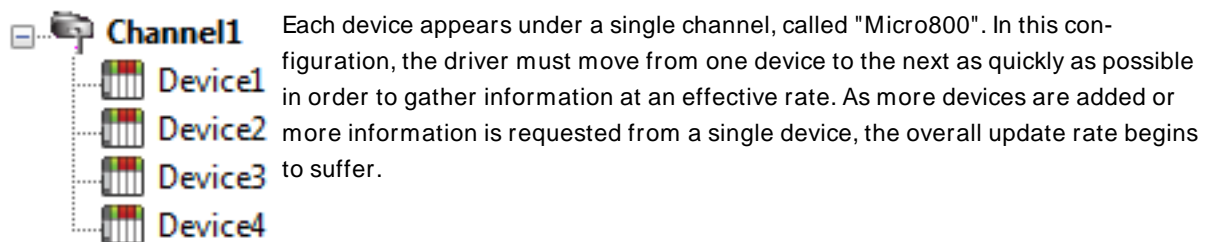
The block size is adjustable, and should be chosen based on the project at hand. For example, if array elements 0-26 and element 3839 are tags to be read, then using a block size of 3840 is not only overkill, but detrimental to the driver's performance. This is because all elements between 0 and 3839 are read on each request, even though only 28 of those elements are of importance. In this case, a block size of 30 is more appropriate. Elements 0-26 would be serviced in one request and element 3839 would be serviced on the next.

• See Also: [Options](#)

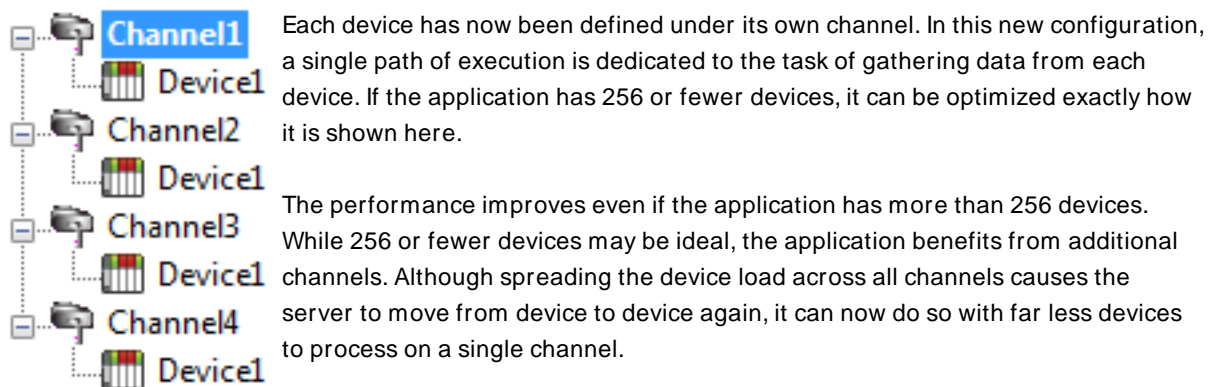
## Optimizing Applications

The Allen-Bradley Micro800 Ethernet Driver is designed to provide the best performance with the least amount of impact on the system's overall performance. While the driver is fast, there are a couple of guidelines that can be used in order to gain maximum performance.

The server refers to communications protocols like Allen-Bradley Micro800 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 Micro800 CPU from which data is collected. While this approach to defining the application provides a high level of performance, it won't take full advantage of the Allen-Bradley Micro800 Ethernet Driver or the network. An example of how the application may appear when configured using a single channel is shown below.



If the Allen-Bradley Micro800 Ethernet Driver could only define one single channel, then the example shown above would be the only option available; however, the 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.



## Data Types Description

Data Type	Description
Boolean	Single bit
Byte	Unsigned 8-bit value
Char	Signed 8-bit value
Word	Unsigned 16-bit value
Short	Signed 16-bit value



Data Type	Description
DWord	Unsigned 32-bit value
Long	Signed 32-bit value
BCD	Two byte packed BCD, four decimal digits
LBCD	Four byte packed BCD, eight decimal digits
Float	32-bit IEEE Floating point
Double	64-bit IEEE Floating point
Date	64-bit Date/Time
String	Null-terminated character array

## Address Descriptions

Micro800 uses a tag or symbol-based addressing structure referred to as Native Tags. These tags differ from conventional PLC data items in that the tag name itself is the address, not a file or register number.

The Allen-Bradley Micro800 Ethernet Driver allows users to access the controller's atomic data types: BOOL, SINT, USINT, BYTE, INT, UINT, WORD, DINT, UDINT, DWORD, LINT, ULINT, LWORD, REAL, LREAL, and SHORT\_STRING. Although some of the pre-defined types are structures, they are ultimately based on these atomic data types. Thus, all non-structure (atomic) members of a structure are accessible. For example, a TIMER cannot be assigned to a server tag but an atomic member of the TIMER can be assigned to the tag (for example, TIMEREN, TIMERACC, and so forth). If a structure member is a structure itself, both structures must be expanded to access an atomic member of the substructure. This is more common with user-defined and module-defined types, and is not found in any of the pre-defined types.

Atomic Data Type	Description	Client Type	Range
BOOL	Single-bit value	VT_BOOL	0, 1
SINT	Signed 8-bit value	VT_I1	-128 to 127
USINT	Unsigned 8-bit value.	VT_UI1	0 to 255
BYTE	Bit string (8 bits)	VT_UI1	0 to 255
INT	Signed 16-bit value	VT_I2	-32,768 to 32,767
UINT	Unsigned 16-bit value	VT_UI2	0 to 65535
WORD	Bit string (16 bits)	VT_UI2	0 to 65535
DINT	Signed 32-bit value	VT_I4	-2,147,483,648 to 2,147,483,647
UDINT	Unsigned 32-bit value	VR_UI4	0 to 4294967296
DWORD	Bit string (32 bits)	VR_UI4	0 to 4294967296
LINT	Signed 64-bit value	VT_R8	-1.798E+308 to -2.225E-308, 0, 2.225E-308 to 1.798E+308
ULINT	Unsigned 64-bit value	VT_R8	-1.798E+308 to -2.225E-308, 0, 2.225E-308 to 1.798E+308
LWORD	Bit string (64 bits)	VT_R8	-1.798E+308 to -2.225E-308, 0, 2.225E-308 to 1.798E+308
REAL	32-bit IEEE Floating point	VT_R4	1.1755 E-38 to 3.403E38, 0, -3.403E-38 to -1.1755

Atomic Data Type	Description	Client Type	Range
LREAL	64-bit IEEE Floating point	VT_R8	-1.798E+308 to -2.225E-308, 0, 2.225E-308 to 1.798E+308
SHORT_STRING	Character string. The maximum is 80 characters.	VT_BSTR	

● See Also: [Advanced Use Cases](#)

### Client/Server Tag Address Rules

Native Tag names correspond to Client/Server Tag addresses. Both Native Tag names (entered via the Connected Components Workbench) and Client/Server Tag addresses follow the IEC 1131-3 identifier rules. Descriptions of the rules are as follows:

- Must begin with an alphabetic character or an underscore.
- Can only contain alphanumeric characters and underscores.
- Can have as many as 40 characters.
- Cannot have consecutive underscores.
- Characters are not case sensitive.

### Client / Server Tag Name Rules

Tag name assignment in the server differs from address assignment in that names cannot begin with an underscore.

● See Also: [Performance Optimizations](#)

## Address Formats

A Native Tag may be addressed statically in the server or dynamically from a client in several ways. The tag's format will depend on its type and intended usage. For example, the bit format would be used when accessing a bit within a SINT-type tag. For information on address format and syntax, refer to the table below.

● **Note:** Every format is native to Connected Components Workbench (CCW) except for the Array formats. Therefore, when referencing an atomic data type, a CCW tag name could be copied and pasted into the server's tag address field and be valid.

● See Also: [Advanced Use Cases](#)

Format	Syntax
Array Element	<Native Tag name> [dim 1, dim2, dim 3]
Array w/ Offset*	<Native Tag name> {# columns} <Native Tag name> {# rows}{# columns}
Array w/o Offset*	<Native Tag name> {# columns} <Native Tag name> {# rows}{# columns}
Bit	<Native Tag name>.bit <Native Tag name>.[bit]
Standard	<Native Tag name>
String	<Native Tag name>

\* Since these formats may request more than one element, the order in which array data is passed depends on the dimension of the array tag. For example, if rows times cols = 4 and the Native Tag is a 3X3 element array, then the elements that are being referenced are array\_tag [0,0], array\_tag [0,1], array\_tag [0,2], and array\_tag [1,0] in that exact order. The results would be different if the Native Tag were a 2X10 element array. For more information, refer to [Ordering of Array Data](#).

## Expanded Address Formats

### Array Element

At least 1 dimension (but no more than 3) must be specified.

