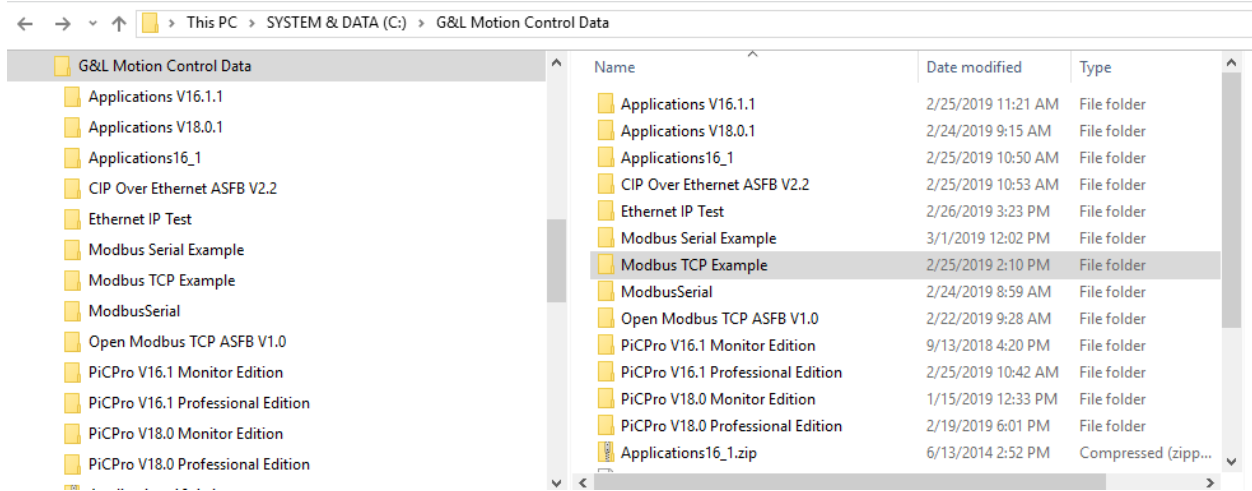


G&L Modbus TCP Example Revision A 6/3/2019

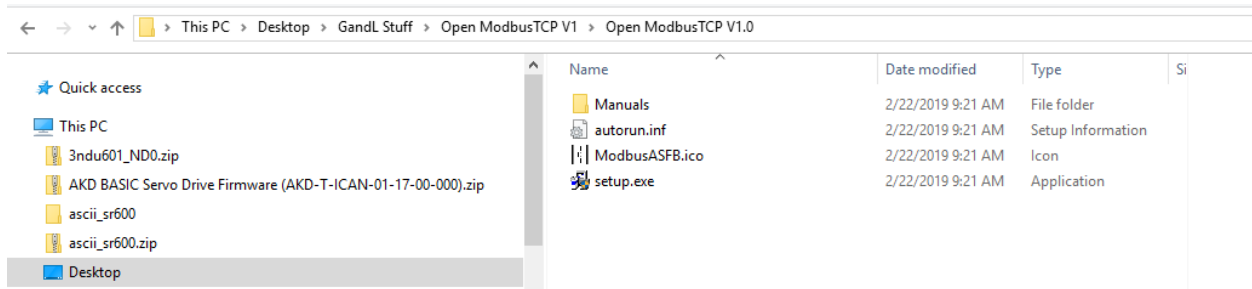
Note!! This example was done with the Digital MMC Smartdrive and Drive Resident Control 16 Axis. The programmer is responsible for any settings and wiring that are different due to differences in hardware.

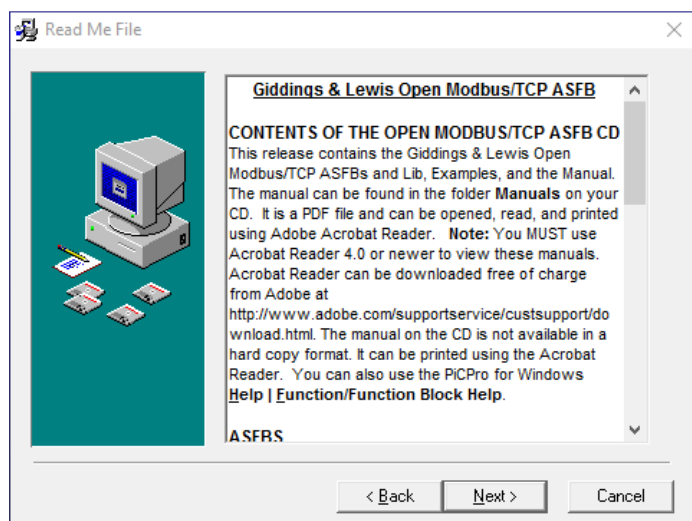
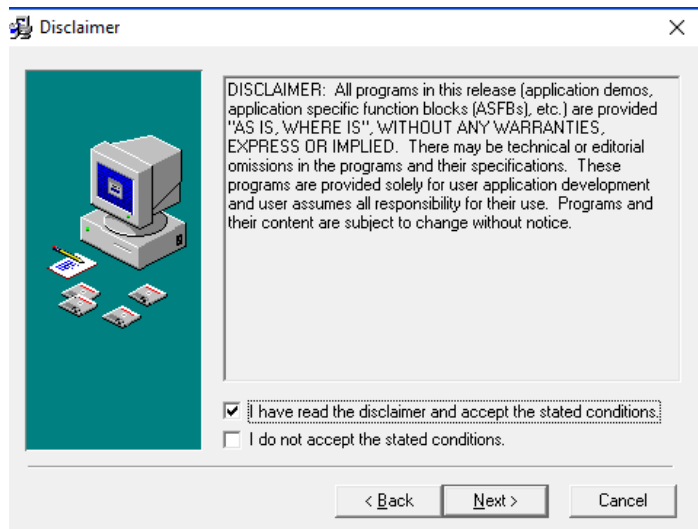
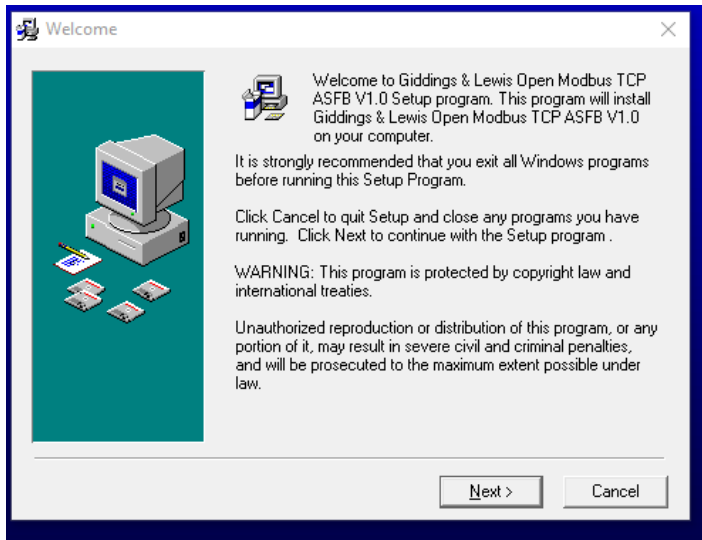
Also note that the Modbus TCP ASFB library is not free-ware and must be purchased from your local Kollmorgen supplier.

