

**WALCHEM**

An Iwaki America Company

WebMaster® Modbus TCP/IP Option

**Web Master**® **ONE**

## Modbus TCP/IP Option Instruction Manual

s800v005 - v013

s801v004 – v013

s811v010 – v013

s830v005 – v013

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180277 Rev F2  
Nov 2009

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## 1.0 SCOPE

This document is a User Interface Specification for the WebMaster® Modbus/TCP product feature. This is a mapping of the various dynamic variables to their Modbus/TCP register locations.

This document supports the Modbus feature in the following controller software versions:

S800v005 - v013	s811v010 – v013
S801v004 – v013	s830v005 – v013

## 2.0 INTRODUCTION

The WebMaster® product supports TCP/IP communications on 3 different network interfaces (USB, modem, and Ethernet). All configurations of set points are accomplished with a computer running a browser (such as Microsoft Internet Explorer) connected to the WebMaster® over one of these interfaces.

The Modbus/TCP option allows the WebMaster® to communicate with PC-based applications such as WonderWare and Intellution HMI/SCADA programs, Building Energy Management systems, Distributed Control Systems (DCS), as well as stand-alone HMI devices. The Modbus/TCP information is only available over the Ethernet interface.

The WebMaster® is a Modbus Server, meaning that it is only capable of responding to requests from the HMI device. The WebMaster® cannot initiate the flow of information, for example, it will not immediately send a new alarm message. It will wait until the HMI device requests the current data contained in specific register locations.

In addition, the HMI software cannot be used to change set points. This is only possible using browser software.

If the HMI device does not directly support Modbus/TCP protocol, then a protocol translation gateway may be required to convert from Modbus/TCP to a protocol that the device supports. Note that Modbus/RTU requires a serial interface, not Ethernet, and therefore is not directly compatible with the WebMaster®.

## 3.0 OVERVIEW

Modbus/TCP is a form of Modbus that uses the TCP/IP layers as a base layer for controlling the communications between different devices.

The Modbus/TCP protocol supports multiple types of data transactions, from reading single bits per transaction, to advanced object-oriented operations. However, to ensure the most compatible system available, the simplest function set is to be made available.

The Modbus/TCP has each transaction type classified in to conformance classes, to ensure consistency and interoperability. Class 0 is the simplest, and allows for reading and writing of multiple 16-bit registers. The Modbus/TCP feature of the WebMaster® will support reading of these 16-bit registers, which allows the WebMaster® to establish a block of data which contains all the process variables, set points, alarms and input/output statuses that are to be made public to a Modbus/TCP client. This block of data is packaged so that it can be read in 16-bit chunks (or registers) at a time, regardless of the type of data within it. In the following sections, the formatting, storing, and reading of this data are described.

## 4.0 MODBUS/TCP DRIVER

### 4.1 MODBUS PROTOCOL

The Modbus protocol, as well as the TCP extension, is well documented in the specifications which are available at <http://www.modbus.org>, a website established by the Modbus Organization for supporting and organizing the Modbus protocol. Only the use of the protocol is documented here.

#### 4.1.1 TCP

The Modbus/TCP extension includes 7 additional bytes to the original Modbus protocol, which allows for transport over the TCP/IP layers.



The MBAP Header (Modbus Application Protocol Header) consists of 7 bytes of information:

Transaction Identifier	2 bytes	identification of Request/Response transaction – copied from request to response
Protocol Identifier	2 bytes	0 = Modbus protocol
Length	2 bytes	number of following bytes – includes the unit identifier
Unit Identifier	1 byte	identification of remote slave, can be used for broadcasting (not supported)

The Unit Identifier has a special consideration in the WebMaster® implementation. If the value is 0, then the request is considered to be a broadcast message; therefore the packet will be processed, and no response will be generated. If the value is anything else, the packet will be processed and a response will be generated.

The broadcast Unit Identifier address is not supported as of this release, as the only function code supported is Read Holding Registers; therefore, a response is required at all times.

#### 4.1.2 Function Codes

The Modbus/TCP feature only supports Function Code 3 (FC3), Read Multiple Registers, which allows the reading of up to 125 16-bit registers, or quantities, within a single request/response cycle. The 125-register limitation is established for the Modbus/TCP standard to maintain consistency with the original Modbus protocol standard, even though a TCP/IP packet can support more data.

Request

Function Code	1 byte	0x03
Starting Address	2 bytes	0x0000 to 0xFFFF
Quantity of Registers	2 bytes	1 to 125 (0x01 to 0x7D)

Response

Function Code	1 byte	0x03
Byte Count	1 byte	2 x N*
Register Values	N* x 2 bytes	

\*N = quantity of registers

Error

Function Code	1 byte	0x03
Exception Code	1 byte	

Any other Function Code request will be returned with an error response indicating the Function Code is not supported, as well as a request for too much data or data at a register address that is not present.

## **4.2 TCP/IP INTERFACE**

The Modbus/TCP interface is attached to the TCP/IP stack that is implemented within the WebMaster® product, and will listen to all communications that come in on Modbus/TCP registered port 502.

The Modbus/TCP client uses the standard TCP methods for communicating with the driver, as established by the BSD socket interface: connect(), send(), receive() and close(). Up to 10 connections/sockets are possible at one time. If there are 10 active connections, any attempt at any more connections is ignored.