Syntax	Example	Notes
<Native Tag Name> [dim 1]	tag_1 [5]	N/A
<Native Tag name> [dim 1, dim2]	tag_1 [2, 3]	N/A
<Native Tag name> [dim 1, dim2, dim 3]	tag_1 [2, 58, 547]	N/A

### Array With Offset

Since this class may request more than one element, the order in which array data is passed depends on the dimension of the Array Tag.

Syntax	Example	Notes
<Native Tag name> [offset] {# of columns}	tag_1 [5] {8}	The number of elements to Read/Write equals the number of rows multiplied by the number of columns. If no rows are specified, the number of rows will default to 1. At least 1 element of the array must be addressed.
<Native Tag name> [offset] {# of rows} {# of columns}	tag_1 [5] {2} {4}	

**Note:** If rows\* cols = 4 and the Native Tag is a 3X3 element array, then the elements that are being referenced are array\_tag [0,0], array\_tag [0,1], array\_tag [0,2] and array\_tag [1,0] in that exact order. The results would be different if the Native Tag were a 2X10 element array.

### Array Without Offset

Since this class may request more than one element, the order in which array data is passed depends on the dimension of the Array Tag.

Syntax	Example	Notes
<Native Tag name> {# of columns}	tag_1 {8}	The number of elements to Read/Write equals the number of rows multiplied by the number of columns. If no rows are specified, the number of rows will default to 1. At least 1 element of the array must be addressed.
<Native Tag name> {# of rows} {# of columns}	tag_1 {2} {4}	

● **Note:** For example, if rows\* cols = 4 and the Native Tag is a 3X3 element array, then the elements that are being referenced are array\_tag [0,0], array\_tag [0,1], array\_tag [0,2] and array\_tag [1,0] in that exact order. The results would be different if the Native Tag were a 2X10 element array.

#### Bit

Syntax	Example	Notes
<Native Tag name> . bit	tag_1 . 0	N/A
<Native Tag name> . [bit]	tag_1 . [0]	N/A

#### Standard

Syntax	Example	Notes
<Native Tag name>	tag_1	N/A

#### String

Syntax	Example	Notes
<Native Tag name>	tag_1	The number of characters to Read/Write equals the string length and must be at least 1.

● For more information on how elements are referenced for 1, 2 and 3 dimensional arrays, refer to [Ordering of Array Data](#).

## Tag Scope

The scope of variables can be local to a program or global to a controller.

- Local variables are assigned to a specific program in the project; they are available only to that program.
- Global variables belong to the controller in the project; they are available to any program in the project.

### Local Variables

Local variables (program-scoped tags) cannot be accessed directly through the communications port of the controller, so are not directly supported within the driver. If access is required, cut and paste the tags from the Local variable table to the Global variable table.

### Global Variables

Global Variables (controller-scoped tags) are Native Tags that have global scope in the controller. Any program or task can access Global Tags; however, the number of ways a Global Tag can be referenced depends on both its Native Data Type and the address format being used.

### User-Defined Data Types

Users may create unique data types, e.g. STRING with 12 characters rather than 80. These user-defined data types may be used as local or global variables.

### Structured Variables

There are no structured variables in Micro800 controllers. Users may build unique Data Types, but each member must have a unique name.

## Addressing Atomic Data Types

The table below contains suggested usage and addressing possibilities for each Native Data Type given the available address formats. For each data type's advanced addressing possibilities, click **Advanced**.

● **Note:** Empty cells do not necessarily indicate a lack of support.

### BOOL

Tag	Standard	Array Element	Array w/wo Offset	Bit	String
Data Type <a href="#">Advanced</a>	Boolean	Boolean  (BOOL 1 dimensional array)	Boolean Array  (BOOL 1 dimensional array)		
Example	BOOLTAG	BOOLARR{0}	BOOLARR{0}{32}		

### SINT, USINT, and BYTE

Tag	Standard	Array Element	Array w/wo Offset	Bit	String
Data Type <a href="#">Advanced</a>	Byte, Char	Byte, Char	Byte Array, Char Array  (SINT 1/2/3 dimensional array)	Boolean  (Bit w/i SINT)	
Example	SINTTAG	SINTARR{0}	SINTARR{0}{4}	SINTTAG.0	

### INT, UINT, and WORD

Tag	Standard	Array Element	Array w/wo Offset	Bit	String
Data Type <a href="#">Advanced</a>	Word, Short	Word, Short	Word Array, Short  Array (INT 1/2/3 dimensional array)	Boolean  (Bit w/i INT)	
Example	INTTAG	INTARR{0}	INTARR{0}{4}	INTTAG.0	

### DINT, UDINT, and DWORD

Tag	Standard	Array Element	Array w/wo Offset	Bit	String
Data Type <a href="#">Advanced</a>	DWord, Long	DWord, Long	DWord Array, Long Array	Boolean  (Bit w/i DINT)	
Example	DINTTAG	DINTARR{0}	DINTARR{0}{4}	DINTTAG.0	

### LINT, ULINT, and LWORD

Tag	Standard	Array Element	Array w/wo Offset	Bit	String
Data Type <a href="#">Advanced</a>	Double, Date	Double, Date	Double Array		
Example	LINTTAG	LINTARR{0}	LINTARR{0}{4}		

### REAL

Tag	Standard	Array Element	Array w/wo Offset	Bit	String
Data Type	Float	Float	Float Array		
<a href="#">Advanced</a>					
Example	REALTAG	REALARR[0]	REALARR[0]{4}		

**LREAL**

Tag	Standard	Array Element	Array w/wo Offset	Bit	String
Data Type	Double	Double	Double Array		
<a href="#">Advanced</a>					
Example	LREALTAG	LREALARR[0]	LREALARR[0]{4}		

**SHORT\_STRING**

Tag	Standard	Array Element	Array w/wo Offset	Bit	String
Data Type	String	String			
<a href="#">Advanced</a>					
Example	STRINGTAG	STRINGARR[0]			

• See Also: [Address Formats](#)

**Addressing Structured Data Types**

Structures cannot be referenced at the structure level: only the atomic structure members can be addressed. For more information, refer to the examples below.

**Native Tag**

MyTimer @ TIMER

**Valid Client/Server Tag**

Address = MyTimer.ACC

Data type = DWord

**Invalid Client/Server Tag**

Address = MyTimer

Data type = ??

**Ordering of Array Data****One-Dimensional Arrays - array [dim1]**

1 dimensional array data is passed to and from the controller in ascending order.

for (dim1 = 0; dim1 < dim1\_max; dim1++)

**Example:** 3 element array

array [0]

array [1]

array [2]

### Two-Dimensional Arrays - array [dim1, dim2]

2 dimensional array data is passed to and from the controller in ascending order.

```
for (dim1 = 0; dim1 < dim1_max; dim1++)  
for (dim2 = 0; dim2 < dim2_max; dim2++)
```

**Example:** 3X3 element array

```
array [0, 0]  
array [0, 1]  
array [0, 2]  
array [1, 0]  
array [1, 1]  
array [1, 2]  
array [2, 0]  
array [2, 1]  
array [2, 2]
```

### Three-Dimensional Arrays - array [dim1, dim2, dim3]

3 dimensional array data is passed to and from the controller in ascending order.

```
for (dim1 = 0; dim1 < dim1_max; dim1++)  
for (dim2 = 0; dim2 < dim2_max; dim2++)  
for (dim3 = 0; dim3 < dim3_max; dim3++)
```

**Example:** 3X3x3 element array

```
array [0, 0, 0]  
array [0, 0, 1]  
array [0, 0, 2]  
array [0, 1, 0]  
array [0, 1, 1]  
array [0, 1, 2]  
array [0, 2, 0]  
array [0, 2, 1]  
array [0, 2, 2]  
array [1, 0, 0]  
array [1, 0, 1]  
array [1, 0, 2]  
array [1, 1, 0]  
array [1, 1, 1]  
array [1, 1, 2]  
array [1, 2, 0]  
array [1, 2, 1]  
array [1, 2, 2]  
array [2, 0, 0]  
array [2, 0, 1]  
array [2, 0, 2]  
array [2, 1, 0]  
array [2, 1, 1]  
array [2, 1, 2]  
array [2, 2, 0]  
array [2, 2, 1]  
array [2, 2, 2]
```

## Advanced Use Cases

For more information on the advanced use cases for a specific atomic data type, select a link from the list below.

[BOOL](#)

[SINT, USINT, and BYTE](#)

[INT, UINT, and WORD](#)

[DINT, UDINT, and DWORD](#)

[LINT, ULINT, and LWORD](#)

[REAL](#)

[LREAL](#)

[SHORT STRING](#)

## BOOL

• For more information on the format, refer to [Address Formats](#).

Format	Supported Data Types	Notes
Array Element	Boolean	The Native Tag must be a 1 dimensional array.
Array w/ Offset	Boolean Array	<ol style="list-style-type: none"> <li>1. The Native Tag must be a 1 dimensional array.</li> <li>2. The offset must lay on a 32-bit boundary.</li> <li>3. The number of elements must be a factor of 32.</li> </ol>
Array w/o Offset	Boolean Array	<ol style="list-style-type: none"> <li>1. The Native Tag must be a 1 dimensional array.</li> <li>2. The number of elements must be a factor of 32.</li> </ol>
Bit	Boolean	<ol style="list-style-type: none"> <li>1. The Native Tag must be a 1 dimensional array.</li> <li>2. The range is limited from 0 to 31.</li> </ol>
Standard	Boolean, Byte, Char, Word, Short, BCD, DWord, Long, LBCD, Float*	None
String	Not supported.	