First I created a folder called Modbus TCP Example under the C:\G&L Motion Control Data directory.



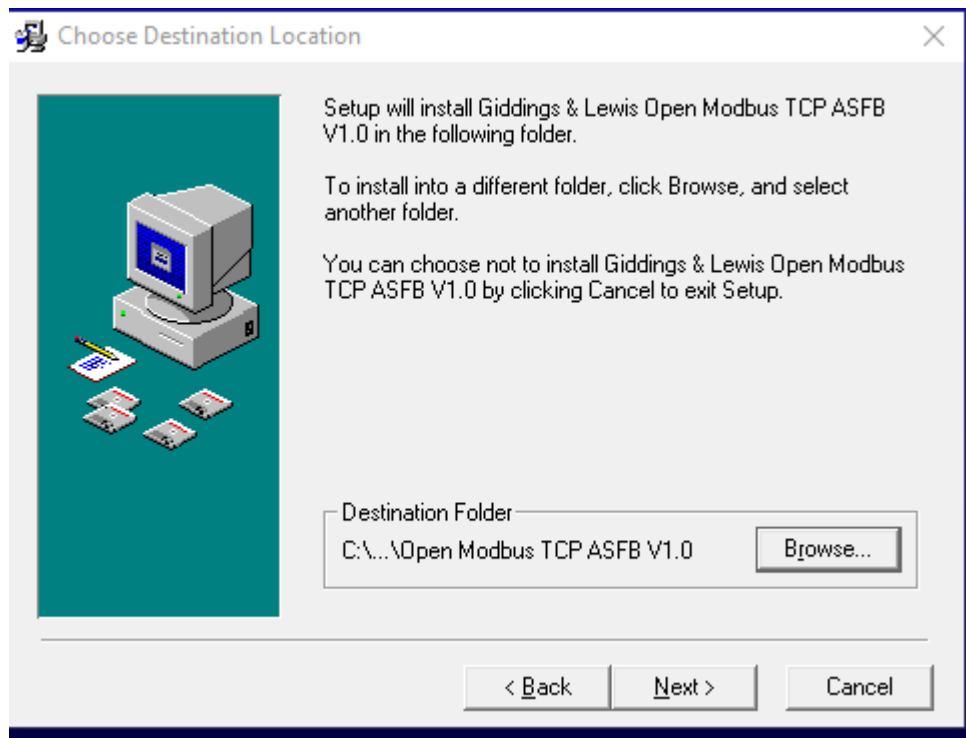
After acquiring and unzipping the Open Modbus TCP support files go to the unzipped folder and click on setup.exe to start the installation process.

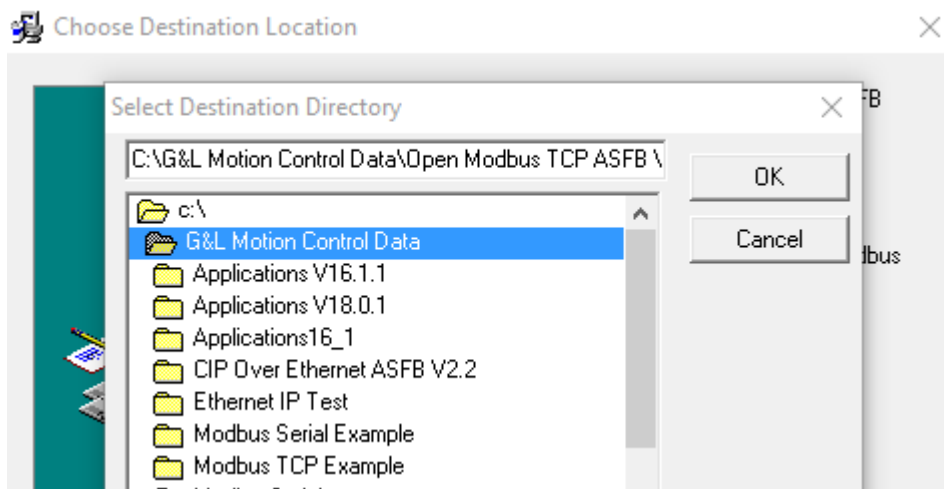
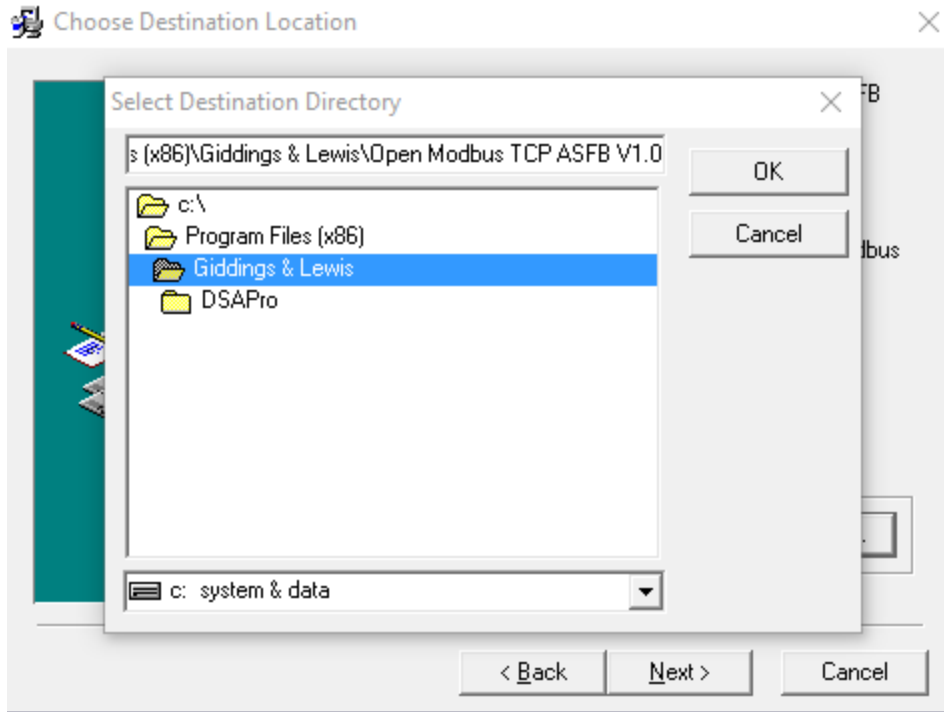