Once a connection has been established, it will be closed after 1 minute of inactivity.

## **4.3 DATA MODEL**

Modbus bases its data model on a series of tables that have individual characteristics. The four primary tables are:

<b>Primary table</b>	<b>data type</b>	<b>type of access</b>
Discrete Inputs	single bit	read-only
Coils	single bit	read-write
Input Registers	16-bits	read-only
Holding Registers	16-bits	read-write

There is no requirement for how the tables are implemented within the product, but the tables are distinctive because of the method that is used to access them within the protocol.

Since only FC3 is supported in the WebMaster® implementation, only the Holding Registers-type table is required. To access each entry in to the Holding Register table, a starting address (0 indicates the first entry in the table) is required as well as the number of registers that are requested.

**The data storage does not need to be consecutive; in fact, this implementation uses multiple ‘blocks’ within the Holding Register table to support future enhancements and additions to the data without changing the location of the data already present.**

The Holding Register table is a large structure that contains smaller structures, each containing the specific types of data, and associated with a defined starting address offset for each type of data. The offset allows the driver to determine if the request needs to access data from the specific structure.

The data within the WebMaster® system that is to be made public (process variables, set points, alarms and input/output status) is divided in to four structures (header, alarms, status data, and dynamic data). Any time new data needs to be added to the table (upgraded product, different version, etc), the new data is added to the end of the particular structure that corresponds with that type of data.

The data is stored within the tables local to the Modbus/TCP driver, which allows the driver to quickly access it during a request. The tables are indexed in to during a request using the starting address of the request and the defined offset for that structure.

For example, if the structure containing the headers has an defined offset of 0, and is 128 bytes long and a request for starting address 10 with a length of 5 words is received, the 20<sup>th</sup> through 29<sup>th</sup> byte within the table are sent to the client.

Once the data is stored within the local tables, the driver does not differentiate what is stored in them. **The Modbus/TCP client needs to know what data is stored in which register locations to be able to retrieve it, process it, and/or display it.**

#### **4.4 DATA REFRESH**

To ensure that the Modbus/TCP client has the most recent data available to it, the Modbus/TCP periodically refreshes the data by reading the selected data and storing it in the specific locations within the tables.

The refresh is performed at a periodic rate to ensure data is new, yet not too often to affect the performance of the WebMaster® product.

#### **4.5 DATA ENCODING**

Modbus uses a ‘big-endian’ representation for addresses and data items. This means that when a numerical quantity larger than a single byte is transmitted, the MOST significant byte is sent first. The following sub-topics describe the different types of encoding and show how the data is encoded as it is within the Modbus/TCP packet. Most client drivers will extract the data from the packet in the correct format for use/display within the client environment.

##### **4.5.1 Binary**

A binary item is represented as a single bit within a data word. All binary data is packed in to 16-bit data words, which are accessed using FC3 therefore, a single register contains 16 bits of binary data, each having a specific meaning.

value	1 <sup>st</sup>	2 <sup>nd</sup>
0xAA55	0xAA	0x55
(101010100101)	(10101010)	(01010101)

#### 4.5.2 16-Bit Word (short)

A 16-bit word item is transmitted with the MOST significant byte first. FC3 reads 16-bit items at a time; therefore, each of these data items will fit within one register that is read.

value	1 <sup>st</sup>	2 <sup>nd</sup>
0x1234	0x12	0x34

#### 4.5.3 32-Bit Word (int)

A 32-bit word item is transmitted with the MOST significant byte first, then the next MOST significant, until all bytes are transmitted. FC3 reads 16-bit items at a time; therefore, two registers are required to read each 32-bit data item.

Value	1 <sup>st</sup> register		2 <sup>nd</sup> register	
	1 <sup>st</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	2 <sup>nd</sup>
0x12345678	0x12	0x34	0x56	0x78

#### 4.5.4 Float Inverse

A float inverse is 32-bits within the WebMaster® product; therefore is transmitted just as a 32-bit word item is. FC3 reads 16-bit items at a time; therefore, two registers are required to read each float inverse data item.

Value	1 <sup>st</sup> register		2 <sup>nd</sup> register	
	1 <sup>st</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	2 <sup>nd</sup>
0x12345678	0x56	0x78	0x12	0x34
(as stored in memory)				

### 4.5.5 Strings

A string is a group of 8-bit data items having a fixed length. The first character of a string is transmitted first, followed by the remaining characters. FC3 reads 16-bit items at a time; therefore, a single register contains two characters of the string. To simplify string storage/transfer, each string should be of an even-byte length.

value	1 <sup>st</sup> register		2 <sup>nd</sup> register		3 <sup>rd</sup> register		4 <sup>th</sup> register	
	1 <sup>st</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	2 <sup>nd</sup>
'Walchem'	'W'	'a'	'l'	'c'	'h'	'e'	'm'	'?'

## 4.6 DATA DICTIONARY

The following tables detail the Modbus addresses required to access each item of the public data.

### 4.6.1 Addressing (0- or 1-Based)

The addressing within the Modbus/TCP protocol (that is, the data within the physical packet) is 0-based, meaning the first element/item to be accessed is referenced by address 0. The Modbus standard for handling and displaying the data is 1-based, meaning the first element/data item to be access is referenced by address 1.

