



# FieldServer Configuration Manual

## APPLICABILITY & EFFECTIVITY

This manual provides instructions for the following FieldServer products:

	<b>Description</b>
FS-X20 Series	FieldServer
FS-X30 Series	FieldServer
FS-X40 Series	FieldServer
QuickServer	FieldServer

**Effective for all systems manufactured after October 2013**

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## 1 FIELDSEVER CONCEPTS

### 1.1 Introduction

The FieldServer functions as a gateway enabling different devices utilizing different protocols to interface with each other. The FieldServer solves communication and protocol conversion problems and improves response times in distributed data acquisition and control systems. The extensive driver library available from FieldServer Technologies provides a wide range of interoperability solutions. For a current list of available drivers visit our website at [www.fieldserver.com](http://www.fieldserver.com).

The FieldServer also acts as an Ethernet gateway, enabling new and legacy PLCs, RTUs and SCADA devices to link to Ethernet for plant-wide communications.

Depending on the model, the FieldServer is equipped with combinations of Serial, Ethernet and LONWORKS<sup>®1</sup> ports as well as various Fieldbus ports. The internal poll-block caching capability insures that data from Server devices is immediately available to the Client devices when needed. Data can be cached from slower devices or remote units for immediate access by the Client device. See Section 8 for details.

The Hot Standby option for the FieldServer is available when dual redundancy is required. See section 10 for details.

### 1.2 Application

Today's plants are integrated, intelligent facilities requiring multiple mechanical and electrical systems to be controlled from a central processor. Many of these devices are not part of the central automation system, but that system still needs data input from these devices.

Through its powerful protocol conversion capability the FieldServer allows system designers and managers to connect unique instrumentation and sensor devices onto common protocol systems and into the plant Ethernet backbone. Due to its internal poll-block caching, multiple protocol capability and high port count<sup>2</sup>, the FieldServer improves data and machine update time compared to conventional HMI packages using multiple drivers and port expanders.

The FieldServer is designed to enable devices within a facility to communicate with each other or to a central control station via Serial, Arcnet, Ethernet or other communication busses. Two-way communication is easily available between the various process and control systems.

### 1.3 Terminology

#### 1.3.1 Nodes<sup>3</sup>

The devices communicating with the FieldServer may be referred to as "Stations", "Nodes", "RTU's", "DCS's", "Workstations", "SCADA Systems", "MMI's", "Field Devices", etc. To prevent confusion these devices are always referred to as Nodes in this manual.

Similarly, "Device Address", "Station Address", "Station ID" is always referred to as "Node ID" in this manual.

<sup>1</sup> LONWORKS<sup>®</sup> is a trademark of Echelon Corporation registered in the United States and other countries.

<sup>2</sup> Except for FS-X20

<sup>3</sup> Nodes may have the same Node\_ID value, so long as they are connected to different ports.

### 1.3.2 Clients and Servers

A Client Node can request data from and write data to a Server. In Process Control and Building Automation applications, it is accurate to describe a Client as a device that receives status and alarm data from a Server, and writes setpoints and control points to the Server.

In a FieldServer application, there is a Client/Server relationship on each network coupled to the FieldServer. It is therefore typical that the FieldServer acts as a Client and a Server at the same time. Figure I below illustrates this.