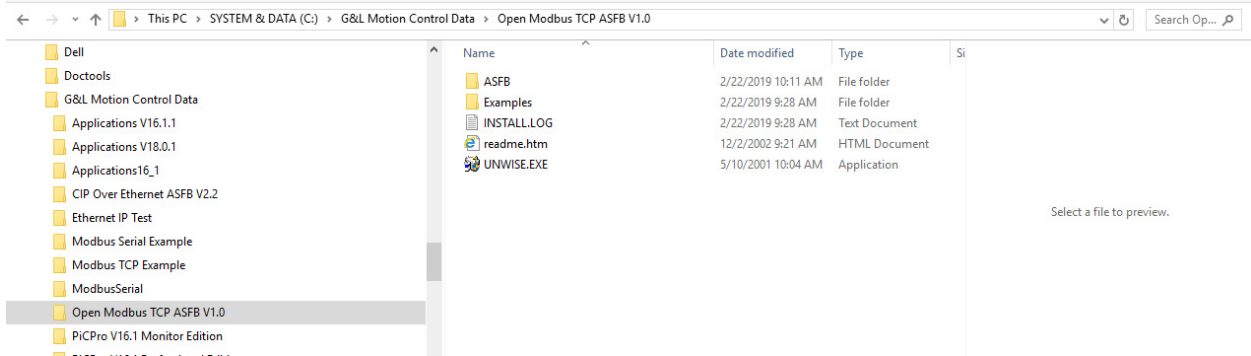
Because this installation predates Windows 10 the default destination folder is under the x386 directory. This will cause issues so in this example we're going to install it to the C:\G&L Motion Control Data directory

Click on Browse...





After installation is complete there should be a folder in that directory called Open Modbus TCP ASFB V1.0. If you navigate to it you can see the contents. There are 2 folders: ASFB and Examples.



There are sample files per the Modbus TCP ASFB manual that are for two cases where the G&L controller is the client in one case or the server in the other.

The manual is included in the zip support file for Modbus TCP

Name	Date modified	Type	Size
Manuals	2/14/2019 8:16 AM	File folder	
autorun.inf	12/1/2002 12:10 PM	Setup Information	1 KB
ModbusASFB.ico	6/3/1997 1:04 PM	Icon	1 KB
Open MODBUS TCP ASFB.zip	10/21/2014 11:54 ...	Compressed (zipp...	498 KB
setup.exe	12/9/2002 1:16 PM	Application	256 KB

Per the manual there are 2 sample ladder (LDO) example ladder but in this application note the G&L controller will be the Server (also known as Modbus TCP Slave).

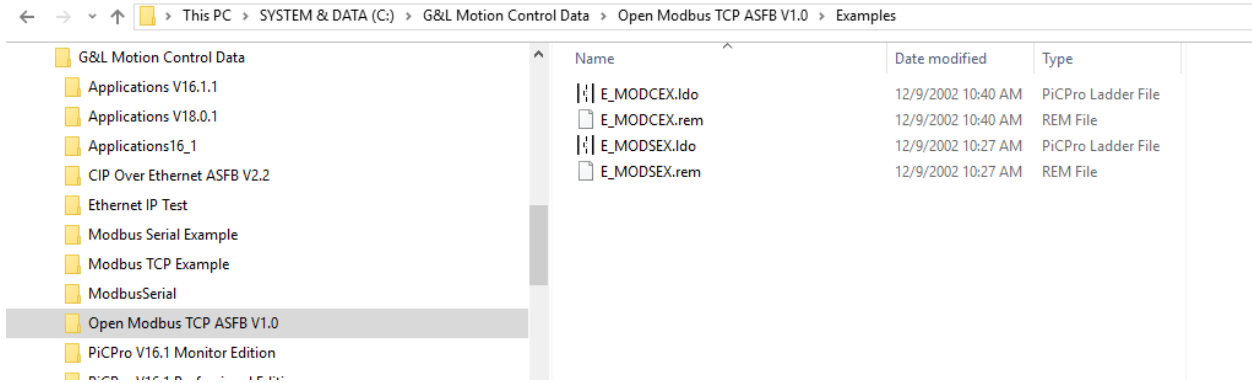
G&L Server ASFBs

E_MODSEX.LDO	Example MODBUS/TCP ladder with the G&L as the Server.
E_MODSVR.LDO	MODBUS/TCP Server source ladder.

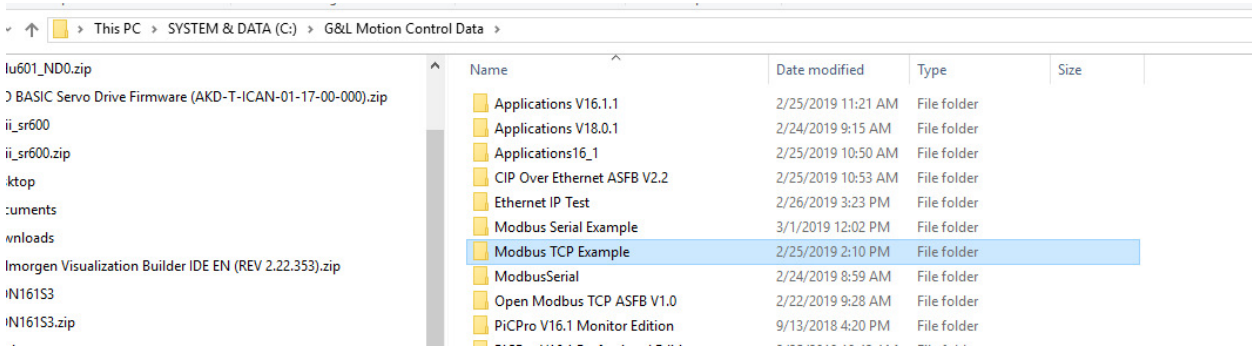
G&L Client ASFBs

E_MODCEX.LDO	Example MODBUS/TCP ladder with the G&L as the Client.
E_MODCL.LDO	MODBUS/TCP Client source ladder.

I copied the E_MODSEX.LDO and E_MODSEX.REM from the Open Modbus TCP ASFB V1.0 folder.



And then pasted it into the folder I created for this example project called Modbus TCP Example. The intent is to be able to edit the example ladder and leave the original alone for potential reference and use in the future as a template.