Most client applications handle this by having the user enter the 1-based number, and then subtract 1 to revert to the 0-based addressing required at the protocol level.

Some client applications allow the user to enter the 0-based number, or a combination, depending on how it is configured.

The addresses defined within the following table are 1-based, as the majority of the client applications work with this method.

### 4.6.2 Header Data

Header data consists of strings that are available to describe miscellaneous parts of the product. Refer to section **4.5.5 Strings** for the method to extract the string data.

For example, to read the Date item, a Read Holding Register request is generated with address 40033 and a register quantity of 12.

**Example of System Summary Information Table:**

Header Data Item	Address	Register Quantity	Item Size (bytes)
Controller Name	0001	16	32
Controller Location	0017	16	32
Date	0033	12	24
Software Version Number	0045	16	32
Model Number	0061	16	32
Serial Number	0077	16	32
Controller Phone Number	0093	16	32

**4.6.3 Alarm Data**

Alarm states are bit-based, with up to 16 alarms encoded within each register. To access an individual alarm state, the register is read (using the address value before the ‘:’), and the specific bit of the register is checked, with the following rules. Refer to section **4.5.2 16-Bit Word (short)** for the method to properly extract the data.

1001:1:1 defines a single bit, with ‘:1’ indicating the least significant bit of the word and ‘:16’ defining the most significant bit of the word

1005:9-4 defines multiple bits, with :9-4 defining bits 4 through 9 of the word

NOTE: ‘\* unused bits \*’ place holders are provided to allow for future expansion

For example, to check the Modem Failure Alarm, a Read Holding Register is generated with address 41001 and a register quantity of 1. When the data is returned, and is extracted, it is bit-or’ed with 2 to determine the state.

Alarm Data Item	Hardware Channel	Register #	Bit #	Bit Count
Modem Failure		1001	2	1
Ethernet Failure		1001	3	1
Analog Input Board Failure		1001	4	1
Digital Input Board Failure		1001	5	1
Non-Responding Slave		1001	6	1
4-20mA Output Board Failure	1	1001	7	1
4-20mA Output Board Failure	2	1001	8	1
4-20mA Output Board Failure	3	1001	9	1
4-20mA Output Board Failure	4	1001	10	1
Sensor: BoardFailure	1	1002	1	1
Sensor: SensorError	1	1002	2	1
Sensor: Low Alarm	1	1002	3	1

Sensor: High Alarm	1	1002	4	1
Sensor: Calibration Time	1	1002	5	1
Temperature: Error	1	1002	6	1
Temperature: Low Alarm	1	1002	7	1
Temperature: High Alarm	1	1002	8	1
Sensor: BoardFailure	2	1002	9	1
Sensor: SensorError	2	1002	10	1
Sensor: Low Alarm	2	1002	11	1
Sensor: High Alarm	2	1002	12	1
Sensor: Calibration Time	2	1002	13	1
Temperature: Error	2	1002	14	1
Temperature: Low Alarm	2	1002	15	1
Temperature: High Alarm	2	1002	16	1
Sensor: BoardFailure	3	1003	1	1
Sensor: SensorError	3	1003	2	1
Sensor: Low Alarm	3	1003	3	1
Sensor: High Alarm	3	1003	4	1
Sensor: Calibration Time	3	1003	5	1
Temperature: Error	3	1003	6	1
Temperature: Low Alarm	3	1003	7	1
Temperature: High Alarm	3	1003	8	1
Sensor: BoardFailure	4	1003	9	1
Sensor: SensorError	4	1003	10	1
Sensor: Low Alarm	4	1003	11	1
Sensor: High Alarm	4	1003	12	1
Sensor: Calibration Time	4	1003	13	1
Temperature: Error	4	1003	14	1
Temperature: Low Alarm	4	1003	15	1
Temperature: High Alarm	4	1003	16	1
Analog Level: Low Alarm	1	1004	1	1
Analog Level: Sensor Error	1	1004	2	1
Analog Level: Low Alarm	2	1004	9	1
Analog Level: Sensor Error	2	1004	10	1
Analog Level: Low Alarm	3	1005	1	1

Analog Level: Sensor Error	3	1005	2	1
Analog Level: Low Alarm	4	1005	9	1
Analog Level: Sensor Error	4	1005	10	1
Analog Level: Low Alarm	5	1006	1	1
Analog Level: Sensor Error	5	1006	2	1
Analog Level: Low Alarm	6	1006	9	1
Analog Level: Sensor Error	6	1006	10	1
Analog Level: Low Alarm	7	1007	1	1
Analog Level: Sensor Error	7	1007	2	1
Analog Level: Low Alarm	8	1007	9	1
Analog Level: Sensor Error	8	1007	10	1
Analog Generic: Low Alarm	1	1008	1	1
Analog Generic: High Alarm	1	1008	2	1
Analog Generic: Sensor Error	1	1008	3	1
Analog Generic: Low Alarm	2	1008	9	1
Analog Generic: High Alarm	2	1008	10	1
Analog Generic: Sensor Error	2	1008	11	1
Analog Generic: Low Alarm	3	1009	1	1
Analog Generic: High Alarm	3	1009	2	1
Analog Generic: Sensor Error	3	1009	3	1
Analog Generic: Low Alarm	4	1009	9	1
Analog Generic: High Alarm	4	1009	10	1
Analog Generic: Sensor Error	4	1009	11	1
Analog Generic: Low Alarm	5	1010	1	1
Analog Generic: High Alarm	5	1010	2	1
Analog Generic: Sensor Error	5	1010	3	1
Analog Generic: Low Alarm	6	1010	9	1
Analog Generic: High Alarm	6	1010	10	1
Analog Generic: Sensor Error	6	1010	11	1
Analog Generic: Low Alarm	7	1011	1	1
Analog Generic: High Alarm	7	1011	2	1
Analog Generic: Sensor Error	7	1011	3	1
Analog Generic: Low Alarm	8	1011	9	1
Analog Generic: High Alarm	8	1011	10	1