\* The Float value equals the face value of the Native Tag in Float form (non-IEEE Floating point number).

## Examples

Examples **highlighted** signify common use cases.

**BOOL Atomic Tag - booltag = True**



Server Tag Address	Format	Data Type	Notes
booltag	Standard	Boolean	Value = True
booltag	Standard	Byte	Value = 1
booltag	Standard	Word	Value = 1
booltag	Standard	DWord	Value = 1
booltag	Standard	Float	Value = 1.0
booltag [3]	Array Element	Boolean	Invalid: Tag is not an array.
booltag [3]	Array Element	Word	Invalid: Tag is not an array.
booltag {1}	Array w/o Offset	Word	Invalid: Not supported.
booltag {1}	Array w/o Offset	Boolean	Invalid: Not supported.
booltag [3] {32}	Array w/ Offset	Boolean	Invalid: Tag is not an array.
booltag . 3	Bit	Boolean	Invalid: Tag is not an array.
booltag / 1	String	String	Invalid: Not supported.
booltag / 4	String	String	Invalid: Not supported.

#### BOOL Array Tag - bitarraytag = [0,1,0,1]

Server Tag Address	Format	Data Type	Notes
bitarraytag	Standard	Boolean	Invalid: Tag cannot be an array.
bitarraytag	Standard	Byte	Invalid: Tag cannot be an array.
bitarraytag	Standard	Word	Invalid: Tag cannot be an array.
bitarraytag	Standard	DWord	Invalid: Tag cannot be an array.
bitarraytag	Standard	Float	Invalid: Tag cannot be an array.
bitarraytag [3]	Array Element	Boolean	Value = True
bitarraytag [3]	Array Element	Word	Invalid: Bad data type.
bitarraytag {3}	Array w/o Offset	Word	Invalid: Tag cannot be an array.
bitarraytag {1}	Array w/o Offset	Word	Invalid: Tag cannot be an array.
bitarraytag {1}	Array w/o Offset	Boolean	Invalid: Array size must be a factor of 32.
bitarraytag {32}	Array w/o Offset	Boolean	Value = [0,1,0,1,...]
bitarraytag [3] {32}	Array w/ Offset	Boolean	Offset must begin on 32-bit boundary.
bitarraytag[0]{32}	Array w/ Offset	Boolean	Value = [0,1,0,1,...]
bitarraytag[32]{64}	Array w/ Offset	Boolean	Syntax valid. Element is out of range.
bitarraytag . 3	Bit	Boolean	Value = True
bitarraytag / 1	String	String	Invalid: Not supported.
bitarraytag / 4	String	String	Invalid: Not supported.

#### SINT, USINT, and BYTE

• For more information on the format, refer to [Address Formats](#).

Format	Supported Data Types	Notes
Array Element	Byte, Char Word, Short, BCD	The Native Tag must be an array.

Format	Supported Data Types	Notes
	DWord, Long, LBCD Float***	
Array w/ Offset	Byte Array, Char Array, Word Array, Short Array, BCD Array**, DWord Array, Long Array, LBCD Array**, Float Array**,***	The Native Tag must be an array.
Array w/o Off- set	Boolean Array  Byte Array, Char Array, Word Array, Short Array, BCD Array**, DWord Array, Long Array, LBCD Array** m Float Array**,***	<ol style="list-style-type: none"> <li>1. Use this case to have the bits within an SINT in array form. This is not an array of SINTs in Boolean notation.</li> <li>2. Applies to bit-within-SINT only. Example: tag_1.0{8}.</li> <li>3. The .bit plus the array size cannot exceed 8 bits. Example: tag_1.1{8} exceeds an SINT, tag_1.0{8} does not.</li> </ol> <p>If accessing more than a single element, the Native Tag must be an array.</p>
Bit	Boolean	<ol style="list-style-type: none"> <li>1. The range is limited from 0 to 7.</li> <li>2. If the Native Tag is an array, the bit class reference must be prefixed by an array element class reference. Example: tag_1 [2,2,3].0.</li> </ol>
Standard	Boolean*, Byte, Char, Word, Short, BCD, DWord, Long, LBCD, Float***	None
String	String	<ol style="list-style-type: none"> <li>1. If accessing a single element, the Native Tag does not need to be an array. <ul style="list-style-type: none"> <li>● <b>Note:</b> The value of the string is the ASCII equivalent of the SINT value. Example: SINT = 65dec = "A".</li> </ul> </li> <li>2. If accessing more than a single element, the Native Tag must be an array. The value of the string is the null-terminated ASCII equivalent of all the SINTs in the string. <p>1 character in string = 1 SINT.</p> </li> </ol>

\* Non-zero values are clamped to True.

\*\* Each element of the array corresponds to an element in the SINT array. Arrays are not packed.

\*\*\* Float value equals the face value of Native Tag in Float form (non-IEEE Floating point number).

## Examples

Examples **highlighted** signify common use cases for SINT, USINT, and BYTE.

#### SINT, USINT, and BYTE Atomic Tag - sinttag = 122 (decimal)

Server Tag Address	Format	Data Type	Notes
sinttag	Standard	Boolean	Value = True
sinttag	Standard	Byte	Value = 122
sinttag	Standard	Word	Value = 122
sinttag	Standard	DWord	Value = 122
sinttag	Standard	Float	Value = 122.0
sinttag [3]	Array Element	Boolean	Invalid: Tag is not an array. Also, Boolean is invalid.
sinttag [3]	Array Element	Byte	Invalid: Tag is not an array.
sinttag {3}	Array w/o Offset	Byte	Invalid: Tag is not an array.
sinttag {1}	Array w/o Offset	Byte	Value = [122]
sinttag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
sinttag [3] {1}	Array w/ Offset	Byte	Invalid: Tag is not an array.
sinttag . 3	Bit	Boolean	Value = True
sinttag . 0 {8}	Array w/o Offset	Boolean	Value = [0,1,0,1,1,1,1,0] Bit value of 122
sinttag / 1	String	String	Invalid: Syntax / data type not supported.
sinttag / 4	String	String	Invalid: Syntax / data type not supported.

#### SINT, USINT, and BYTE Array Tag - sintarraytag [4,4] = [[83,73,78,84],[5,6,7,8],[9,10,11,12],[13,14,15,16]]

Server Tag Address	Format	Data Type	Notes
sintarraytag	Standard	Boolean	Invalid: Tag cannot be an array.
sintarraytag	Standard	Byte	Invalid: Tag cannot be an array.
sintarraytag	Standard	Word	Invalid: Tag cannot be an array.
sintarraytag	Standard	DWord	Invalid: Tag cannot be an array.
sintarraytag	Standard	Float	Invalid: Tag cannot be an array.
sintarraytag [3]	Array Element	Byte	Invalid: Server tag missing dimension 2 address.
sintarraytag [1,3]	Array Element	Boolean	Invalid: Boolean not allowed for array elements.
sintarraytag [1,3]	Array Element	Byte	Value = 8
sintarraytag {10}	Array w/o Offset	Byte	Value = [83,73,78,84,5,6,7,8,9,10]
sintarraytag {2} {5}	Array w/o Offset	Word	Value = [83,73,78,84,5] [6,7,8,9,10]
sintarraytag {1}	Array w/o Offset	Byte	Value = 83

Server Tag Address	Format	Data Type	Notes
sintarraytag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
sintarraytag [1,3] {4}	Array w/ Offset	Byte	Value = [8,9,10,11]
sintarraytag . 3	Bit	Boolean	Invalid: Tag must reference atomic location.
sintarraytag [1,3] . 3	Bit	Boolean	Value = 1
sintarraytag [1,3] . 0 {8}	Array w/o Offset	Boolean	Value = [0,0,0,1,0,0,0,0]
sintarraytag / 1	String	String	Invalid: Syntax / data type not supported.
sintarraytag / 4	String	String	Invalid: Syntax / data type not supported.

## INT, UINT, and WORD

For more information on the format, refer to [Address Formats](#).