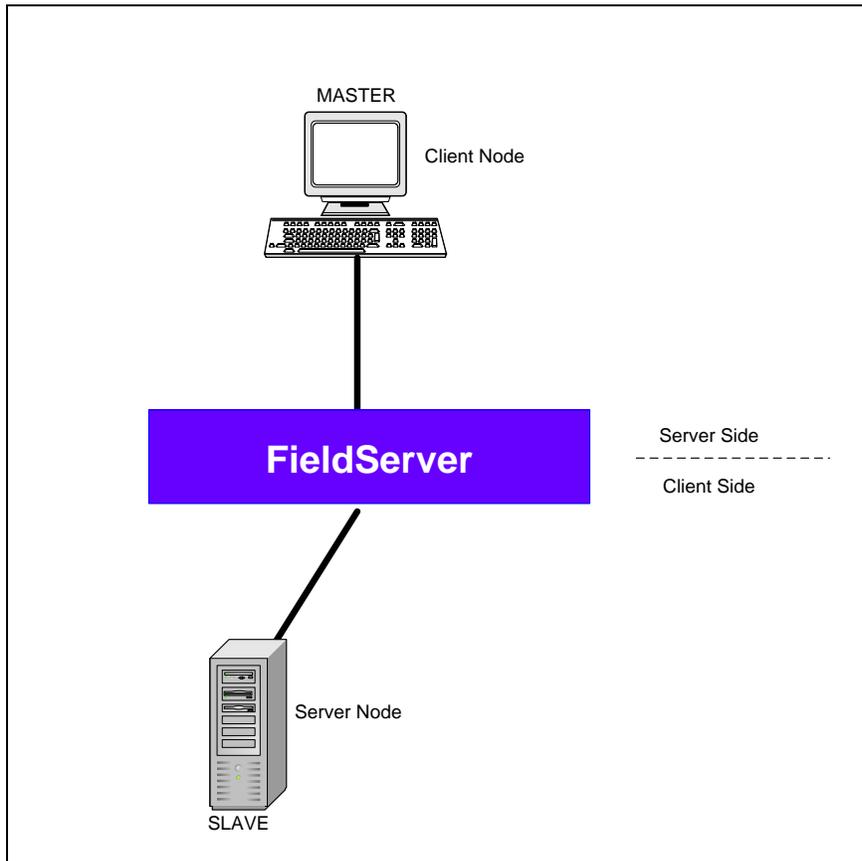


Figure I - Client/Server

## 2 OVERALL OPERATION PHILOSOPHY

The FieldServer functions as a bridge between two or more different Nodes (see Figure II). The information is gathered by the Client side of the FieldServer from the Server Nodes via a Serial Port, Ethernet port or plug-in card. Nodes may use different protocols and even different communication busses. The Client Node Descriptors contain information about each Node including connection ports and protocol. Each Node is given a Node\_Name and a Node\_ID. The data from a Server Node is stored on the FieldServer in a Data Array. The exact location as well as the format of the information is determined by the Map Descriptors. The FieldServer can contain any number of Data Arrays, but each Data Array can only store data in one format. The Client Map Descriptors describe where the information is to be stored on the FieldServer, and the Server Map Descriptors describe how this information is able to be accessed by a Client Node. On the Server side of the FieldServer, virtual Nodes are created to convert the information stored in the Data Arrays to the format required by the Client Node. These Nodes can be accessed by any of the available ports on the FieldServer at any time. The FieldServer thus acts as a Client and a Server simultaneously.