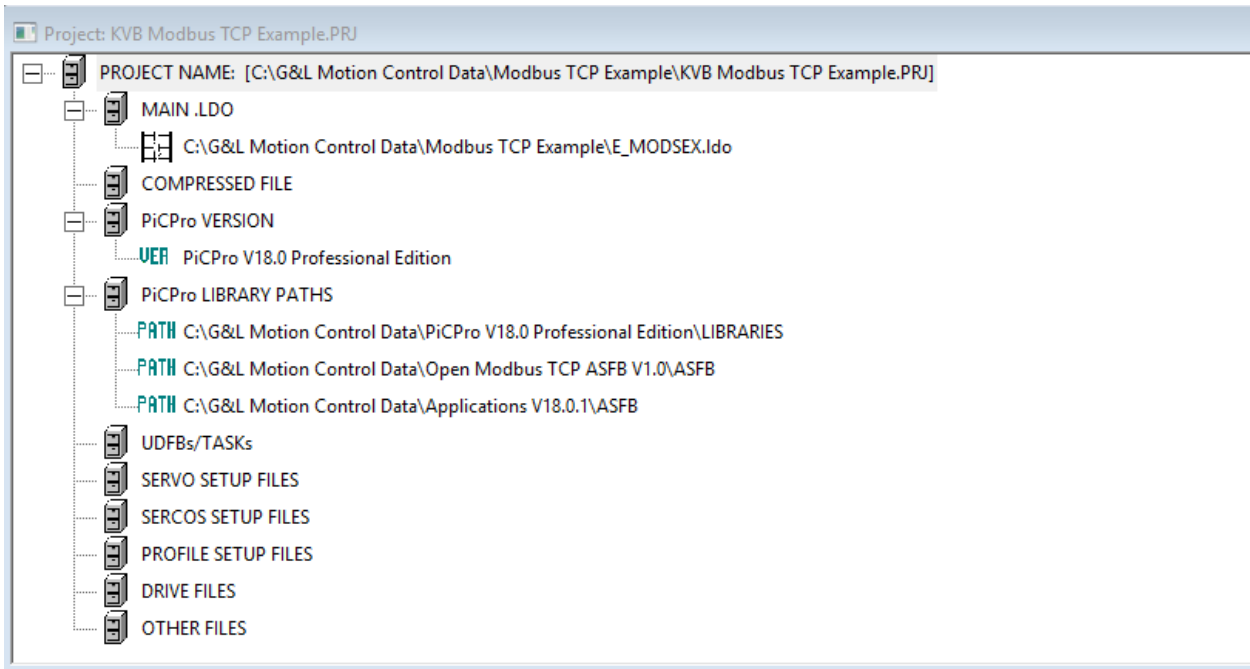


Next I created a project also saved to the Modbus TCP Example folder.

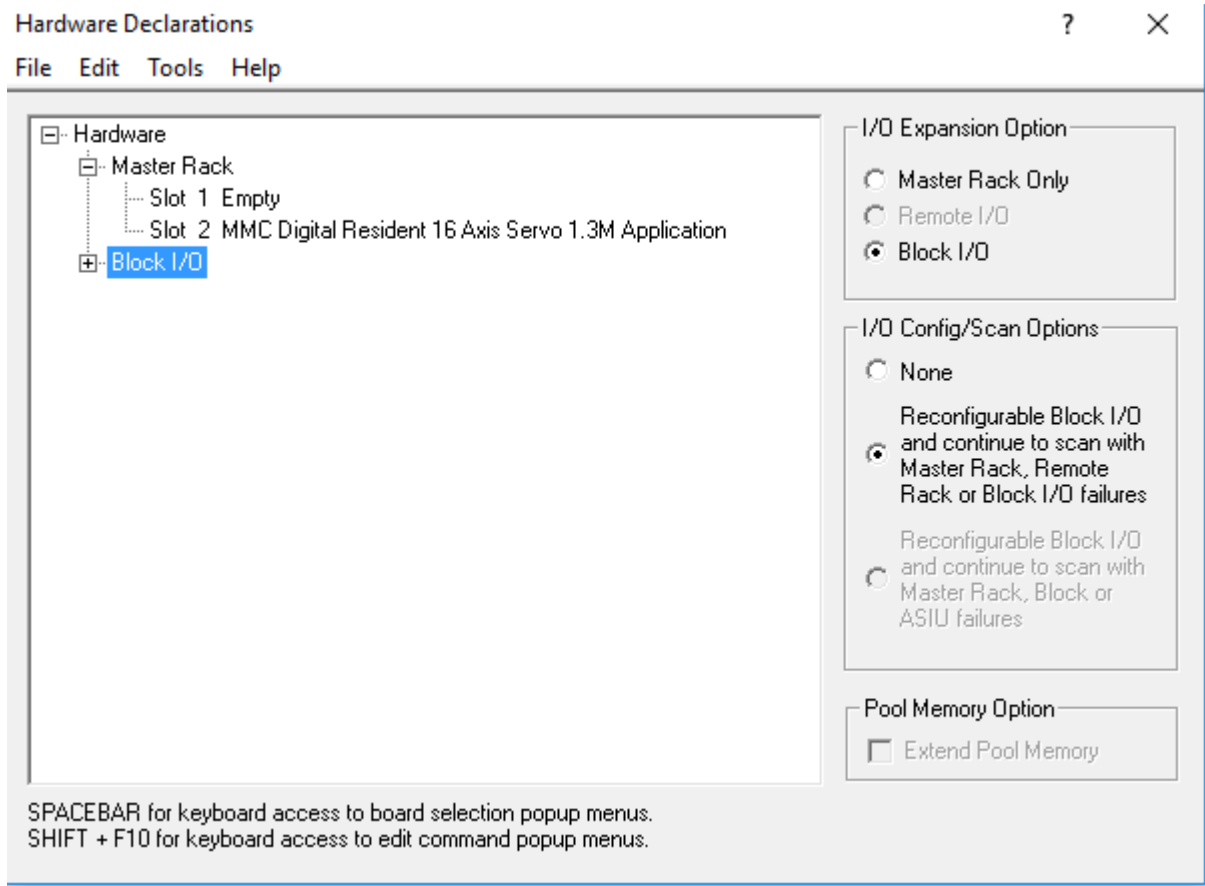
Once the project is created the following paths were setup.

The MAIN.LDO is the copied E_MODSEX.LDO (it could have been renamed if desired).