Format	Supported Data Types	Notes
Array Element	Byte, Char** Word, Short, BCD DWord, Long, LBCD Float****	The Native Tag must be an array.
Array w/ Offset	Byte Array, Char Array** Word Array, Short Array, BCD Array DWord Array, Long Array, LBCD Array*** Float Array***,****	The Native Tag must be an array.
Array w/o Offset	Boolean Array  Byte Array, Char Array**, Word Array, Short Array, BCD Array, DWord Array, Long Array, LBCD Array***, Float Array***,****	<ol style="list-style-type: none"> <li>Use this case to have the bits within an INT in array form. This is not an array of INTs in Boolean notation.</li> <li>Applies to bit-within-INT only. Example: tag_1.0{16}.</li> <li>The .bit plus the array size cannot exceed 16 bits. Example: tag_1.1{16} exceeds an INT, tag_1.0{16} does not.</li> </ol> <p>If accessing more than a single element, the Native Tag must be an array.</p>
Bit	Boolean	<ol style="list-style-type: none"> <li>The range is limited from 0 to 15.</li> <li>If the Native Tag is an array, the bit class reference must be prefixed by an array element class reference. Example: tag_1 [2,2,3].0.</li> </ol>
Standard	Boolean*, Byte, Char**, Word, Short, BCD, DWord, Long, LBCD, Float****	None.

Format	Supported Data Types	Notes
String	String	<ol style="list-style-type: none"> <li>If accessing a single element, the Native Tag does not need to be an array. <ul style="list-style-type: none"> <li><b>Note:</b> The value of the string is the ASCII equivalent of the INT value (clamped to 255). Example: INT = 65dec = "A".</li> </ul> </li> <li>If accessing more than a single element, the Native Tag must be an array. The value of the string is the null-terminated ASCII equivalent of all the INTs (clamped to 255) in the string. <ul style="list-style-type: none"> <li>1 character in string = 1 INT, clamped to 255.</li> <li><b>Note:</b> INT strings are not packed. For greater efficiency, use SINT strings or the STRING structure instead.</li> </ul> </li> </ol>

\* Non-zero values are clamped to True.

\*\* Values exceeding 255 are clamped to 255.

\*\*\* Each element of the array corresponds to an element in the INT array. Arrays are not packed.

\*\*\*\* Float value equals the face value of Native Tag in Float form (non-IEEE Floating point number).

## Examples

Examples **highlighted** signify common use cases for INT, UINT, and WORD.

### INT, UINT, and WORD Atomic Tag - inttag = 65534 (decimal)

Server Tag Address	Class	Data Type	Notes
inttag	Standard	Boolean	Value = True
inttag	Standard	Byte	Value = 255
inttag	Standard	Word	Value = 65534
inttag	Standard	DWord	Value = 65534
inttag	Standard	Float	Value = 65534.0
inttag [3]	Array Element	Boolean	Invalid: Tag is not an array. Also, Boolean is invalid.
inttag [3]	Array Element	Word	Invalid: Tag is not an array.
inttag {3}	Array w/o Offset	Word	Invalid: Tag is not an array.
inttag {1}	Array w/o Offset	Word	Value = [65534]
inttag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
inttag [3] {1}	Array w/ Offset	Word	Invalid: Tag is not an array.
inttag .3	Bit	Boolean	Value = True
inttag .0 {16}	Array w/o Offset	Boolean	Value = [0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1]

Server Tag Address	Class	Data Type	Notes
	set		Bit value of 65534
inttag / 1	String	String	Invalid: Syntax / data type not supported.
inttag / 4	String	String	Invalid: Syntax / data type not supported.

**INT, UINT, and WORD Array Tag - intarraytag [4,4] = [[73,78,84,255],[256,257,258,259],[9,10,11,12],[13,14,15,16]]**

Server Tag Address	Class	Data Type	Notes
intarraytag	Standard	Boolean	Invalid: Tag cannot be an array.
intarraytag	Standard	Byte	Invalid: Tag cannot be an array.
intarraytag	Standard	Word	Invalid: Tag cannot be an array.
intarraytag	Standard	DWord	Invalid: Tag cannot be an array.
intarraytag	Standard	Float	Invalid: Tag cannot be an array.
intarraytag [3]	Array Element	Word	Invalid: Server tag is missing dimension 2 address.
intarraytag [1,3]	Array Element	Boolean	Invalid: Boolean not allowed for array elements.
intarraytag [1,3]	Array Element	Word	Value = 259
intarraytag {10}	Array w/o Offset	Byte	Value = [73,78,84,255,255,255,255,255,9,10]
intarraytag {2} {5}	Array w/o Offset	Word	Value = [73,78,84,255,256] [257,258,259,9,10]
intarraytag {1}	Array w/o Offset	Word	Value = 73
intarraytag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
intarraytag [1,3] {4}	Array w/ Offset	Word	Value = [259,9,10,11]
intarraytag . 3	Bit	Boolean	Invalid: Tag must reference atomic location.
intarraytag [1,3] . 3	Bit	Boolean	Value = 0
intarraytag [1,3] . 0 {16}	Array w/o Offset	Boolean	Value = [1,1,0,0,0,0,0,0,1,0,0,0,0,0,0,0] Bit value for 259
intarraytag / 1	String	String	Invalid: Syntax / data type not supported.
intarraytag / 3	String	String	Invalid: Syntax / data type not supported.

## DINT, UDINT, and DWORD

For more information on the format, refer to [Address Formats](#).

Format	Supported Data Types	Notes
Array Element	Byte, Char** , Word, Short, BCD*** , DWord, Long, LBCD, Float****	The Native Tag must be an array.
Array w/ Offset	Byte Array, Char Array** Word Array, Short Array,	The Native Tag must be an array.

Format	Supported Data Types	Notes
	BCD Array*** DWord Array, Long Array, LBCD Array Float Array****	
Array w/o Off- set	Boolean Array  Byte Array, Char Array** Word Array, Short Array, BCD Array*** DWord Array, Long Array, LBCD Array Float Array****	<ol style="list-style-type: none"> <li>1. Use this case to have the bits within an DINT in array form. This is not an array of DINTs in Boolean notation.</li> <li>2. Applies to bit-within-DINT only. <ul style="list-style-type: none"> <li>• Example: tag_1.0{32}. The .bit plus the array size cannot exceed 32 bits.</li> <li>• Example: tag_1.1{32} exceeds an DINT, tag_1.0{32} does not.</li> <li>• If accessing more than a single element, the Native Tag must be an array.</li> </ul> </li> </ol>
Bit	Boolean	<ol style="list-style-type: none"> <li>1. The range is limited from 0 to 31.</li> <li>2. If Native Tag is an array, bit class reference must be prefixed by an array element class reference. Example: tag_1 [2,2,3].0.</li> </ol>
Standard	Boolean*, Byte, Char**, Word, Short, BCD***, DWord, Long, LBCD, Float****	None.
String	String	<ol style="list-style-type: none"> <li>1. If accessing a single element, the Native Tag does not need to be an array. <ul style="list-style-type: none"> <li>● <b>Note:</b> The value of the string is the ASCII equivalent of the DINT value (clamped to 255). Example: SINT = 65dec = "A".</li> </ul> </li> <li>2. If accessing more than a single element, the Native Tag must be an array. The value of the string is the null-terminated ASCII equivalent of all the DINTs (clamped to 255) in the string. <p>1 character in string = 1 DINT, clamped to 255.</p> <ul style="list-style-type: none"> <li>● <b>Note:</b> DINT strings are not packed. For greater efficiency, use SINT strings or the STRING structure instead.</li> </ul> </li> </ol>

\* Non-zero values are clamped to True.

\*\* Values exceeding 255 are clamped to 255.

\*\*\* Values exceeding 65535 are clamped to 65535.

\*\*\* Float value equals the face value of Native Tag in Float form (non-IEEE Floating point number).

## Examples

Examples **highlighted** signify common use cases for DINT, UDINT, and DWORD.

### DINT, UDINT, and DWORD Atomic Tag - dinttag = 70000 (decimal)

Server Tag Address	Format	Data Type	Notes
dinttag	Standard	Boolean	Value = True
dinttag	Standard	Byte	Value = 255
dinttag	Standard	Word	Value = 65535
dinttag	Standard	DWord	Value = 70000
dinttag	Standard	Float	Value = 70000.0
dinttag [3]	Array Element	Boolean	Invalid: Tag is not an array. Also, Boolean is invalid.
dinttag [3]	Array Element	DWord	Invalid: Tag is not an array.
dinttag {3}	Array w/o Offset	DWord	Invalid: Tag is not an array.
dinttag {1}	Array w/o Offset	DWord	Value = [70000]
dinttag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
dinttag [3] {1}	Array w/ Offset	DWord	Invalid: Tag is not an array.
dinttag . 3	Bit	Boolean	Value = False
dinttag . 0 {32}	Array w/o Offset	Boolean	Value = [0,0,0,0,1,1,1,0,1,0,0,0,1,0,0,0,1,0,...0] Bit value for 70000
dinttag	String	String	Invalid: Syntax / data type not supported.
dinttag	String	String	Invalid: Syntax / data type not supported.