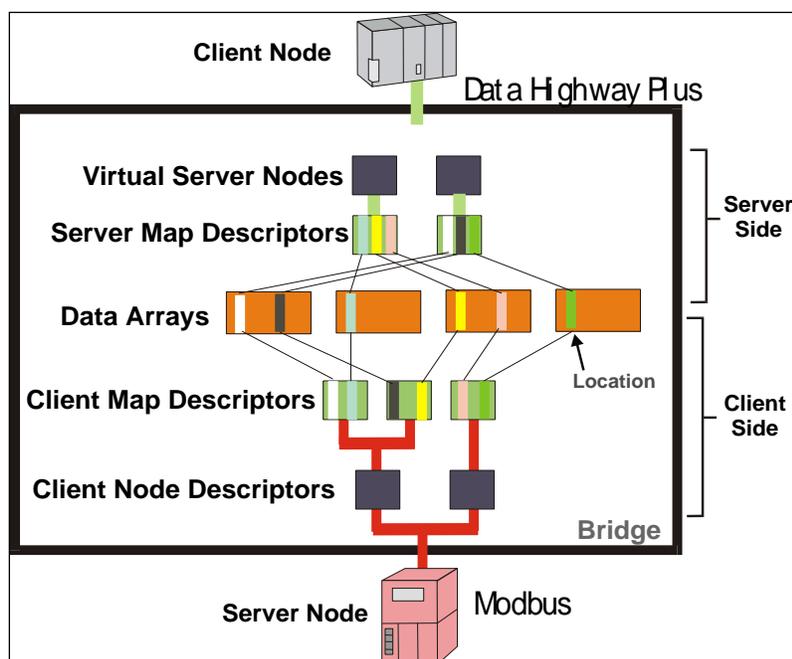


Figure II - FieldServer Operation Theory

### Example:

Consider a Modbus PLC with a set of 10 high alarms in address 00001 to 00010.

A Map Descriptor is allocated to fetch Data Objects from Modbus address 00001 length 10 and save this data to a Data Array named PLC1, offset 20. The high alarm for sensor number 5 on PLC1 is thus stored in Data Array PLC1; offset 24 (the fifth location starting at offset 20).

A DCS using Allen Bradley DH+ protocol can be configured to access the FieldServer and read the Data Array. The FieldServer will appear to the DCS as another DH+ PLC. If the Virtual Node PLC1 is configured to contain the data on sensor 5/PLC1 as a DH+ address B3:57, then the data needed for address B3:57 will be retrieved from Data Array PLC1, offset 24.

### 3 GETTING STARTED – BASIC CONFIGURATION

#### 3.1 Configuration File Overview:

The default driver configuration file (CONFIG.CSV) for any driver combination ordered is loaded into the FieldServer and can be retrieved using the Graphical User Interface Utility (see the FieldServer\_GUI\_Manual for more details). Use this file as a template when editing configuration files to ensure that the edited file takes the correct form. A detailed explanation of the configuration file follows:

#### 3.2 Configuration File Structure

```
//=====
// Delivery.csv
// SMC Customer      : XYZ Corp.
// Ultimate Destination : Main Office
// SMC Sales Order   : 00103400
// Driver Configuration : Modbus RTU
// Configured By     : GFM
// Date              : 23 Mar 00
//
// Copyright (c) 2000 FieldServer Technologies
// 1991 Tarob Court, Milpitas, CA 95035
// (408) 262 6611 Fax: (408) 262 9042
// support@fieldServer.com
//
//=====
//
// Common Information
//
Bridge
Title
DCC030 CC00103400 V1.00a
//=====
//
```

Lines beginning // are comments and do not affect the configuration.

Note: Comments should be at the start of lines. If comments made after a line of parameters must not follow a comma directly.

Relevant Project information.

This section allows for the determination of parameters not directly related to any of the connections.

This title appears on the top line of the FS-GUI screen. It may be used to indicate the configuration version loaded, and the relevant customer/project.

```
Data_Arrays
Data_Array_Name , Data_Format , Data_Array_Length
DA_AI_01        , UInt16      , 200
DA_AO_01        , UInt16      , 200
DA_DI_01        , Bit         , 200
DA_DO_01        , Bit         , 200
```

Data Arrays are “protocol neutral” data buffers for storage of data to be passed between protocols. It is necessary to declare the data format of each of the Data Arrays to facilitate correct storage of the relevant data. More information is available in Appendix C.3

```
//=====
//
// Client Side Connections
//
```

This section contains the parameters that describe the nature of the physical connection to the Server Nodes.

```
Connections
Port , Baud , Parity , Data_Bits , Stop_Bits , Protocol , Poll_Delay
P8 , 9600 , None , 8 , 1 , Modbus_RTU , 0.100s
```

The port to be connected to defined in terms of connection speed and properties.

The protocol for the network connected to this port.

Timing parameters on the connection allow for fine tuning of communications.

```
//=====
//
// Client Side Nodes
//
```

This section defines the logical connection parameters for the Server Nodes communicating with the FieldServer.

```
Nodes
Node_Name , Node_ID , Protocol , Port
PLC 1 , 1 , Modbus_RTU , P8
```

A name allocated to the node for reference by the Map Descriptors.