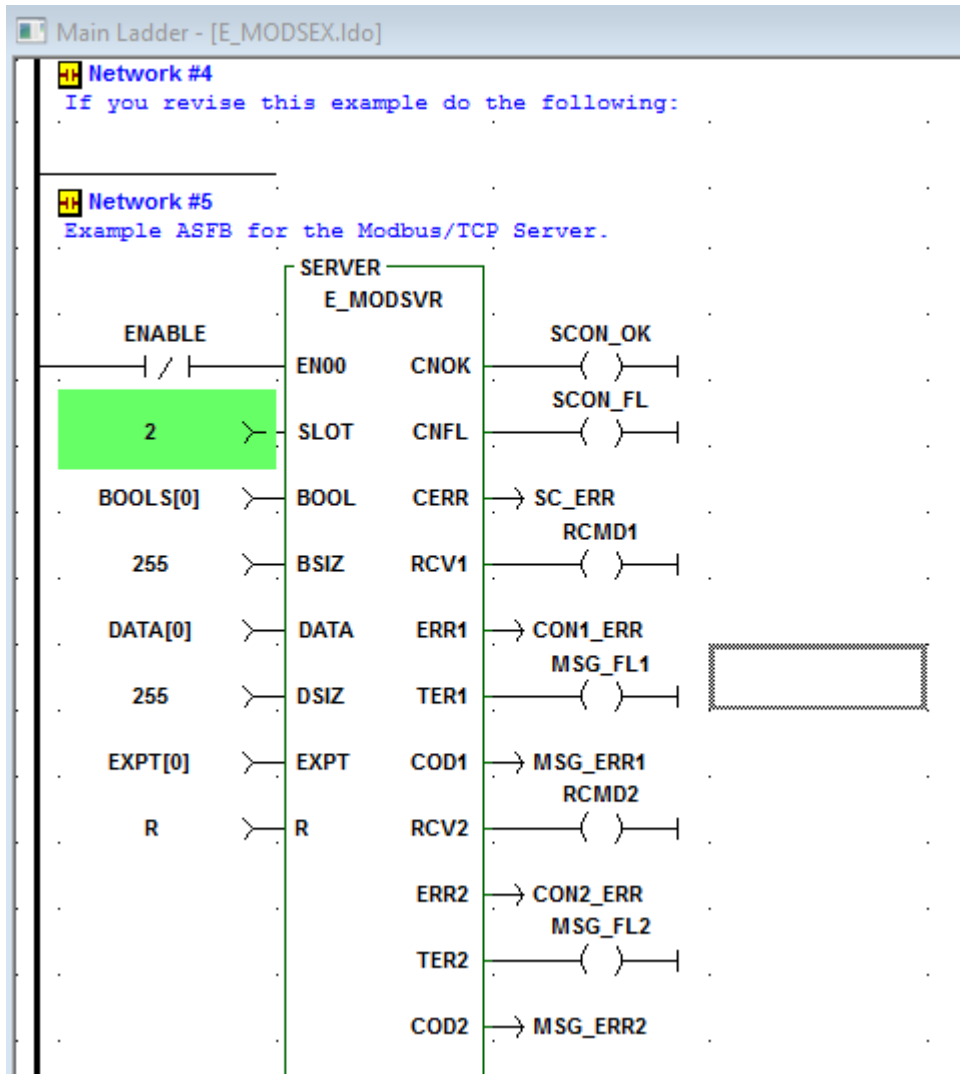
The PicPro Library paths point to the standard libraries for this version of PicPro, the ASFB folder that was created and populated when the Open Modbus ASFB V1.0 was installed, and the standard ASFB library for this verion of PicPro (part of the Applications disk install).



Under the View pull-down menu->Hardware Declarations I configured this for the hardware of my demo. This will depend on your hardware.

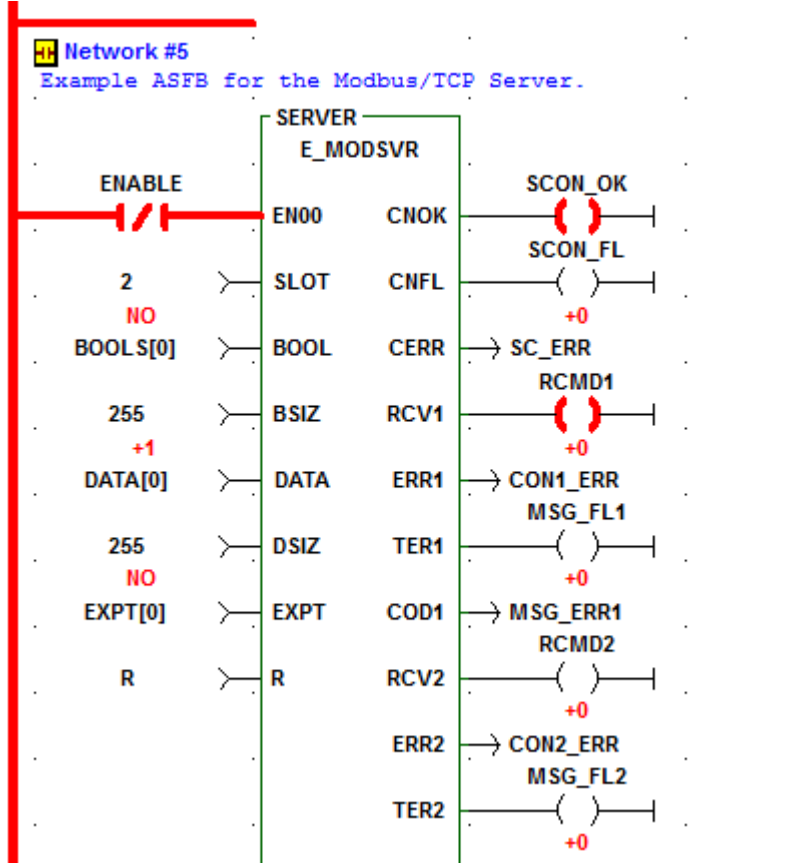


Per the above my Ethernet port is on Slot 2 (which is the Digital MMC Drive Resident card). For other hardware types the Slot number of the Ethernet port may vary. You will need to edit the Slot# on the following function block input for the correct slot # of your device.



Finally, I saved the ladder changes and project and then compiled and downloaded it to the control and animated.

Note the E_MODSVR is enabled, SCON_OK and error outputs are all zero.



Next using Modbus Poll as the Modbus TCP master and to check if values can be written.

The target IP address (of the G&L) must be specified (and the Ethernet card on your PC has to be on the same network (first 3 octets of the IP address) and both have to have a unique final octet. X.X.X.y.

Connection Setup

Connection
Modbus TCP/IP

Serial Settings
USB Serial Port (COM2)
19200 Baud
8 Data bits
Even Parity
1 Stop Bit
Advanced...

Remote Modbus Server
IP Address or Node Name
192.168.0.80
Server Port
502
Connect Timeout
3000 [ms]
 IPv4
 IPv6

Mode
 RTU ASCII

Response Timeout
1000 [ms]

Delay Between Polls
20 [ms]

OK
Cancel

Initially the starting address will be zero and not using Base 1.