### DINT, UDINT, and DWORD Array Tag - dintarraytag [4,4] = [[68,73,78,84],[256,257,258,259],[9,10,11,12],[13,14,15,16]]

Server Tag Address	Format	Data Type	Notes
dintarraytag	Standard	Boolean	Invalid: Tag cannot be an array.
dintarraytag	Standard	Byte	Invalid: Tag cannot be an array.
dintarraytag	Standard	Word	Invalid: Tag cannot be an array.
dintarraytag	Standard	DWord	Invalid: Tag cannot be an array.
dintarraytag	Standard	Float	Invalid: Tag cannot be an array.
dintarraytag [3]	Array Element	DWord	Invalid: Server tag missing dimension 2 address.
dintarraytag [1,3]	Array Element	Boolean	Invalid: Boolean not allowed for array elements.
dintarraytag [1,3]	Array Element	DWord	Value = 259
dintarraytag {10}	Array w/o Offset	Byte	Value = [68,73,78,84,255,255,255,255,9,10]



Server Tag Address	Format	Data Type	Notes
dintarraytag {2}{5}	Array w/o Offset	DWord	Value = [68,73,78,84,256] [257,258,259,9,10]
dintarraytag {1}	Array w/o Offset	DWord	Value = 68
dintarraytag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
dintarraytag [1,3]{4}	Array w/ Offset	DWord	Value = [259,9,10,11]
dintarraytag . 3	Bit	Boolean	Invalid: Tag must reference atomic location.
dintarraytag [1,3] . 3	Bit	Boolean	Value = 0
dintarraytag [1,3] .0 {32}	Array w/o Offset	Boolean	Value = [1,1,0,0,0,0,0,0,1,0,0,0,0,0,0] Bit value for 259
dintarraytag	String	String	Invalid: Syntax / data type not supported.
dintarraytag	String	String	Invalid: Syntax / data type not supported.

## LINT, ULINT, and LWORD

For more information on the format, refer to [Address Formats](#).

Format	Supported Data Types	Notes
Array Element	Double* Date**	The Native Tag must be an array.
Array w/ Offset	Double Array*	The Native Tag must be an array.
Array w/o Offset	Double Array*	If accessing more than a single element, the Native Tag must be an array.
Bit	Not supported.	Not supported.
Standard	Double* Date**	None.
String	Not supported.	Not supported.

\* Double value equals the face value of Native Tag in Float form (non-IEEE Floating point number).

\*\* Date values are in universal time (UTC), not localized time.

## Examples

Examples **highlighted** signify common use cases for LINT, ULINT, and LWORD.

**LINT, ULINT, and LWORD Atomic Tag - linttag = 2007-01-01T16:46:40.000 (date) == 1.16767E+15 (decimal)**

Server Tag Address	Format	Data Type	Notes
linttag	Standard	Boolean	Invalid: Boolean is not supported.
linttag	Standard	Byte	Invalid: Byte is not supported.

Server Tag Address	Format	Data Type	Notes
linttag	Standard	Word	Invalid: Word is not supported.
linttag	Standard	Double	Value = 1.16767E+15
linttag	Standard	Date	Value = 2007-01-01T16:46:40.000*
linttag [3]	Array Element	Boolean	Invalid: Tag is not an array. Also, Boolean is invalid.
linttag [3]	Array Element	Double	Invalid: Tag is not an array.
linttag {3}	Array w/o Offset	Double	Invalid: Tag is not an array.
linttag {1}	Array w/o Offset	Double	Value = [1.16767E+15]
linttag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
linttag [3] {1}	Array w/ Offset	Double	Invalid: Tag is not an array.
linttag . 3	Bit	Boolean	Invalid: Syntax/data type not supported.
linttag / 1	String	String	Invalid: Syntax/data type not supported.

\* Date values are in universal time (UTC), not localized time.

#### LINT, ULINT, and LWORD Array Tag -

**dintarraytag [2,2] = [0, 1.16767E+15],[9.4666E+14, 9.46746E+14] where:**

**1.16767E+15 == 2007-01-01T16:46:40.000 (date)**

**9.4666E+14 == 1999-12-31T17:06:40.000**

**9.46746E+14 == 2000-01-1T17:00:00.000**

**0 == 1970-01-01T00:00:00.000**

Server Tag Address	Format	Data Type	Notes
lintarraytag	Standard	Boolean	Invalid: Boolean not supported.
lintarraytag	Standard	Byte	Invalid: Byte not supported.
lintarraytag	Standard	Word	Invalid: Word not supported.
lintarraytag	Standard	Double	Invalid: Tag cannot be an array.
lintarraytag	Standard	Date	Invalid: Tag cannot be an array.
lintarraytag [1]	Array Element	Double	Invalid: Server tag missing dimension 2 address.
lintarraytag [1,1]	Array Element	Boolean	Invalid: Boolean not allowed for array elements.
lintarraytag [1,1]	Array Element	Double	Value = 9.46746E+14
lintarraytag [1,1]	Array Element	Date	Value = 2000-01-01T17:00:00.000*
lintarraytag {4}	Array w/o Offset	Double	Value = [0, 1.16767E+15, 9.4666E+14, 9.46746E+14]
lintarraytag {2} {2}	Array w/o Offset	Double	Value = [0, 1.16767E+15][ 9.4666E+14, 9.46746E+14]
lintarraytag {4}	Array w/o Offset	Date	Invalid: Date array not supported.

Server Tag Address	Format	Data Type	Notes
lintarraytag {1}	Array w/o Offset	Double	Value = 0
lintarraytag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
lintarraytag [0,1] {2}	Array w/ Offset	Double	Value = [1.16767E+15, 9.4666E+14]
lintarraytag . 3	Bit	Boolean	Invalid: Syntax/data type not supported.
lintarraytag / 1	String	String	Invalid: Syntax/data type not supported.

\* Date values are in universal time (UTC), not localized time.

## REAL

For more information on the format, refer to [Address Formats](#).

Format	Supported Data Types	Notes
Array Element	Byte, Char** Word, Short, BCD*** DWord, Long, LBCD Float****	The Native Tag must be an array.
Array w/ Offset	Byte Array, Char Array** Word Array, Short Array, BCD Array*** DWord Array, Long Array, LBCD Array Float Array****	The Native Tag must be an array.
Array w/o Offset	Boolean Array  Byte Array, Char Array**, Word Array, Short Array, BCD Array***, DWord Array, Long Array, LBCD Array, Float Array****	<ol style="list-style-type: none"> <li>1. Use this case to have the bits within an REAL in array form. This is not an array of REALs in Boolean notation.</li> <li>2. Applies to bit-within-REAL only. Example: tag_1.0{32}.</li> <li>3. The .bit plus the array size cannot exceed 32 bits. Example: tag_1.1{32} exceeds an REAL, tag_1.0{32} does not.</li> </ol> <p>If accessing more than a single element, the Native Tag must be an array.</p>
Bit	Boolean	<ol style="list-style-type: none"> <li>1. The range is limited from 0 to 31.</li> <li>2. If the Native Tag is an array, the bit class reference must be prefixed by an array element class reference. Example: tag_1 [2,2,3].0.</li> </ol>

Format	Supported Data Types	Notes
		<ul style="list-style-type: none"> <li>Note: Float is casted to a DWord to allow referencing of bits.</li> </ul>
Standard	Boolean*, Byte, Char**, Word, Short, BCD***, DWord, Long, LBCD, Float****	None.
String	String	<ol style="list-style-type: none"> <li>If accessing a single element, the Native Tag does not need to be an array.</li> </ol> <ul style="list-style-type: none"> <li>Note: The value of the string is the ASCII equivalent of the REAL value (clamped to 255). Example: SINT = 65dec = "A".</li> </ul> <ol style="list-style-type: none"> <li>If accessing more than a single element, the Native Tag must be an array. The value of the string is the null-terminated ASCII equivalent of all the REALs (clamped to 255) in the string.</li> </ol> <p>1 character in string = 1 REAL, clamped to 255.</p> <ul style="list-style-type: none"> <li>REAL strings are not packed. For greater efficiency, use SINT strings or the STRING structure instead.</li> </ul>

\* Non-zero values are clamped to True.

\*\* Values exceeding 255 are clamped to 255.

\*\*\* Values exceeding 65535 are clamped to 65535.

\*\*\*\* Float value is a valid IEEE single precision Floating point number.

## Examples

Examples **highlighted** signify common use cases.

### REAL Atomic Tag - realtag = 512.5 (decimal)

Server Tag Address	Format	Data Type	Notes
realtag	Standard	Boolean	Value = True
realtag	Standard	Byte	Value = 255
realtag	Standard	Word	Value = 512
realtag	Standard	DWord	Value = 512
realtag	Standard	Float	Value = 512.5
realtag [3]	Array Element	Boolean	Invalid: Tag is not an array. Also, Boolean is invalid.
realtag [3]	Array Element	DWord	Invalid: Tag is not an array.
realtag {3}	Array w/o Offset	DWord	Invalid: Tag is not an array.
realtag {1}	Array w/o Offset	Float	Value = [512.5]

Server Tag Address	Format	Data Type	Notes
realtag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
realtag [3] {1}	Array w/ Offset	Float	Invalid: Tag is not an array.
realtag . 3	Bit	Boolean	Value = True
realtag . 0 {32}	Array w/o Offset	Boolean	Value = [0,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0,...0] Bit value for 512
realtag	String	String	Invalid: Syntax / data type not supported.
realtag	String	String	Invalid: Syntax / data type not supported.