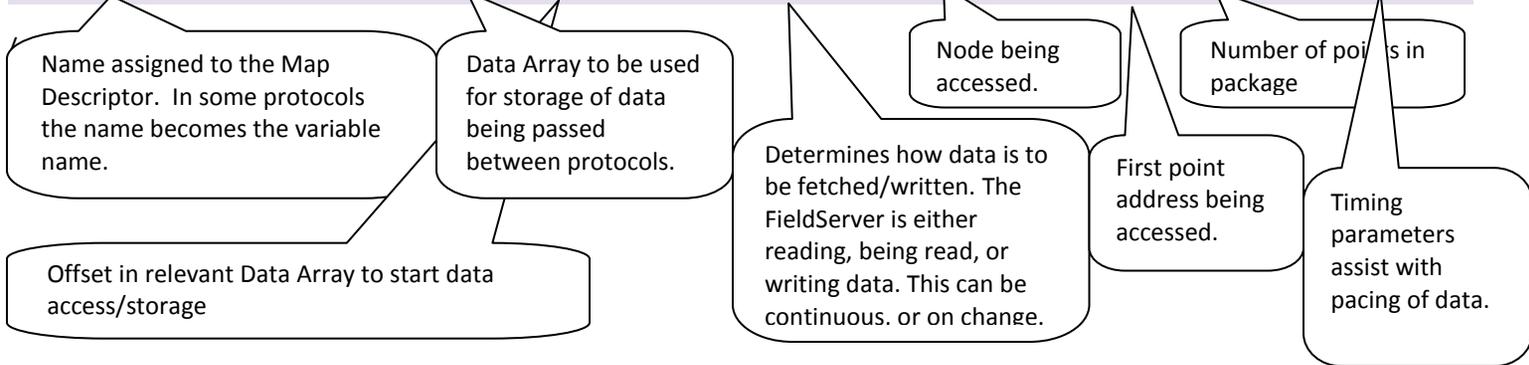
The Node ID of the Server.

The Server Node is attached to this connection.

```
//=====
//
// Client Side Map Descriptors
//
Map_Descriptors
Map_Descriptor_Name , Data_Array_Name , Data_Array_Offset , Function , Node_Name , Address , Length , Scan_Interval
CMD_AI_01 , DA_AI_01 , 0 , Rdbc , PLC 1 , 30001 , 20 , 1.000s
CMD_AO_01 , DA_AO_01 , 0 , Rdbc , PLC 1 , 40001 , 20 , 1.000s

Map_Descriptors
Map_Descriptor_Name , Data_Array_Name , Data_Array_Offset , Function , Node_Name , Address , Length , Scan_Interval
CMD_DI_01 , DA_DI_01 , 0 , Rdbc , PLC 1 , 10001 , 20 , 1.000s
CMD_DO_01 , DA_DO_01 , 0 , Rdbc , PLC 1 , 00001 , 20 , 1.000s
```

The Map Descriptor parameters describe the address details required to move data between the FieldServer and an external device and the nature of the data transfer.



```

/=====
//
// Server Side Connections
//
Connections
Adapter      , Protocol
N1           , Modbus/TCP

//:
//
// Server Side Nodes
//
Nodes
Node_Name   , Node_ID   , Protocol
MBP_Srv_11  , 11       , Modbus/TCP

//=====
//
// Server Side Map Descriptors
//
Map_Descriptors
Map_Descriptor_Name , Data_Array_Name , Data_Array_Offset , Function , Node_Name , Address , Length
SMD_DI_01           , DA_DI_01       , 0                 , Passive , MBP_Srv_11 , 10001  , 200
SMD_DO_01           , DA_DO_01       , 0                 , Passive , MBP_Srv_11 , 00001  , 200
    
```

Settings for how the FieldServer communicates with Client Nodes.