Read/Write Definition ×

Slave ID: OK

Function: Cancel

Address: Protocol address. E.g. 40011 -> 10

Quantity:

Scan Rate: [ms] Apply

Disable

Read/Write Disabled

Disable on error Read/Write Once

View

Rows

10 20 50 100 Fit to Quantity

Hide Alias Columns PLC Addresses (Base 1)

Address in Cell Enron/Daniel Mode

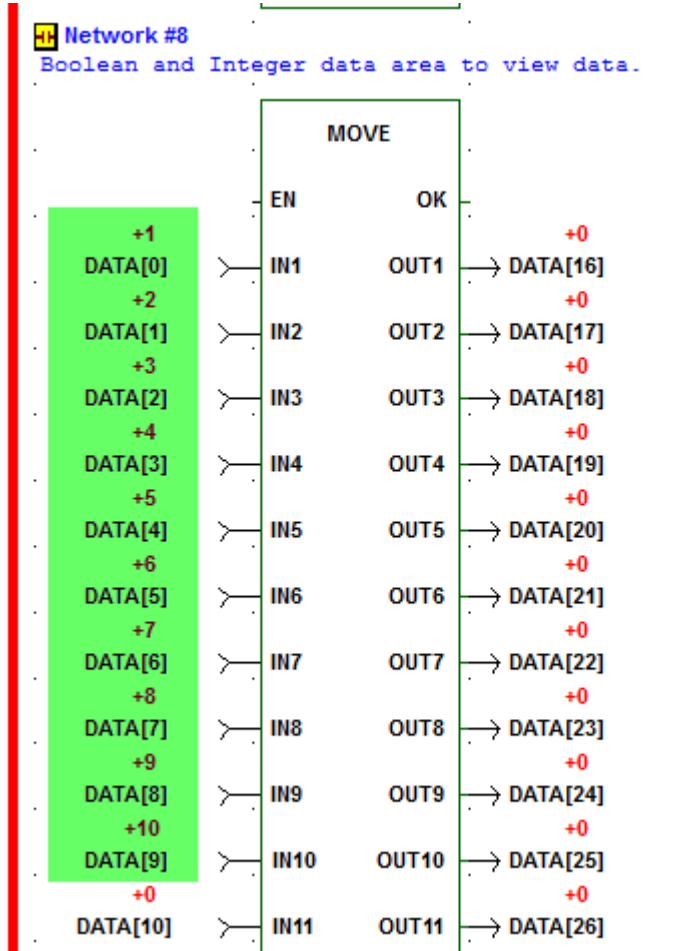
On connection there are no errors so for demonstration purposes I set the first 10 registers (0 through 9) to test values 1,2,3,...etc.

Mbpoll1 _ G

Tx = 447: Err = 0: ID = 1: F = 16: SR = 1000ms

	Alias	00000
0		1
1		2
2		3
3		4
4		5
5		6
6		7
7		8
8		9
9		10

Now switching back to the animated ladder in PicPro and monitoring Network 8 the array of DATA[0] through DATA[9] is the set values set by Modbus Poll. Keep in mind some Modbus TCP masters start their address at 1, 40001, 400001, etc. where 1 will likely be equivalent to DATA[0] which is an offset in addressing.



The following yields the same result.

Read/Write Definition ×

Slave ID: OK

Function: Cancel

Address: Protocol address. E.g. 40011 -> 10

Quantity:

Scan Rate: [ms] Apply

Disable

Read/write Disabled

Disable on error Read/write Once

View

Rows

10 20 50 100 Fit to Quantity

Hide Alias Columns PLC Addresses (Base 1)

Address in Cell Enron/Daniel Mode

Note the Modbus TCP ASFB manual assumes a base 1 addressing scheme. Also note the array is shown as BOOL(x) in the chart but in the sample project the array is named BOOLS(x). Likewise the integer array is shown as DAT(x) in the chart but DATA(x) in the sample project.

Message Addressing

The addressing between the G&L and Modbus/TCP is as follows:

BOOLEANS		INTEGERS	
Modbus	PiC900	Modbus	PiC900
00001	BOOL(0)	40001	DAT(0)
00002	BOOL(1)	40002	DAT(1)
.	.	.	.
.	.	.	.
00999	BOOL(998)	40999	DAT(998)

To test the Boolean data I setup Modbus Poll to use function 15-Write Multiple Coils.

Read/Write Definition ✕

Slave ID: OK

Function: Cancel

Address: Protocol address. E.g. 10011 -> 10

Quantity:

Scan Rate: [ms] Apply

Disable

Read/Write Disabled

Disable on error Read/Write Once

View

Rows

10 20 50 100 Fit to Quantity

Hide Alias Columns PLC Addresses (Base 1)

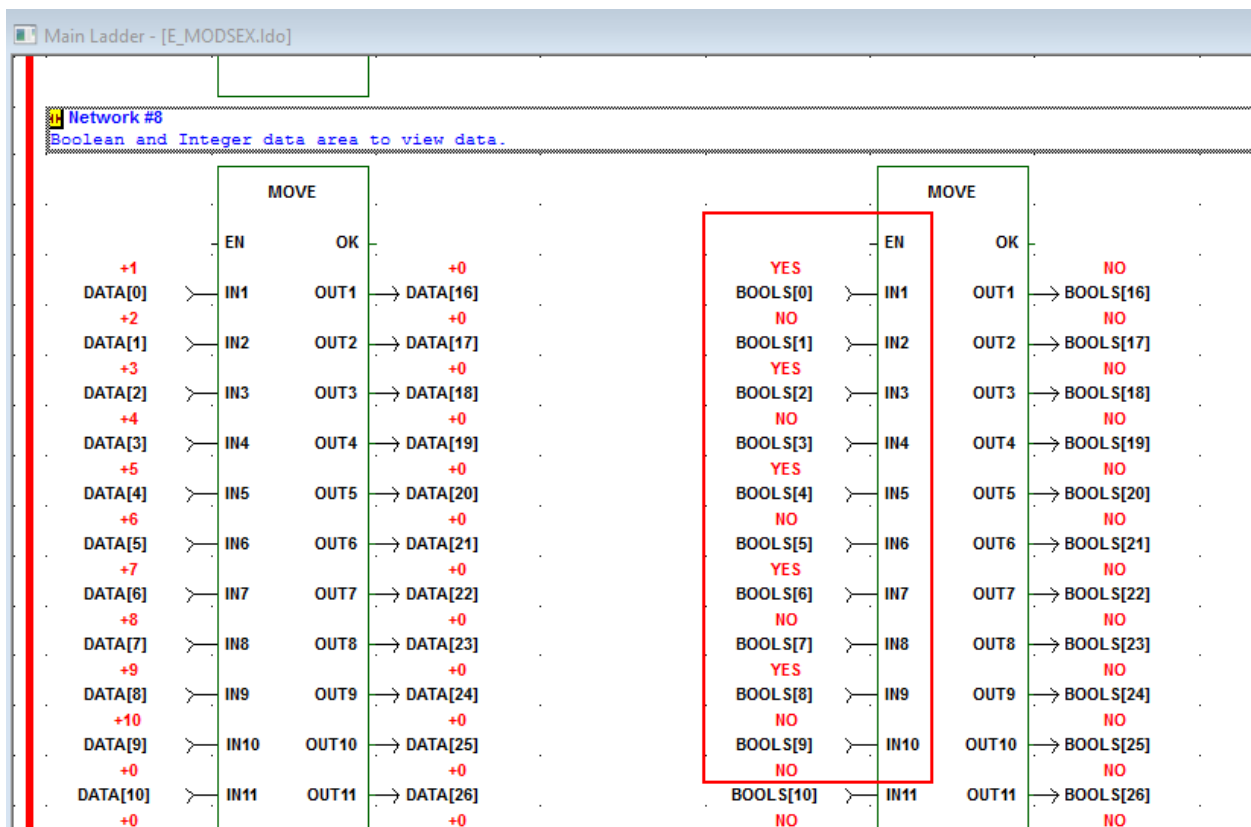
Address in Cell Enron/Daniel Mode

For demonstrational purposes I set every other coil to 1.