**REAL Array Tag - realarraytag [4,4] = [[82.1,69.2,65.3,76.4],[256.5,257.6,258.7,259.8],[9.0,10.0,11.0,12.0],[13.0,14.0,15.0,16.0]]**

Server Tag Address	Format	Data Type	Notes
realarraytag	Standard	Boolean	Invalid: Tag cannot be an array.
realarraytag	Standard	Byte	Invalid: Tag cannot be an array.
realarraytag	Standard	Word	Invalid: Tag cannot be an array.
realarraytag	Standard	DWord	Invalid: Tag cannot be an array.
realarraytag	Standard	Float	Invalid: Tag cannot be an array.
realarraytag [3]	Array Element	Float	Invalid: Server tag missing dimension 2 address.
realarraytag [1,3]	Array Element	Boolean	Invalid: Boolean not allowed for array elements.
realarraytag [1,3]	Array Element	Float	Value = 259.8
realarraytag {10}	Array w/o Offset	Byte	Value = [82,69,65,76,255,255,255,255,9,10]
realarraytag {2} {5}	Array w/o Offset	Float	Value = [82.1,69.2,65.3,76.4,256.5] [257.6,258.7,259.8,9,10]
realarraytag {1}	Array w/o Offset	Float	Value = 82.1
realarraytag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
realarraytag [1,3] {4}	Array w/ Offset	Float	Value = [259.8,9.0,10.0,11.0]
realarraytag . 3	Bit	Boolean	Invalid: Tag must reference atomic location.
realarraytag [1,3] . 3	Bit	Boolean	Value = 0
realarraytag [1,3] . 0 {32}	Array w/o Offset	Boolean	Value = [1,1,0,0,0,0,0,0,1,0,0,0,0,0,0] Bit value for 259
realarraytag	String	String	Invalid: Syntax / data type not supported.
realarraytag	String	String	Invalid: Syntax / data type not supported.

## LREAL

For more information on the format, refer to [Address Formats](#).

Format	Supported Data Types	Notes
Array Element	Double*	The Native Tag must be an array.
Array w/ Offset	Double Array	The Native Tag must be an array.
Array w/o Offset	Double Array	If accessing more than a single element, the Native Tag must be an array.
Bit	Boolean	Invalid: Syntax/Data type not supported.
Standard	Double*	None.
String	String	Invalid: Syntax/Data type not supported.

\* Double value is a valid IEEE double precision Floating point number.

### Examples

Examples **highlighted** signify common use cases.

#### LREAL Atomic Tag – Irealtag = 512.5 (decimal)

Server Tag Address	Format	Data Type	Notes
Irealtag	Standard	Boolean	Invalid: Data type not supported.
Irealtag	Standard	Byte	Invalid: Data type not supported.
Irealtag	Standard	Word	Invalid: Data type not supported.
Irealtag	Standard	DWord	Invalid: Data type not supported.
Irealtag	Standard	Double	Value = 512.5
Irealtag [3]	Array Element	Boolean	Invalid: Tag is not an array, and Boolean is invalid.
Irealtag [3]	Array Element	DWord	Invalid: Tag is not an array.
Irealtag {3}	Array w/o Offset	DWord	Invalid: Tag is not an array.
Irealtag {1}	Array w/o Offset	Double	Value = [512.5]
Irealtag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
Irealtag [3] {1}	Array w/ Offset	Float	Invalid: Tag is not an array.
Irealtag . 3	Bit	Boolean	Invalid: Data type not supported.
Irealtag . 0 {32}	Array w/o Offset	Boolean	Invalid: Data type not supported.
Irealtag	String	String	Invalid: Syntax / data type not supported.
Irealtag	String	String	Invalid: Syntax / data type not supported.

**LREAL Array Tag - realarraytag [4,4] = [[82.1,69.2,65.3,76.4],[256.5,257.6,258.7,259.8],[9.0,10.0,11.0,12.0],[13.0,14.0,15.0,16.0]]**

Server Tag Address	Format	Data Type	Notes
lrealarraytag	Standard	Boolean	Invalid: Tag cannot be an array.
lrealarraytag	Standard	Byte	Invalid: Tag cannot be an array.
lrealarraytag	Standard	Word	Invalid: Tag cannot be an array.
lrealarraytag	Standard	DWord	Invalid: Tag cannot be an array.
lrealarraytag	Standard	Double	Invalid: Tag cannot be an array.
lrealarraytag [3]	Array Element	Double	Invalid: Server tag missing dimension 2 address.
lrealarraytag [1,3]	Array Element	Boolean	Invalid: Boolean not allowed for array elements.
lrealarraytag [1,3]	Array Element	Double	Value = 259.8
lrealarraytag {10}	Array w/o Offset	Byte	Invalid: Data type not supported.
lrealarraytag {2} {5}	Array w/o Offset	Double	Value = [82.1,69.2,65.3,76.4,256.5] [257.6,258.7,259.8,9,10]
lrealarraytag {1}	Array w/o Offset	Double	Value = 82.1
lrealarraytag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
lrealarraytag [1,3] {4}	Array w/ Offset	Double	Value = [259.8,9.0,10.0,11.0]
lrealarraytag . 3	Bit	Boolean	Invalid: Tag must reference atomic location.
lrealarraytag [1,3] . 3	Bit	Boolean	Value = 0
lrealarraytag [1,3] . 0 {32}	Array w/o Offset	Boolean	Invalid: Syntax/Data type not supported.
lrealarraytag	String	String	Invalid: Syntax / data type not supported.
lrealarraytag	String	String	Invalid: Syntax / data type not supported.

## SHORT\_STRING

• For more information on the format, refer to [Address Formats](#).

Format	Supported Data Types	Notes
Array Element	String	The Native Tag must be an array.
Array w/ Offset	N/A	N/A
Array w/o Off-	N/A	N/A

Format	Supported Data Types	Notes
set		
Bit	N/A	N/A
Standard	String	The length of the string is based on the length encoding contained within the Native Tag. If the string contains non-printable characters, these are included in the string.
String	N/A	The length of the string needs to be specified in the tag address.

## Examples

Examples **highlighted** signify common use cases.

### SHORT\_STRING Atomic Tag – stringtag = "mystring"

Server Tag Address	Format	Data Type	Notes
stringtag	Standard	String	Value = mystring.
stringtag	Standard	Byte	Invalid: Byte is not supported.
stringtag	Standard	Word	Invalid: Word is not supported.
stringtag [3]	Array Element	Boolean	Invalid: Tag is not an array, and Boolean is invalid.
stringtag [3]	Array Element	Double	Invalid: Tag is not an array.
stringtag {3}	Array w/o Offset	Double	Invalid: Tag is not an array.
stringtag {1}	Array w/o Offset	Double	Value = [1.16767E+15].
stringtag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
lintag [3] {1}	Array w/ Offset	Double	Invalid: Tag is not an array.
stringtag .3	Bit	Boolean	Invalid: Syntax/data type not supported.
stringtag / 1	String	String	Invalid: Syntax/data type not supported.

### SHORT\_STRING Array Tag – stringarraytag[2,2] = [one,two],[three,four]

Server Tag Address	Format	Data Type	Notes
stringarraytag	Standard	Boolean	Invalid: Boolean not supported.
stringarraytag	Standard	Byte	Invalid: Byte not supported.
stringarraytag	Standard	Word	Invalid: Word not supported.
stringarraytag	Standard	Double	Invalid: Tag cannot be an array.
stringarraytag	Standard	Date	Invalid: Tag cannot be an array.
stringarraytag [1]	Array Element	Double	Invalid: Server tag missing dimension 2 address.
stringarraytag [1,1]	Array Element	Boolean	Invalid: Boolean not allowed for array elements.
stringarraytag [1,1]	Array Element	String	Value: "four"
stringarraytag {4}	Array w/o Off-	String	Invalid: String array not supported.



Server Tag Address	Format	Data Type	Notes
	set		
stringarraytag {2} {2}	Array w/o Offset	String	Invalid: String array not supported.
stringarraytag {1}	Array w/o Offset	Boolean	Invalid: Bad data type.
stringarraytag [0, 1] {2}	Array w/ Offset	String	Value: "three"
stringarraytag . 3	Bit	Boolean	Invalid: Syntax/data type not supported.
stringarraytag / 1	String	String	Invalid: Syntax not supported.

## Error Codes

The following sections define error codes that may be encountered in the server's Event Log. For more information on a specific error code type, select a link from the list below.

### [Encapsulation Protocol Error Codes](#)

#### [CIP Error Codes](#)

## Encapsulation Protocol Error Codes

The following error codes are in hexadecimal.

Error Code	Description
0001	Command not handled.
0002	Memory not available for command.
0003	Poorly formed or incomplete data.
0064	Invalid Session ID.
0065	Invalid length in header.
0069	Requested protocol version not supported.
0070	Invalid Target ID.

## CIP Error Codes

The following error codes are in hexadecimal.