The protocol for the network connected to this port.

Adapter definition applies to defining network and FieldServer (e.g. PROFIBUS) connections.

A Node name for reference by the Map Descriptors.

Since the FieldServer is a Server here, this is the ID of the FieldServer (virtual) Node. The FieldServer can represent multiple Virtual Node\_ID's in most protocols.

### 3.3 Editing Configuration Files

The configuration file is in comma-delimited format where entries within a line are separated by commas and the end of a line is indicated by an entry without a comma. This file can be edited using spreadsheet programs or any text editor.

It is recommended that the CONFIG.CSV file be backed up before editing. Once edited, the file can be saved and uploaded in the Graphic User Interface (see FieldServer\_GUI\_Manual for details)

Refer to Appendix C.4 for the parameters that are usually filled out in the configuration file. Only the specified values may be used - other values may affect FieldServer performance or functioning.

Not all parameters are compulsory for every driver (See the related driver manual for details). The **bold** legal value is the value that will be used if the parameter is not specified.

Not all variables need be defined for every configuration. Depending on the protocol and configuration, some variables might not be necessary. More detailed information is located in the relevant Driver Manual, including settings specific to the drivers being used for a particular application.

Most FieldServer parameters are specified in a configuration file and are fixed. A growing number, however, may be changed dynamically using values found in Data Arrays. We call these Dynamic Parameters. Refer to Section 6.3 for more information on Dynamic Parameters.

### 3.4 Testing Configuration Files with MB8SIM.EXE

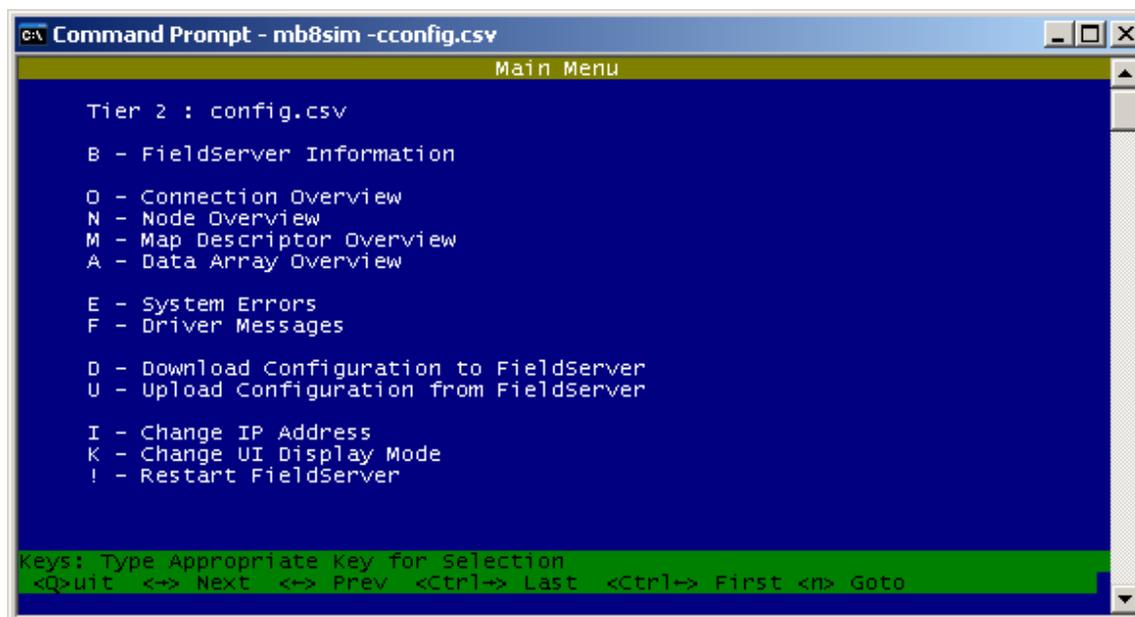
MB8SIM.EXE is a program that simulates the FieldServer on the PC and can be used for testing edited configuration files before transferring them back to the FieldServer. This file can be obtained by calling Tech Support. It is not necessary to use mb8sim. The configuration can be loaded into the FieldServer and tested in much the same way.