Mbpoll1

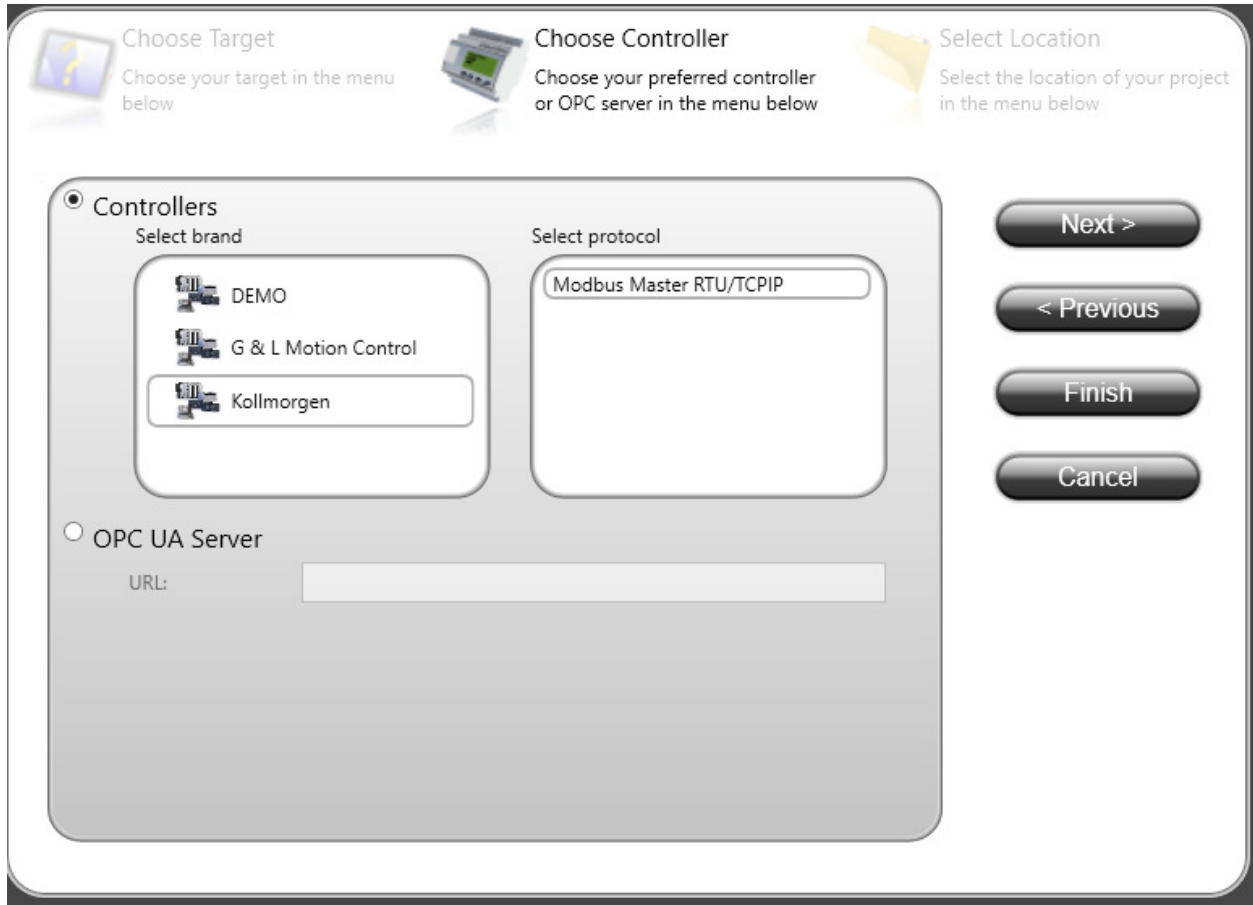
Tx = 22: Err = 0: ID = 1: F = 15: SR = 1000ms

	Alias	00000
0		1
1		0
2		1
3		0
4		1
5		0
6		1
7		0
8		1
9		0

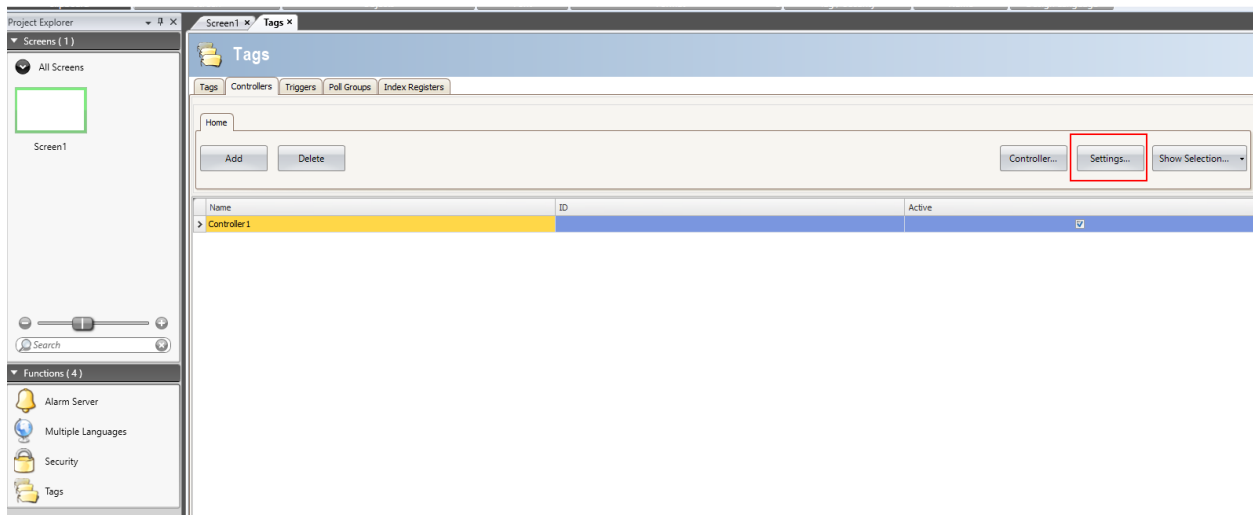


Next I will demonstrate using KVB software to do the same thing as Modbus Poll.