Error Code	Description
0001	Connection Failure.*
0002	Insufficient resources.
0003	Value invalid.
0004	IOI could not be deciphered or tag does not exist.
0005	Unknown destination.
0006	Data requested would not fit in response packet.
0007	Loss of connection.
0008	Unsupported service.

Error Code	Description
0009	Error in data segment or invalid attribute value.
000A	Attribute list error.
000B	State already exists.
000C	Object Model conflict.
000D	Object already exists.
000E	Attribute not configurable.
000F	Permission denied.
0010	Device state conflict.
0011	Reply will not fit.
0012	Fragment primitive.
0013	Insufficient command data/parameters specified to execute service.
0014	Attribute not supported.
0015	Too much data specified.
001A	Bridge request too large.
001B	Bridge response too large.
001C	Attribute list shortage.
001D	Invalid attribute list.
001E	Embedded service error.
001F	Failure during connection.**
0022	Invalid reply received.
0025	Key segment error.
0026	Number of IOI words specified does not match IOI word count.
0027	Unexpected attribute in list.


\*  See Also: [0x0001 Extended Error Codes](#)

\*\*  See Also: [0x001F Extended Error Codes](#)

### Allen-Bradley Specific Error Codes

Error Code (hex)	Description
00FF	General Error*

\*  See Also: [0x00FF Extended Error Codes](#)

 For unlisted error codes, refer to the Rockwell Automation documentation.

### 0x0001 Extended Error Codes

The following error codes are in hexadecimal.

Error Code	Description
0100	Connection in use.
0103	Transport not supported.

Error Code	Description
0106	Ownership conflict.
0107	Connection not found.
0108	Invalid connection type.
0109	Invalid connection size.
0110	Module not configured.
0111	EPR not supported.
0114	Wrong module.
0115	Wrong device type.
0116	Wrong revision.
0118	Invalid configuration format.
011A	Application out of connections.
0203	Connection timeout.
0204	Unconnected message timeout.
0205	Unconnected send parameter error.
0206	Message too large.
0301	No buffer memory.
0302	Bandwidth not available.
0303	No screeners available.
0305	Signature match.
0311	Port not available.
0312	Link address not available.
0315	Invalid segment type.
0317	Connection not scheduled.
0318	Link address to self is invalid.

• For unlisted error codes, refer to the Rockwell Automation documentation.

### 0x001F Extended Error Codes

The following error codes are in hexadecimal.

Error Code	Description
0203	Connection timed out.

• For unlisted error codes, refer to the Rockwell Automation documentation.

### 0x00FF Extended Error Codes

The following error codes are in hexadecimal.

Error Code	Description
2104	Address out of range.

Error Code	Description
2105	Attempt to access beyond end of data object.
2106	Data in use.
2107	Data type is invalid or not supported.

• For unlisted error codes, refer to the Rockwell Automation documentation.

## Event Log Messages

The following information concerns messages posted to the Event Log pane in the main user interface. Consult the server help on filtering and sorting the Event Log detail view. Server help contains many common messages, so should also be searched. Generally, the type of message (informational, warning) and troubleshooting information is provided whenever possible.

**Controller not supported. | Vendor ID = <vendor>, Product type = <type>, Product code = <code>, Product name = '<product>'.**

---

**Error Type:**

Warning

**Frame received from device contains errors.**

---

**Error Type:**

Warning

**Possible Cause:**

1. The packets are misaligned (due to connection/disconnection between the PC and device).
2. There is bad cabling connecting the device causing noise.
3. An incorrect frame size was received.
4. There is a TNS mismatch.
5. An invalid response command was returned from the device.

**Possible Solution:**

While the driver can recover from this error without intervention, there may be an issues with the cabling or the device itself that should be corrected.

**Write request for tag failed due to a framing error. | Tag address = '<address>'.**

---

**Error Type:**

Warning

**Possible Cause:**

1. A write request for the specified tag failed after so many retries due to an incorrect request service code.
2. A write request for the specified tag failed after so many retries because the number of bytes received was more or fewer than expected.

**Possible Solution:**

There may be an issue with the cabling or the device itself. Increase the retry attempts to give the driver more opportunities to recover from this error.

---

**Read request for tag failed due to a framing error. | Tag address = '<address>'.**

---

**Error Type:**

Warning

**Possible Cause:**

1. A read request for the specified tag failed after so many retries due to an incorrect request service code.
2. A read request for the specified tag failed after so many retries because the number of bytes received was more or fewer than expected.

**Possible Solution:**

There may be an issue with the cabling or the device itself. Increase the retry attempts to give the driver more opportunities to recover from this error.

---

**Block read request failed due to a framing error. | Block start = '<address>', Block size = <number> (elements).**

---

**Error Type:**

Warning

**Possible Cause:**

1. A read request for the specified tag failed after so many retries due to an incorrect request service code.
2. A read request for the specified tag failed after so many retries because the number of bytes received was more or fewer than expected.

**Possible Solution:**

There may be an issue with the cabling or the device itself. Increase the retry attempts to give the driver more opportunities to recover from this error.

---

**Unable to write to tag on device. | Tag address = '<address>', CIP error = <code>, Extended error = <code>.**

---

**Error Type:**

Warning

**Possible Cause:**

The device returned an error within the CIP portion of the packet during a write request for the specified tag.

**Possible Solution:**

The solution depends on the error codes returned. Consult the CIP and Extended code definitions.

---

**Unable to read tag from device. | Tag address = '<address>', CIP error = <code>, Extended error = <code>.**

---

**Error Type:**

Warning

**Possible Cause:**

The device returned an error within the CIP portion of the packet during a read request for the specified tag.

**Possible Solution:**

The solution depends on the error codes returned. Consult the CIP and Extended code definitions.

---

**Unable to read block from device. | Block start = '<address>', Block size = <number>, CIP error = <code>, Extended error = <code>.**

---

**Error Type:**

Warning

**Possible Cause:**

The device returned an error within the CIP portion of the packet during a block read request for the specified tag.

**Possible Solution:**

The solution depends on the error codes returned. Consult the CIP and Extended code definitions.

---

**Unable to write to tag on device. Controller tag data type unknown. | Tag address = '<address>', Unknown data type = <type>.**

---

**Error Type:**

Warning

**Possible Cause:**

A request for the specified tag failed because the tag data type is not supported.

**Possible Solution:**

1. Change the tag data type to one that is supported. In response to this error, the elements of the block are deactivated and not processed again.
2. Contact Technical Support.

---

**Unable to read tag from device. Controller tag data type unknown. Tag deactivated. | Tag address = '<address>', Unknown data type = <type>.**

---

**Error Type:**

Warning

**Possible Cause:**

A request for the specified tag failed because the tag data type is not supported.

**Possible Solution:**

1. Change the tag data type to one that is supported. In response to this error, the elements of the block are deactivated and not processed again.
2. Contact Technical Support.

**Unable to read block from device. Controller tag data type unknown. Block deactivated. | Block start = '<address>', Block size = <number>, Unknown data type = <type>.**

---

**Error Type:**

Warning

**Possible Cause:**

A request for the specified tag failed because the tag data type is not supported.

**Possible Solution:**

1. Change the tag data type to one that is supported. In response to this error, the elements of the block are deactivated and not processed again.
2. Contact Technical Support.

**Unable to write to tag on device. Data type not supported. | Tag address = '<address>', Unsupported data type = '<type>'.**

---

**Error Type:**

Warning

**Possible Cause:**

A request for the specified tag failed because the tag data type is not supported.

**Possible Solution:**

Change the tag data type to one that is supported. For example, data type Short is illegal for a BOOL array Native Tag. Changing the data type to Boolean remedies the problem.

**See Also:**

Addressing Atomic Data Types

**Unable to read tag from device. Data type not supported. Tag deactivated. | Tag address = '<address>', Unsupported data type = '<type>'.**

---

**Error Type:**

Warning

**Possible Cause:**

A request for the specified tag failed because the tag data type is not supported.

**Possible Solution:**



Change the tag data type to one that is supported. In response to this error, the elements of the block are deactivated and not processed again.

**See Also:**

Addressing Atomic Data Types

**Unable to read block from device. Data type not supported. Block deactivated. | Block start = '<address>', Block size = <number> (elements), Unsupported data type = '<type>'.**

---

**Error Type:**

Warning

**Possible Cause:**

A request for the specified tag failed because the tag data type is not supported.

**Possible Solution:**

Change the tag data type to one that is supported. In response to this error, the elements of the block are deactivated and not processed again.

**See Also:**

Addressing Atomic Data Types

**Unable to write to tag. Data type is illegal for tag. | Tag address = '<address>', Illegal data type = '<type>'.**

---

**Error Type:**

Warning

**Possible Cause:**

The write request for the specified tag failed because the client tag data type is illegal for the given Native Tag.

**Possible Solution:**

Change the tag data type to one that is supported. For example, data type Short is illegal for a BOOL array Native Tag. Changing the data type to Boolean would remedy this problem.