- Open an MS-DOS prompt and navigate to the directory containing the configuration file.
- Type: "**mb8sim.exe -c<configuration file>**", where <configuration file> is the name of the file to be tested. For example, to test the CONFIG.CSV file, type "mb8sim -cconfig.csv".

To test specific sections of a configuration file it is possible to ignore certain sections:

- To ignore a block use the "**ignore**" keyword at the start and the "**process**" keyword at the end of the block.
- To ignore individual lines use `"/"`
- The "**end**" keyword will stop processing the file, and anything after this keyword will be ignored.

The following is an example of the interface when using MB8SIM.EXE. It looks very similar to the interface when using RUINET.



```

C:\> Command Prompt - mb8sim -cconfig.csv
Main Menu

Tier 2 : config.csv

B - FieldServer Information
O - Connection Overview
N - Node Overview
M - Map Descriptor Overview
A - Data Array Overview

E - System Errors
F - Driver Messages

D - Download Configuration to FieldServer
U - Upload Configuration from FieldServer

I - Change IP Address
K - Change UI Display Mode
! - Restart FieldServer

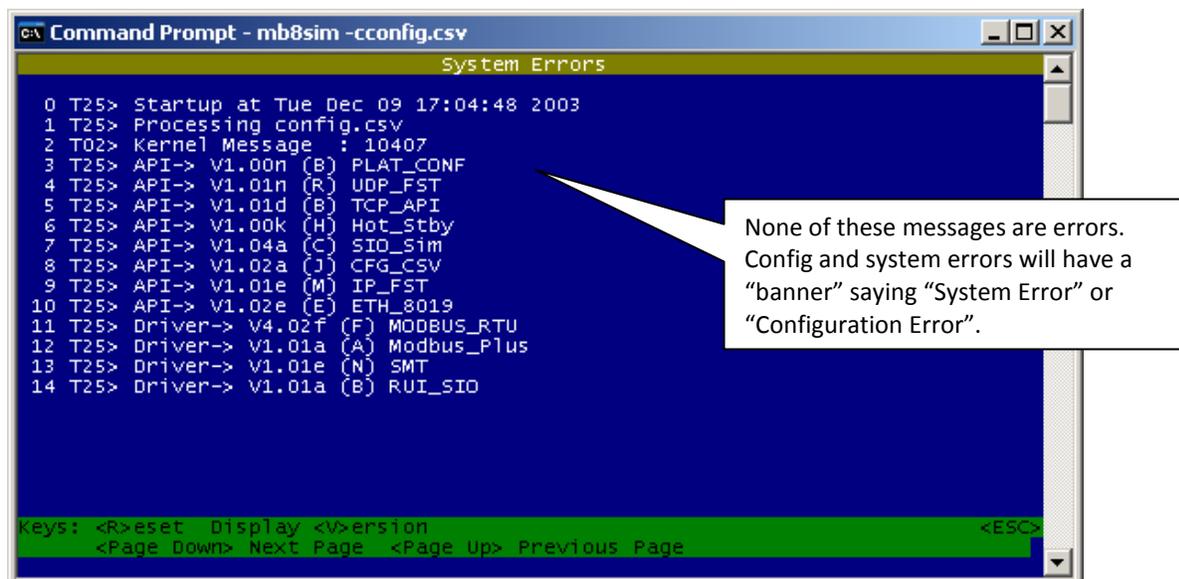
Keys: Type Appropriate Key for Selection
<Q>uit <-> Next <-> Prev <Ctrl>-> Last <Ctrl>-> First <n> Goto

```

Figure III - MB8SIM Interface Screen

Check all screens to see if the file is working correctly, paying particular attention to the Error screen. From the main menu, press "E" to enter the error display screen, and examine the errors listed (refer to Figure IV). Take note of System Errors or Configuration Errors. These indicate configuration problems in the configuration file.