Analog Generic: Sensor Error	8	1011	11	1
Analog Flow Meter: Sensor Error	1	1012	1	1
Analog Flow Meter: High Alarm	1	1012	2	1
Analog Flow Meter: Low Alarm	1	1012	3	1
Analog Flow Meter: Total Alarm	1	1012	4	1
Analog Flow Meter: Sensor Error	2	1012	9	1
Analog Flow Meter: High Alarm	2	1012	10	1
Analog Flow Meter: Low Alarm	2	1012	11	1
Analog Flow Meter: Total Alarm	2	1012	12	1
Analog Flow Meter: Sensor Error	3	1013	1	1
Analog Flow Meter: High Alarm	3	1013	2	1
Analog Flow Meter: Low Alarm	3	1013	3	1
Analog Flow Meter: Total Alarm	3	1013	4	1
Analog Flow Meter: Sensor Error	4	1013	9	1
Analog Flow Meter: High Alarm	4	1013	10	1
Analog Flow Meter: Low Alarm	4	1013	11	1
Analog Flow Meter: Total Alarm	4	1013	12	1
Analog Flow Meter: Sensor Error	5	1014	1	1
Analog Flow Meter: High Alarm	5	1014	2	1
Analog Flow Meter: Low Alarm	5	1014	3	1
Analog Flow Meter: Total Alarm	5	1014	4	1
Analog Flow Meter: Sensor Error	6	1014	9	1
Analog Flow Meter: High Alarm	6	1014	10	1
Analog Flow Meter: Low Alarm	6	1014	11	1
Analog Flow Meter: Total Alarm	6	1014	12	1
Analog Flow Meter: Sensor Error	7	1015	1	1
Analog Flow Meter: High Alarm	7	1015	2	1
Analog Flow Meter: Low Alarm	7	1015	3	1
Analog Flow Meter: Total Alarm	7	1015	4	1
Analog Flow Meter: Sensor Error	8	1015	9	1
Analog Flow Meter: High Alarm	8	1015	10	1
Analog Flow Meter: Low Alarm	8	1015	11	1
Analog Flow Meter: Total Alarm	8	1015	12	1

Digital LevelSwitch: Low Alarm	1	1016	1	1
Digital LevelSwitch: Low Alarm	2	1016	2	1
Digital LevelSwitch: Low Alarm	3	1016	3	1
Digital LevelSwitch: Low Alarm	4	1016	4	1
Digital LevelSwitch: Low Alarm	5	1016	5	1
Digital LevelSwitch: Low Alarm	6	1016	6	1
Digital LevelSwitch: Low Alarm	7	1016	7	1
Digital LevelSwitch: Low Alarm	8	1016	8	1
Digital LevelSwitch: Low Alarm	9	1017	1	1
Digital Generic Counter: Rate High Alarm	1	1018	1	1
Digital Generic Counter: Rate High Alarm	2	1018	2	1
Digital Generic Counter: Rate High Alarm	3	1018	3	1
Digital Generic Counter: Rate High Alarm	4	1018	4	1
Digital Generic Counter: Rate High Alarm	5	1018	5	1
Digital Generic Counter: Rate High Alarm	6	1018	6	1
Digital Generic Counter: Rate High Alarm	7	1018	7	1
Digital Generic Counter: Rate High Alarm	8	1018	8	1
Digital Generic Counter: Rate High Alarm	9	1019	1	1
Digital Generic Counter: Rate Low Alarm	1	1020	1	1
Digital Generic Counter: Rate Low Alarm	2	1020	2	1
Digital Generic Counter: Rate Low Alarm	3	1020	3	1
Digital Generic Counter: Rate Low Alarm	4	1020	4	1
Digital Generic Counter: Rate Low Alarm	5	1020	5	1
Digital Generic Counter: Rate Low Alarm	6	1020	6	1
Digital Generic Counter: Rate Low Alarm	7	1020	7	1
Digital Generic Counter: Rate Low Alarm	8	1020	8	1
Digital Generic Counter: Rate Low Alarm	9	1021	1	1
Digital Generic Counter: Total Alarm	1	1022	1	1
Digital Generic Counter: Total Alarm	2	1022	2	1
Digital Generic Counter: Total Alarm	3	1022	3	1
Digital Generic Counter: Total Alarm	4	1022	4	1
Digital Generic Counter: Total Alarm	5	1022	5	1

