

WEINTEK LABS., INC.

# Modbus TCP Server

Using ModbusServer function  
block to send CODESYS tag info  
to an external device

Demo Project

## Contents

1. Overview.....	1
2. Library.....	2
3. Operation .....	3

## 1. Overview

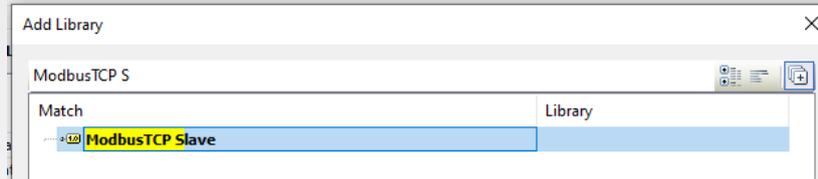
Modbus is an industrial protocol standard widely available for communication among controllers. Almost all controllers nowadays have built-in Modbus, and most of the devices used for simple purposes, such as digital meters, barcode scanners, or remote IO modules...etc., only support Modbus communication protocol.

ModbusTCP is defined as a master/slave protocol. The ModbusTCP Master (Client) can initiate communication and send requests to the ModbusTCP Slave (Server), and the ModbusTCP Slave (Server) must wait to be asked for information.

Weintek built-in CODESYS supports ModbusTCP Master (Client). For applications that require ModbusTCP Slave (Server), please see this demonstration about how to use ModbusServer function block.

## 2. Library

**Step 1.** In CODESYS software add ModbusTCP Slave Library.



### Function Block

#### ModbusServer:

ModbusServer	
wPort	WORD
pInputData	POINTER TO WORD
pOutputData	POINTER TO WORD
uiInputDataSize	UINT
uiOutputDataSize	UINT
xEnable	BOOL
xReset	BOOL
tTimeout	UDINT
xBusy	BOOL
xError	BOOL
byClientConnections	BYTE

Function: ModbusTCP Server starts processing requests.

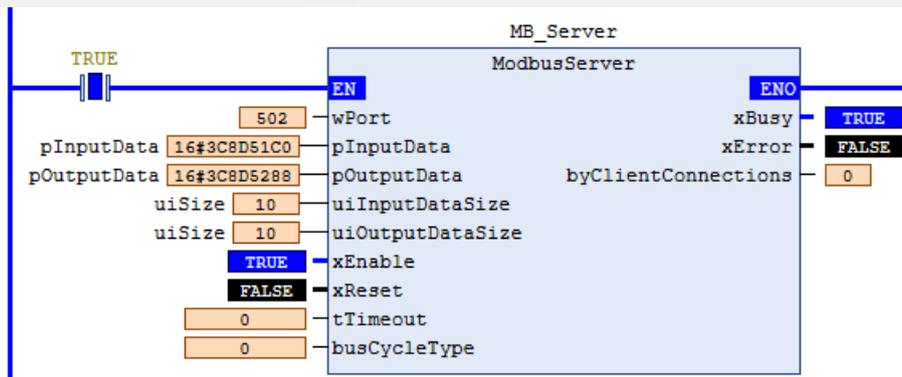
Input/Output	Type	Description
wPort	WORD	The port number for sending and receiving data. (Default = 502)
pInputData	POINTER TO WORD	Points to the map of the Modbus input register.
pOutputData	POINTER TO WORD	Points to the map of the Modbus holding register.
uiInputDataSize	UINT	Length of the input data.
uiOutputDataSize	UINT	Length of the output data.
xEnable	BOOL	Flag for starting request processing.
xReset	BOOL	Reset of status of Modbus server.
udiTimeOut	UDINT	Timeout (in ms). If it is not zero and no Modbus write error has occurred until the timeout, then the output data is set to zero.
xBusy	BOOL	TRUE= the request is in process.
xError	BOOL	Information about errors found.
byClientConnections	BYTE	Number of Modbus client connections.