**See Also:**

Addressing Atomic Data Types

**Unable to read tag from device. Data type is illegal for this tag. Tag deactivated. | Tag address = '<address>', Illegal data type = '<type>'.**

---

**Error Type:**

Warning

**Possible Cause:**

The read request for the specified tag failed because the client tag data type is illegal for the given Native Tag.

**Possible Solution:**

Change the tag data type to one that is supported. For example, data type Short is illegal for a BOOL array Native Tag. Changing the data type to Boolean would remedy this problem. In response to this error, the elements of the block are deactivated and not processed again.

**See Also:**

Addressing Atomic Data Types

---

**Unable to read block from device. Data type is illegal for this block. Block deactivated. | Block start = '<address>', Block size = <number> (elements), Illegal data type = '<type>'.**

---

**Error Type:**

Warning

**Possible Cause:**

A read request for the specified tag failed because the client tag data type is illegal for the given Native Tag.

**Possible Solution:**

Change the tag data type to one that is supported. For example, data type Short is illegal for a BOOL array Native Tag. Changing the data type to Boolean would remedy this problem. In response to this error, the elements of the block are deactivated and not processed again.

**See Also:**

Addressing Atomic Data Types

---

**Unable to write to tag on device. Tag does not support multi-element arrays. | Tag address = '<address>'.**

---

**Error Type:**

Warning

**Possible Cause:**

A read request for the specified tag failed because the driver does not support multi-element array access to the given Native Tag.

**Possible Solution:**

Change the tag data type or address to one that is supported. In response to this error, the tag is deactivated and not processed again.

**See Also:**

Addressing Atomic Data Types

---

**Unable to read tag from device. Tag does not support multi-element arrays. Tag deactivated. | Tag address = '<address>'.**

---

**Error Type:**

Warning

**Possible Cause:**

A read request for the specified tag failed because the driver does not support multi-element array access to the given Native Tag.

**Possible Solution:**

Change the tag data type or address to one that is supported. In response to this error, the tag is deactivated and not processed again.

**See Also:**

Addressing Atomic Data Types

---

**Unable to read block from device. Block does not support multi-element arrays. Block deactivated. | Block start = '<address>', Block size = <number> (elements).**

---

**Error Type:**

Warning

**Possible Cause:**

A read request for the specified tag failed because the driver does not support multi-element array access to the given tag.

**Possible Solution:**

Change the data type or address for tags within this block to one that is supported. In response to this error, the elements of the block are deactivated and not processed again.

**See Also:**

Addressing Atomic Data Types

---

**Unable to write to tag on device. | Tag address = '<address>'.**

---

**Error Type:**

Warning

**Possible Cause:**

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

**Possible Solution:**

1. Verify the cabling between the PC and the device.
2. Verify that the correct port has been specified for the named device.
3. Verify that the address given to the named device matches that of the actual device.

---

**Unable to read tag from device. Tag deactivated. | Tag address = '<address>'.**

---

**Error Type:**

Warning

**Possible Cause:**

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

**Possible Solution:**

1. Verify the cabling between the PC and the device.
2. Verify that the correct port has been specified for the named device.
3. Verify that the address given to the named device matches that of the actual device.

**Note:**

In response to this error, the tag is deactivated and not processed again.

---

**Unable to read block from device. Block deactivated. | Block start = '<address>', Block size = <number>.**

---

**Error Type:**

Warning

**Possible Cause:**

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

**Possible Solution:**

1. Verify the cabling between the PC and the device.
2. Verify that the correct port has been specified for the named device.
3. Verify that the address given to the named device matches that of the actual device.

**Note:**

In response to this error, the block is deactivated and not processed again.

---

**Device responded with CIP error. | Status code = <code>, Extended status code = <code>.**

---

**Error Type:**

Warning

**Possible Cause:**

The device returned an error within the CIP portion of the packet during a request. All reads and writes within the request failed.

**Possible Solution:**

The solution depends on the error codes returned. Consult the CIP codes.

**See Also:**

CIP Error Codes

---

**Memory could not be allocated for tag. | Tag address = '<address>'.**

---

**Error Type:**

Warning

**Possible Cause:**

The resources needed to build a tag could not be allocated. The tag is not added to the project.

**Possible Solution:**

Close any unused applications and/or increase the amount of virtual memory and try again.

---

**Device responded with encapsulation error.**

---

**Error Type:**

Warning

**Possible Cause:**

The device returned an error within the encapsulation portion of the packet during a request. All reads and writes within the request failed.

**Possible Solution:**

1. The driver attempts to recover from this error.
2. The solution depends on the error codes returned by the device.

**See Also:**

1. Encapsulation Protocol Error Codes
2. Error Matrix

---

**Unable to read tag from device. Internal memory is invalid. | Tag address = '<address>'.**

---

**Error Type:**

Warning

---

**Unable to read tag from device. Data type is illegal for tag. | Tag address = '<address>', Illegal data type = '<type>'.**

---

**Error Type:**

Warning

**Possible Cause:**

A read request for the specified tag failed because the client tag data type is illegal for the given Native Tag.

**Possible Solution:**

Change the tag data type to one that is supported. For example, data type Short is illegal for a BOOL array Native Tag. Changing the data type to Boolean would remedy this problem. In response to this error, the tag is deactivated and not processed again.

**See Also:**

Addressing Atomic Data Types

---

**Unable to read tag from device. Internal memory is invalid. Tag deactivated. | Tag address = '<address>'.**

---

**Error Type:**

Warning

---

**Unable to read block from device. Internal memory is invalid. Block deactivated. | Block start = '<address>', Block size = <number> (elements).**

---

**Error Type:**

Warning

---

**Unable to write to address on device. Internal memory is invalid. | Tag address = '<address>'.**

---

**Error Type:**

Warning

---

**Unable to read block from device. Block deactivated. | Block start = '<address>', Block size = <number>, CIP error = <code>, Extended error = <code>.**

---

**Error Type:**

Warning

**Possible Cause:**

The device returned an error within the CIP portion of the packet during a read request for the specified tag.

---

**Possible Solution:**

The solution depends on the error codes returned.

**• See Also:**

CIP Error Codes

**Device identity details. | IP = '<address>', Vendor ID = <vendor>, Product type = <type>, Product code = <code>, Revision = '<revision>', Product name = '<product>', Product S/N = <serial number>.**

---

**Error Type:**

Informational

**Device does not support Fragmented Read/Write Services. Automatically falling back to Non-Fragmented Services.**

---

**Error Type:**

Informational

# Glossary

## Native Tag-Based Addressing

Term	Definition
Array Element	Element within a native Array Tag. For client/server access, the element must be an atomic. For example, ARRAYTAG [0].
Array with Offset	Client/Server array tag whose address has a native Array Element specified. For example, ARRAYTAG [0] {5}.
Array w/o Offset	Client/Server array tag whose address has no native Array Element specified. For example, ARRAYTAG {5}.
Atomic Data Type	A pre-defined, non-structured Native data type. For example, SINT, DINT.
Atomic Tag	A Native Tag defined with an Atomic Data Type.
Client	An HMI/SCADA or data bridging software package utilizing OPC, DDE, or proprietary client/server protocol to interface with the server.
Client/Server Data Type	Data type for tags defined statically in the server or dynamically in a client. The data types supported in the client depends on the client in use.*
Client/Server Tag	Tag defined statically in the server or dynamically in a client. These tags are different entities than Native Tags. A Native Tag name becomes a Client/Server Tag address when referencing such Native Tag.
Client/Server Array	Row x column data presentation format supported by the server and by some clients. Not all clients support arrays.
CCW	Connected Components Workbench.
Native Data Type	A data type defined in CCW for Micro800 controllers.
Native Tag	A tag defined in CCW for Micro800 controllers.
Native Array Data Type	A multi-dimensional array (1, 2 or 3 dimensions possible) supported in CCW for Micro800 controllers. All atomic data types support Native Arrays. Not all structured data types support Native Arrays.
Array Tag	A Native Tag defined with a native Array Data Type.
Pre-Defined Data Type	A Native data type supported and pre-defined by CCW for Micro800 controllers.*
User-Defined Data Type	A Native data type supported by CCW and defined by the user for Micro800 controllers.*
Server	The OPC/DDE/proprietary server utilizing this Allen-Bradley Micro800 Ethernet Driver.
Structured Data Type	A pre-defined or user-defined data type, consisting of members whose data types are atomic or structure in nature.
Structure Tag	A Native Tag defined with a Structured Data Type.

\* The data types supported in the server are listed in [Data Types Description](#).



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Unable to read block from device. Controller tag data type unknown. Block deactivated. | Block start = '<address>', Block size = <number>, Unknown data type = <type>. 48

Unable to read block from device. Data type is illegal for this block. Block deactivated. | Block start = '<address>', Block size = <number> (elements), Illegal data type = '<type>'. 50

Unable to read block from device. Data type not supported. Block deactivated. | Block start = '<address>', Block size = <number> (elements), Unsupported data type = '<type>'. 49

Unable to read block from device. Internal memory is invalid. Block deactivated. | Block start = '<address>', Block size = <number> (elements). 54

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