Digital Generic Counter: Total Alarm	6	1022	6	1
Digital Generic Counter: Total Alarm	7	1022	7	1
Digital Generic Counter: Total Alarm	8	1022	8	1
Digital Generic Counter: Total Alarm	9	1023	1	1
Digital.Generic Input: Alarm	1	1024	1	1
Digital.Generic Input: Alarm	2	1024	2	1
Digital.Generic Input: Alarm	3	1024	3	1
Digital.Generic Input: Alarm	4	1024	4	1
Digital.Generic Input: Alarm	5	1024	5	1
Digital.Generic Input: Alarm	6	1024	6	1
Digital.Generic Input: Alarm	7	1024	7	1
Digital.Generic Input: Alarm	8	1024	8	1
Digital.Generic Input: Alarm	9	1025	1	1
Digital Flow Meter: High Alarm	1	1026	9	1
Digital Flow Meter: Low Alarm	1	1026	10	1
Digital Flow Meter: Total Alarm	1	1026	11	1
Digital Flow Meter: High Alarm	2	1027	1	1
Digital Flow Meter: Low Alarm	2	1027	2	1
Digital Flow Meter: Total Alarm	2	1027	3	1
Digital Flow Meter: High Alarm	3	1027	9	1
Digital Flow Meter: Low Alarm	3	1027	10	1
Digital Flow Meter: Total Alarm	3	1027	11	1
Digital Flow Meter: High Alarm	4	1028	1	1
Digital Flow Meter: Low Alarm	4	1028	2	1
Digital Flow Meter: Total Alarm	4	1028	3	1
Digital Flow Meter: High Alarm	5	1028	9	1
Digital Flow Meter: Low Alarm	5	1028	10	1
Digital Flow Meter: Total Alarm	5	1028	11	1
Digital Flow Meter: High Alarm	6	1029	1	1
Digital Flow Meter: Low Alarm	6	1029	2	1
Digital Flow Meter: Total Alarm	6	1029	3	1
Digital Flow Meter: High Alarm	7	1029	9	1
Digital Flow Meter: Low Alarm	7	1029	10	1

Digital Flow Meter: Total Alarm	7	1029	11	1
Digital Flow Meter: High Alarm	8	1030	1	1
Digital Flow Meter: Low Alarm	8	1030	2	1
Digital Flow Meter: Total Alarm	8	1030	3	1
Digital Flow Meter: High Alarm	9	1030	9	1
Digital Flow Meter: Low Alarm	9	1030	10	1
Digital Flow Meter: Total Alarm	9	1030	11	1
Digital PosiFlow: Failure	1	1031	1	1
Digital PosiFlow: Failure	2	1031	2	1
Digital PosiFlow: Failure	3	1031	3	1
Digital PosiFlow: Failure	4	1031	4	1
Digital PosiFlow: Failure	5	1031	5	1
Digital PosiFlow: Failure	6	1031	6	1
Digital PosiFlow: Failure	7	1031	7	1
Digital PosiFlow: Failure	8	1031	8	1
Digital PosiFlow: Failure	9	1031	9	1
Interlock Alarm [1]	1	1032	1	1
Interlock Alarm [2]	2	1032	2	1
Interlock Alarm [3]	3	1032	3	1
Interlock Alarm [4]	4	1032	4	1
Interlock Alarm [5]	5	1032	5	1
Interlock Alarm [6]	6	1032	6	1
Interlock Alarm [7]	7	1032	7	1
Interlock Alarm [8]	8	1032	8	1
Interlock Alarm [9]	9	1032	9	1
Cycles High Alarm[1]	1	1033	1	1
Cycles High Alarm[2]	2	1033	2	1
Cycles High Alarm[3]	3	1033	3	1
Cycles High Alarm[4]	4	1033	4	1
Cycles High Alarm[5]	5	1033	5	1
Cycles High Alarm[6]	6	1033	6	1
Cycles High Alarm[7]	7	1033	7	1

Cycles High Alarm[8]	8	1033	8	1
Cycles Low Alarm[1]	1	1034	1	1
Cycles Low Alarm[2]	2	1034	2	1
Cycles Low Alarm[3]	3	1034	3	1
Cycles Low Alarm[4]	4	1034	4	1
Cycles Low Alarm[5]	5	1034	5	1
Cycles Low Alarm[6]	6	1034	6	1
Cycles Low Alarm[7]	7	1034	7	1
Cycles Low Alarm[8]	8	1034	8	1
Biocide Skipped Alarm[1]	1	1035	1	1
Biocide Skipped Alarm[2]	2	1035	2	1
Biocide Skipped Alarm[3]	3	1035	3	1
Biocide Skipped Alarm[4]	4	1035	4	1
Biocide Skipped Alarm[5]	5	1035	5	1
Biocide Skipped Alarm[6]	6	1035	6	1
Biocide Skipped Alarm[7]	7	1035	7	1
Biocide Skipped Alarm[8]	8	1035	8	1
ORP Spike Skipped Alarm[1]	1	1036	1	1
ORP Spike Skipped Alarm[2]	2	1036	2	1
ORP Spike Skipped Alarm[3]	3	1036	3	1
ORP Spike Skipped Alarm[4]	4	1036	4	1
ORP Spike Skipped Alarm[5]	5	1036	5	1
ORP Spike Skipped Alarm[6]	6	1036	6	1
ORP Spike Skipped Alarm[7]	7	1036	7	1
ORP Spike Skipped Alarm[8]	8	1036	8	1
Output Timeout Alarm	1	1037	1	1
Output Timeout Alarm	2	1037	2	1
Output Timeout Alarm	3	1037	3	1
Output Timeout Alarm	4	1037	4	1
Output Timeout Alarm	5	1037	5	1
Output Timeout Alarm	6	1037	6	1
Output Timeout Alarm	7	1037	7	1