### 3. Operation

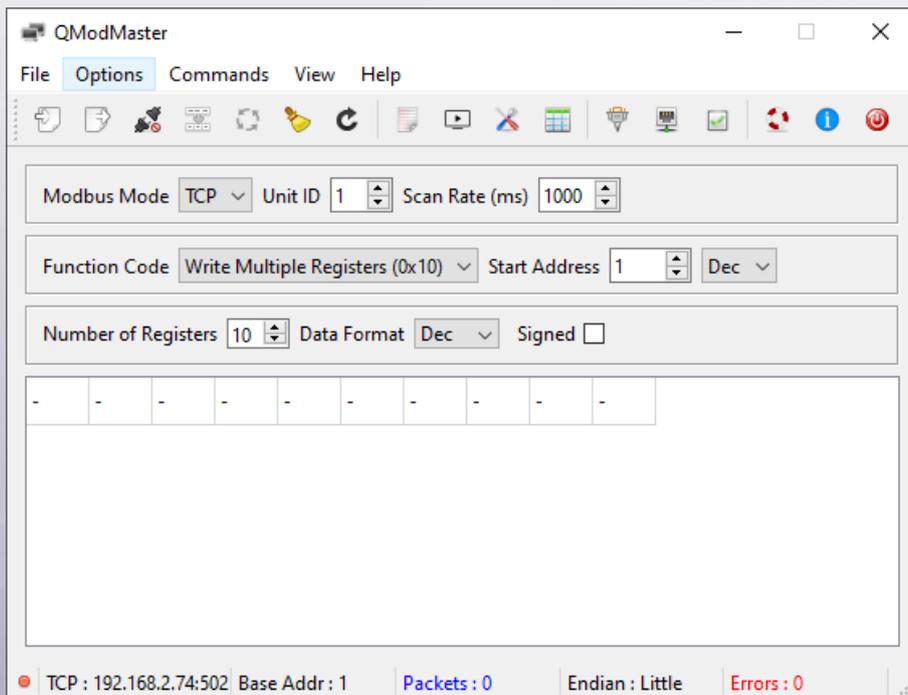
Run the demo project: CODESYS\_ModbusServer.

**Write to holding register:**

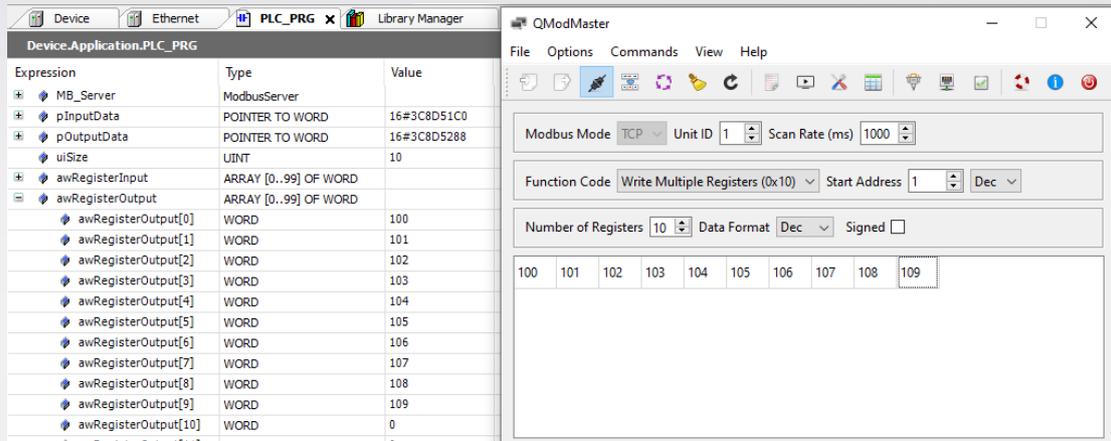
**Step 1.** pOutputData points to the address which returns value, uiSize cannot be 0, and ModbusServer.xEnable=TRUE.



**Step 2.** Execute ModbusTCP test tool, set the IP address and port number of Weintek built-in CODESYS (same as ModbusServer.wPort), and then use function code 16. The number of registers should not exceed uiSize.