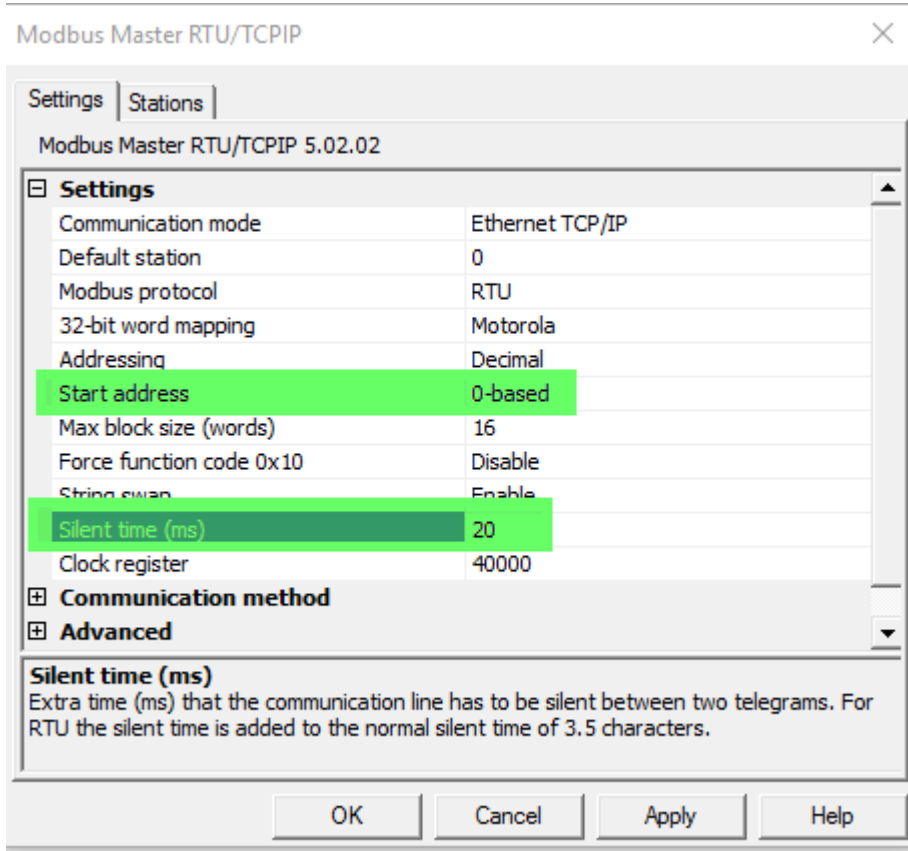
I started by creating a new project and selecting Kollmorgen->Modbus Master RTU/TCPIP as shown below.



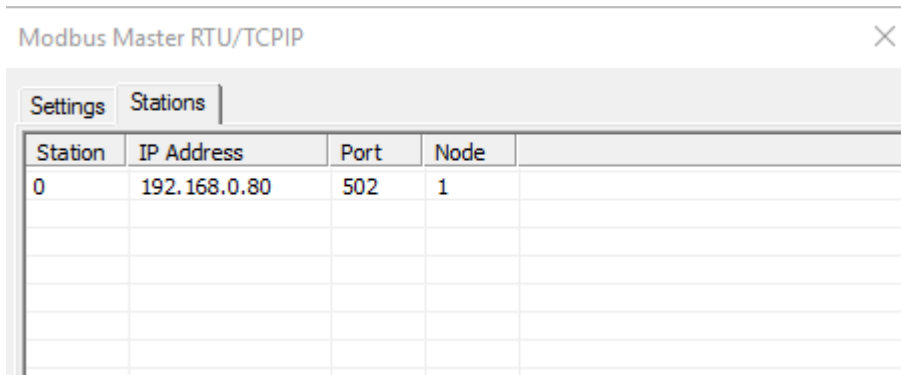
Under Tags->Controllers->Settings:



Under the Settings tab note the default is 0-based. If you want the addressing to look like the table in the Modbus TCP ASFB manual you need 1-based but in this example I left it at 0-based because I like the Modbus address count to be the same as the index of the DATA[x] array. I also added 20msec of silent time.



On the Stations tab I set the IP Address to the same as the target IP Address of the G&L controller (Ethernet port):

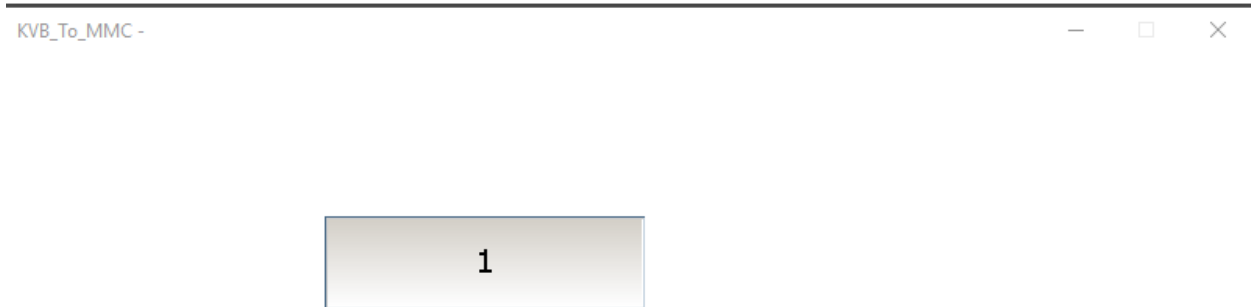


For the initial test I created a tag1 as INT16 and assigned the tag Controller1 Modbus address 40000 which should be DATA[0] in the ladder using 0 based addressing.

Tag	Name	Data Type	Access Right	Controllers		Scaling			Others			
				Data Type	Controller1	Offset	Gain	Read Expr...	Write Expr...	Description	Poll Group	Always Active
I	Tag1	INT16	ReadWrite	INT16	40000	0	1				PollGroup1	<input type="checkbox"/>

I added an Analog Numeric data field to the default screen and set it up to point to Tag1.

I built and ran the project. The value is displayed as 1 as expected.



Next I changed the value on the touchscreen to 12345 and as you can see below DATA[0] changed.

To test the BOOL I added another tag in KVB and set it up as type BOOL and set the tag controller address to 00000.

Tag			Controllers		Scaling				Others
Name	Data Type	Access Right	Data Type	Controller 1	Offset	Gain	Read Expr...	Write Expr...	Description
Tag1	INT16	ReadWrite	INT16	40000	0	1			
Tag2	BOOL	ReadWrite	BOOL	00000	0	1			

I added a button on the screen and pointed it to Tag 2.

Properties | Kollmorgen visualization builder™ 2.40 - KVB_TO_MMU

General | **Actions**

Select Action... | Set Analog | Set Analog

Tag2 | Tag2

1 | 0

Mouse Leave | Mouse Down | Mouse Up

219.0 #

203.0 | Button | 388.0

I built and ran the project again in KVB and during runtime when pressing and releasing the button on the touchscreen I could see the value of BOOLS[0] change from NO when not pressing to YES when pressing the button.