Output Timeout Alarm	8	1037	8	1
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#### 4.6.4 Status Data

Status data generally consists of 16-bit words, 32-bit longs or floats. To access an individual Status Data item, 1 or 2 registers are required to be read. Refer to sections **4.5.2 16-Bit Word (short)**, **4.5.3 32-Bit Word (int)** and **4.5.4 Float Inverse** for the methods to properly extract the data. The following rules indicate the format of the table:

Address	defines the starting address to read to access the first element (or only element) of the item
Register Count (Item)	defines the number of registers to read to access a single element of the item
Register Count (Total)	defines the number of registers to read to access all elements of the item
Item Count	defines the number of elements within the full item
<i>Item</i> [6-1]	defines the item is an array of elements, with <i>item</i> [1] being accessed first (first set of registers).

For example, to check the Analog Input [2] Status, a Read Holding Register is generated with address 42036 and a register quantity of 1.

Status Data Item	Address	Register Count (Item)	Data Type
Sensor [1] Status	2002	1	Integer
Sensor [2] Status	2004	1	Integer
Sensor [3] Status	2006	1	Integer
Sensor [4] Status	2008	1	Integer
Temperature [1] Status	2014	1	Integer
Temperature [2] Status	2016	1	Integer
Temperature [3] Status	2018	1	Integer
Temperature [4] Status	2020	1	Integer
Analog Input [1] Status	2034	1	Integer
Analog Input [2] Status	2036	1	Integer
Analog Input [3] Status	2038	1	Integer
Analog Input [4] Status	2040	1	Integer
Analog Input [5] Status	2042	1	Integer
Analog Input [6] Status	2044	1	Integer
Analog Input [7] Status	2046	1	Integer
Analog Input [8] Status	2048	1	Integer
Digital Input [A] Status	2054	1	Integer

Digital Input [B] Status	2056	1	Integer
Digital Input [C] Status	2058	1	Integer
Digital Input [1] Status	2060	1	Integer
Digital Input [2] Status	2062	1	Integer
Digital Input [3] Status	2064	1	Integer
Digital Input [4] Status	2066	1	Integer
Digital Input [5] Status	2068	1	Integer
Digital Input [6] Status	2070	1	Integer
Analog Output [1] Status	2098	1	Integer
Analog Output [2] Status	2100	1	Integer
Analog Output [3] Status	2102	1	Integer
Analog Output [4] Status	2104	1	Integer
Relay Output [1] Control Mode (Hand-Off-Auto)	2114	1	Integer
Relay Output [2] Control Mode	2116	1	Integer
Relay Output [3] Control Mode	2118	1	Integer
Relay Output [4] Control Mode	2120	1	Integer
Relay Output [5] Control Mode	2122	1	Integer
Relay Output [6] Control Mode	2124	1	Integer
Relay Output [7] Control Mode	2126	1	Integer
Relay Output [8] Control Mode	2128	1	Integer
Relay Output [1] State	2137	1	Integer
Relay Output [2] State	2138	1	Integer
Relay Output [3] State	2139	1	Integer
Relay Output [4] State	2140	1	Integer
Relay Output [5] State	2141	1	Integer
Relay Output [6] State	2142	1	Integer
Relay Output [7] State	2143	1	Integer
Relay Output [8] State	2144	1	Integer

The status message is encoded using the following values.

For Sensor inputs, Temperature inputs, Digital inputs and Analog inputs:

0	
1	Normal
2	Off
3	On
4	Ok
5	Self Test
6	Wait
7	Sampling

8	Hold
9	Sensor Error
10	High Alarm
11	Low Alarm
12	Calibration Time
13	Board Failure
14	Pump Failure
15	Total Alarm

For Analog outputs and Relay outputs:

0	
1	Off
2	On
3	Time Out
4	A/D Startup
5	Hand
6	Manual Off
7	Failure
8	Invalid
9	Calibrate
10	Calibrate Sen 1
11	Calibrate Sen 2
12	Calibrate Sen 3
13	Calibrate Sen 4
14	Normal
15	Overrange
16	Underrange
17	Loop Cal
18	Sensor Error
19	Internal Lock
20	Unknown
21	DI A Lockout
22	DI B Lockout
23	DI C Lockout
24	DI 1 Lockout
25	DI 2 Lockout

30	Relay 1 Lockout
31	Relay 2 Lockout
32	Relay 3 Lockout
33	Relay 4 Lockout
34	Relay 5 Lockout
35	Relay 6 Lockout
36	Relay 7 Lockout
37	Relay 8 Lockout
38	No Sensor Selected
39	Waiting
40	Sampling
41	Holding
42	Blowdown
43	No Posi-Flow Configured
44	Units Mismatch
45	Disp. Lockout
46	Bio Lockout
47	PreBleed Lockout
48	Pre-Bleed
49	Waiting
50	On Delay
51	Pending
52	Bleed Lockout Time
53	Bio Add
54	Dispersant Add