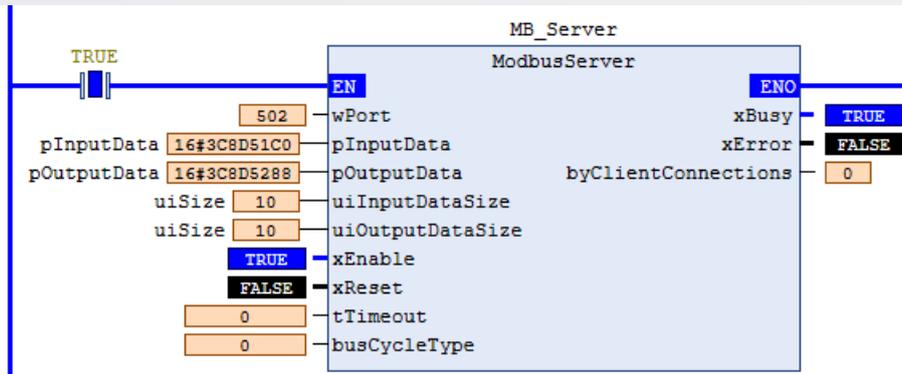


**Step 3.** The value written in the test tool is sent to CODESYS's OutputData.

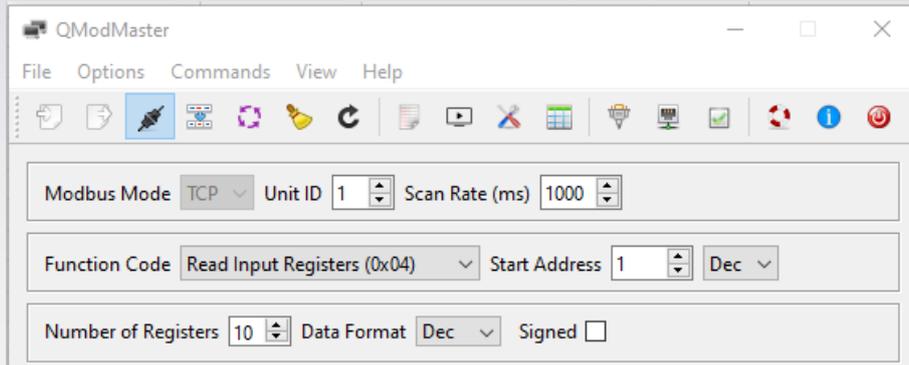


## Read input / holding register:

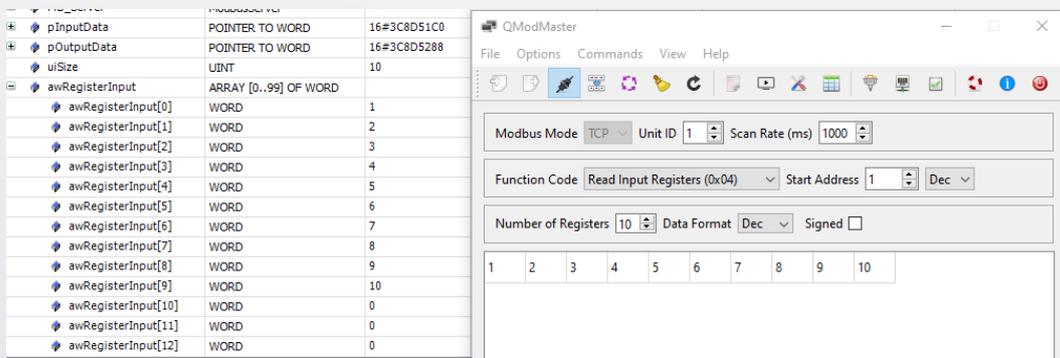
**Step 1.** pInputData & pOutputData point to the address which returns value, uiSize cannot be 0, and ModbusServer.xEnable=TRUE.



**Step 2.** Execute ModbusTCP test tool, set the IP address and port number of Weintek built-in CODESYS (same as ModbusServer.wPort), and then use function code 3 or 4. The number of registers should not exceed uiSize.



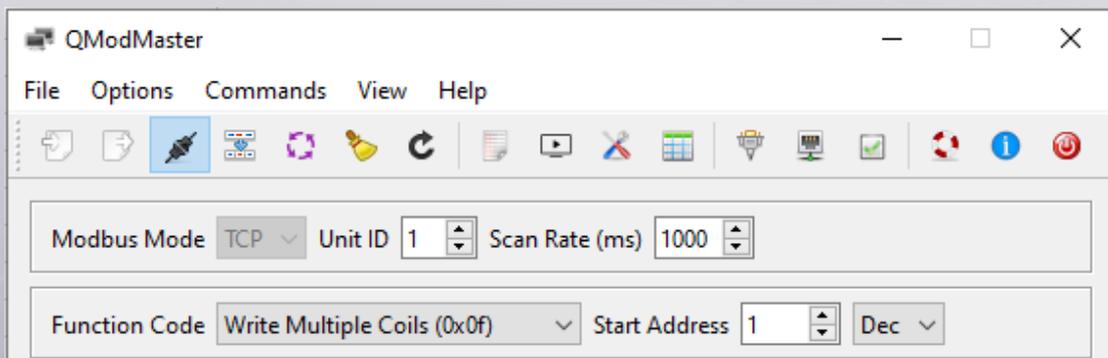
**Step 3.** The InputData tag value written in CODESYS can be obtained in the test tool.