26	DI 3 Lockout
27	DI 4 Lockout
28	DI 5 Lockout
29	DI 6 Lockout

Relay Output Modes	Digital Input States
0 = HAND	1 = On
1 = OFF	0 = Off
2 = AUTO	

#### 4.6.5 Dynamic Data

Dynamic data generally consists of 16-bit words, 32-bit longs or floats. To access an individual Dynamic Data item, 1 or 2 registers are required to be read. Refer to sections **4.5.2 16-Bit Word (short)**, **4.5.3 32-Bit Word (int)** and **4.5.4 Float Inverse** for the methods to properly extract the data. The following rules indicate the format of the table:

- Address defines the starting address to read to access the first element (or only element) of the item
- Register Count (Item) defines the number of registers to read to access a single element of the item
- Register Count (Total) defines the number of registers to read to access all elements of the item
- Item Count defines the number of elements within the full item
- Item* [6-1] defines the item is an array of elements, with *item* [1] being accessed first (first set of registers).

For example, to check the item Sensor [1] Current Reading, a Read Holding Register is generated with address 43001 and a register quantity of 2.

Dynamic Data Item	Address	Register Count (Item)	Data Type
Sensor [1] Current Reading	3001	2	Float Inverse
Sensor [1] Uncalibrated Reading	3017	2	Float Inverse
Sensor [1] mV Output	3033	2	Float Inverse
Sensor [1] Temperature Reading	3049	2	Float Inverse
Sensor [1] Uncalibrated Temperature	3065	2	Float Inverse
Sensor [1] Temperature mV	3081	2	Float Inverse

Sensor [2] Current Reading	3003	2	Float Inverse
Sensor [2] Uncalibrated Reading	3019	2	Float Inverse
Sensor [2] mV Output	3035	2	Float Inverse
Sensor [2] Temperature Reading	3051	2	Float Inverse
Sensor [2] Uncalibrated Temperature	3067	2	Float Inverse
Sensor [2] Temperature mV	3083	2	Float Inverse
Sensor [3] Current Reading	3005	2	Float Inverse
Sensor [3] Uncalibrated Reading	3021	2	Float Inverse
Sensor [3] mV Output	3037	2	Float Inverse
Sensor [3] Temperature Reading	3053	2	Float Inverse
Sensor [3] Uncalibrated Temperature	3069	2	Float Inverse
Sensor [3] Temperature mV	3085	2	Float Inverse
Sensor [4] Current Reading	3007	2	Float Inverse
Sensor [4] Uncalibrated Reading	3023	2	Float Inverse
Sensor [4] mV Output	3039	2	Float Inverse
Sensor [4] Temperature Reading	3055	2	Float Inverse
Sensor [4] Uncalibrated Temperature	3071	2	Float Inverse
Sensor [4] Temperature mV	3087	2	Float Inverse
Analog Input [1] Measured Value	3097	2	Float Inverse
Analog Input [1] Raw mA	3129	2	Float Inverse
Analog Input [1] Total *	3161	2	Float Inverse
Analog Input [2] Measured Value	3099	2	Float Inverse
Analog Input [2] Raw mA	3131	2	Float Inverse
Analog Input [2] Total *	3163	2	Float Inverse
Analog Input [3] Measured Value	3101	2	Float Inverse
Analog Input [3] Raw mA	3133	2	Float Inverse
Analog Input [3] Total *	3165	2	Float Inverse
Analog Input [4] Measured Value	3103	2	Float Inverse
Analog Input [4] Raw mA	3135	2	Float Inverse
Analog Input [4] Total *	3167	2	Float Inverse
Analog Input [5] Measured Value	3105	2	Float Inverse
Analog Input [5] Raw mA	3137	2	Float Inverse
Analog Input [5] Total *	3169	2	Float Inverse
Analog Input [6] Measured Value	3107	2	Float Inverse
Analog Input [6] Raw mA	3139	2	Float Inverse
Analog Input [6] Total *	3171	2	Float Inverse
Analog Input [7] Measured Value	3109	2	Float Inverse
Analog Input [7] Raw mA	3141	2	Float Inverse
Analog Input [7] Total *	3173	2	Float Inverse
Analog Input [8] Measured Value	3111	2	Float Inverse
Analog Input [8] Raw mA	3143	2	Float Inverse
Analog Input [8] Total *	3175	2	Float Inverse
* NOTE: Total is only applicable for Flow			

Meter type Analog Inputs			
4-20 mA Output [1] Scaled Input Value	3681	2	Float Inverse
4-20 mA Output [1] mA Output	3697	2	Float Inverse
4-20 mA Output [2] Scaled Input Value	3683	2	Float Inverse
4-20 mA Output [2] mA Output	3699	2	Float Inverse
4-20 mA Output [3] Scaled Input Value	3685	2	Float Inverse
4-20 mA Output [3] mA Output	3701	2	Float Inverse
4-20 mA Output [4] Scaled Input Value	3687	2	Float Inverse
4-20 mA Output [4] mA Output	3703	2	Float Inverse
RSI	3729	2	Float Inverse
LSI	3731	2	Float Inverse

Dynamic Data Item	Address Register	Bit Number	Register Count (Item)	Data Type
Digital Input [A] State	3321	9	1 bit	Binary
Digital Input [A] Measured Value	3329		2	Float Inverse
Digital Input [A] Total	3361		2	Float Inverse
Digital Input [B] State	3321	1	1 bit	Binary
Digital Input [B] Measured Value	3331		2	Float Inverse
Digital Input [B] Total	3363		2	Float Inverse
Digital Input [C] State	3322	9	1 bit	Binary
Digital Input [C] Measured Value	3333		2	Float Inverse
Digital Input [C] Total	3365		2	Float Inverse
Digital Input [1] State	3322	1	1 bit	Binary
Digital Input [1] Measured Value	3335		2	Float Inverse
Digital Input [1] Total	3367		2	Float Inverse
Digital Input [2] State	3323	9	1 bit	Binary
Digital Input [2] Measured Value	3337		2	Float Inverse
Digital Input [2] Total	3369		2	Float Inverse
Digital Input [3] State	3323	1	1 bit	Binary
Digital Input [3] Measured Value	3339		2	Float Inverse
Digital Input [3] Total	3371		2	Float Inverse

Digital Input [4] State	3324	9	1 bit	Binary
Digital Input [4] Measured Value	3341		2	Float Inverse
Digital Input [4] Total	3373		2	Float Inverse
Digital Input [5] State	3324	1	1 bit	Binary
Digital Input [5] Measured Value	3343		2	Float Inverse
Digital Input [5] Total	3375		2	Float Inverse
Digital Input [6] State	3325	9	1 bit	Binary
Digital Input [6] Measured Value	3345		2	Float Inverse
Digital Input [6] Total	3377		2	Float Inverse
<b>NOTE: State only applies to Interlock, Level Switch or Generic Input Types.</b> <b>0 = Open, 1 = Closed</b>				
<b>NOTE: Measured Value only applies to Generic Counter, Paddlewheel Flow Meter and PosiFlow type inputs</b>				
<b>NOTE: Total does not apply to Interlock, Level Switch or Generic Input types</b>				
Relay [1] Interlocking Another	3739	9	1 bit	Binary
Relay [2] Interlocking Another	3739	10	1 bit	Binary
Relay [3] Interlocking Another	3739	11	1 bit	Binary
Relay [4] Interlocking Another	3739	12	1 bit	Binary
Relay [5] Interlocking Another	3739	13	1 bit	Binary
Relay [6] Interlocking Another	3739	14	1 bit	Binary
Relay [7] Interlocking Another	3739	15	1 bit	Binary
Relay [8] Interlocking Another	3739	16	1 bit	Binary
<b>1 = Interlocking, 2 = Not Interlocking</b>				
Relay [1] Accumulated Makeup	3741		2	Float Inverse
Relay [2] Accumulated Makeup	3743		2	Float Inverse
Relay [3] Accumulated Makeup	3745		2	Float Inverse
Relay [4] Accumulated Makeup	3747		2	Float Inverse
Relay [5] Accumulated Makeup	3749		2	Float Inverse

Relay [6] Accumulated Makeup	3751		2	Float Inverse
Relay [7] Accumulated Makeup	3753		2	Float Inverse
Relay [8] Accumulated Makeup	3755		2	Float Inverse
<b>Not Applicable to all relay control modes</b>				
Relay [1] Accumulated Bleed	3765		2	Float Inverse
Relay [2] Accumulated Bleed	3767		2	Float Inverse
Relay [3] Accumulated Bleed	3769		2	Float Inverse
Relay [4] Accumulated Bleed	3771		2	Float Inverse
Relay [5] Accumulated Bleed	3773		2	Float Inverse
Relay [6] Accumulated Bleed	3775		2	Float Inverse
Relay [7] Accumulated Bleed	3777		2	Float Inverse
Relay [8] Accumulated Bleed	3779		2	Float Inverse
<b>Not Applicable to all relay control modes</b>				
Relay [1] Current Week	3790		1	Integer
Relay [2] Current Week	3792		1	Integer
Relay [3] Current Week	3794		1	Integer
Relay [4] Current Week	3796		1	Integer
Relay [5] Current Week	3798		1	Integer
Relay [6] Current Week	3800		1	Integer
Relay [7] Current Week	3802		1	Integer
Relay [8] Current Week	3804		1	Integer
<b>Not Applicable to all relay control modes</b>				
Relay [1] Current Set Point	3814		1	Integer
Relay [2] Current Set Point	3816		1	Integer
Relay [3] Current Set Point	3818		1	Integer
Relay [4] Current Set Point	3820		1	Integer
Relay [5] Current Set Point	3822		1	Integer
Relay [6] Current Set Point	3824		1	Integer
Relay [7] Current Set Point	3826		1	Integer
Relay [8] Current Set Point	3828		1	Integer

Applies to ORP Spike Mode Only 1 = Normal Set Pt, 2 = Spike Set Point				
Relay [1] Cycles Measured	3837		2	Float Inverse
Relay [2] Cycles Measured	3839		2	Float Inverse
Relay [3] Cycles Measured	3841		2	Float Inverse
Relay [4] Cycles Measured	3843		2	Float Inverse
Relay [5] Cycles Measured	3845		2	Float Inverse
Relay [6] Cycles Measured	3847		2	Float Inverse
Relay [7] Cycles Measured	3849		2	Float Inverse
Relay [8] Cycles Measured	3851		2	Float Inverse
Not Applicable to all relay control modes				