## Write coils:

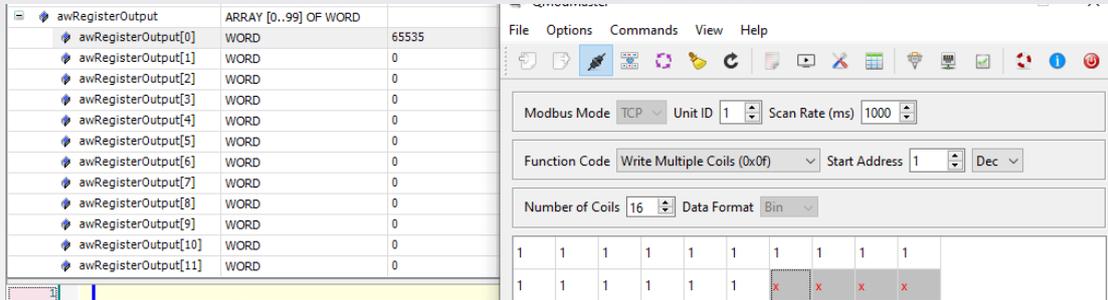
**Step 1.** pOutputData points to the address which returns value, uiSize cannot be 0, and ModbusServer.xEnable=TRUE.

**Step 2.** Execute ModbusTCP test tool, set the IP address and port number of Weintek built-in CODESYS (same as ModbusServer.wPort), and then use function code 15. The number of coils should not exceed uiSize.



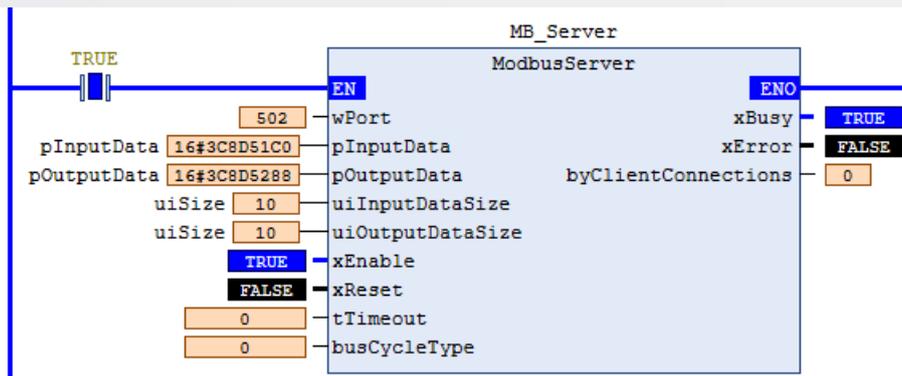
**Step 3.** The value written in the test tool is sent to CODESYS's OutputData.

Only the value in the first register will change accordingly (16bit = 1word).

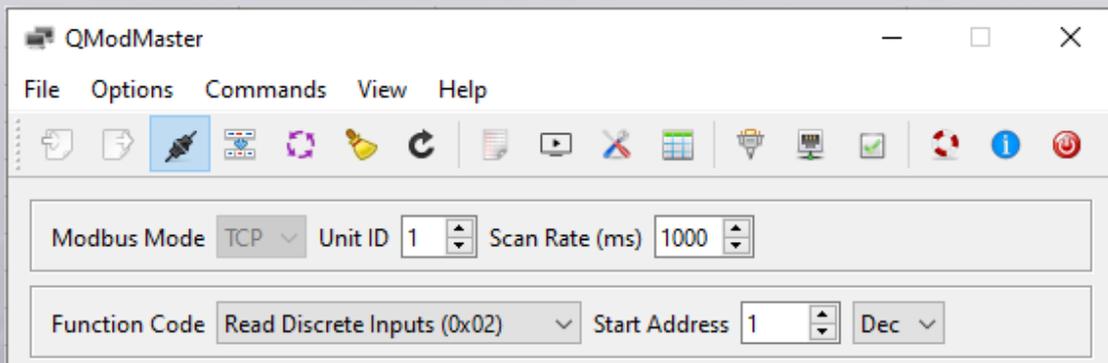


**Read discrete inputs / coils:**

**Step 1.** pInputData & pOutputData point to the address which returns value, uiSize cannot be 0, and ModbusServer.xEnable=TRUE.



**Step 2.** Execute ModbusTCP test tool, set the IP address and port number of Weintek built-in CODESYS (same as ModbusServer.wPort), and then use function code 1 or 2. The number of coils should not exceed uiSize.



**Step 3.** The InputData tag value written in CODESYS can be obtained in the test tool.

The screenshot shows the CODESYS variable declaration for 'awRegisterInput' and the QModMaster configuration window. The QModMaster window is configured for Modbus Mode TCP, Unit ID 1, and Scan Rate 1000 ms. The Function Code is set to Read Discrete Inputs (0x02) with Start Address 1 and Dec format. The Number of Inputs is 16 and Data Format is Bin. The data table below shows the status of 16 inputs.

1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x

CODESYS® is a trademark of CODESYS GmbH.  
 Other company names, product names, or trademarks in this document are the trademarks or registered trademarks of their respective companies.  
 This document is subject to change without prior notice.  
 Copyright© 2020 Weintek Lab., Inc. All rights reserved.