**Note:** a number of "System Overrun" errors may occur in this screen. They are caused as a result of the simulation, and will not cause any problems on the FieldServer.



```

C:\> Command Prompt - mb8sim -cconfig.csv
System Errors

0 T25> Startup at Tue Dec 09 17:04:48 2003
1 T25> Processing config.csv
2 T02> Kernel Message : 10407
3 T25> API-> V1.00n (B) PLAT_CONF
4 T25> API-> V1.01n (R) UDP_FST
5 T25> API-> V1.01d (B) TCP_API
6 T25> API-> V1.00k (H) Hot_Stby
7 T25> API-> V1.04a (C) SIO_Sim
8 T25> API-> V1.02a (J) CFG_CSV
9 T25> API-> V1.01e (M) IP_FST
10 T25> API-> V1.02e (E) ETH_8019
11 T25> Driver-> V4.02f (F) MODBUS_RTU
12 T25> Driver-> V1.01a (A) Modbus_Plus
13 T25> Driver-> V1.01e (N) SMT
14 T25> Driver-> V1.01a (B) RUI_SIO

Keys: <R>eset Display <V>ersion <ESC>
<Page Down> Next Page <Page Up> Previous Page

```

None of these messages are errors. Config and system errors will have a "banner" saying "System Error" or "Configuration Error".

Figure IV: MB8SIM Error Screen with Driver Versions

When the file is free from errors (with the exception of "System Overrun" Errors), download it using the "D" command from the main menu of the Remote User Interface.

### 3.4.1 Additional worthwhile MB8SIM checks:

- Check the Connections defined to ensure that they are as expected.
- Do the same for Nodes.
- Check the Data Arrays to ensure that all Data Arrays defined are there. If too many Data Arrays exist, this usually signifies that a spelling error exists in the configuration, and that incorrect Data Arrays were specified in the Map Descriptors.

Note that the first few lines of the error screen are merely informative and relevant information used for fault finding and do not represent errors. Errors are shown as “System Error” or “Configuration Error” in the error screen.

## 4 MAP DESCRIPTOR FUNCTIONS<sup>4</sup>

Map Descriptor functions determine how data is mapped between Data Arrays and the corresponding driver data points. The choice of function used is critical in ensuring that the right relationship is established with the device being communicated with. The most important decision to make when choosing a function is whether the function needs to be active or passive. Once this is determined, the trigger for initiating communications determines which active or passive function is used.

### 4.1 Active vs. Passive functions

Active functions control the communications activity for the associated points in the network. Specifying an active function for a point will enable the FieldServer to decide when a point is updated, and monitor the health of the communications path for that point (if the associated protocol allows for this). Specifying a passive function will mean that the FieldServer expects the communications for that point to be controlled and monitored by another device on the associated network.

**Note:** By design, it is necessary that all active Map Descriptors communicate to a point that has a passive mapping on the remote device, and that passive Map Descriptors are controlled by an active mapping on the remote device.

There is a loose relationship between Active/Passive and Client/Server. Clients usually use active mappings and Servers usually use passive mappings, however Active Servers and Passive Clients do exist. Points that send an update to a network on change (e.g.: Alarm panels) are a good example of Active Servers.

Another set of terminology used in this area is solicited vs. unsolicited messages. A Client receives a solicited message from a Server when it asks for it (i.e.: the point is polled). A Client receives an unsolicited message from a Server when the Server sends the point without the Client asking for it. Clients that send solicited messages are Active Clients communicating with Passive Servers. Clients that receive unsolicited messages are Passive Clients communicating with Active Servers.

### 4.2 Passive Map Descriptor Functions

#### 4.2.1 Passive

The Passive function will not initiate any communications but waits to be solicited by a remote device and responds with data accordingly. The Passive function will also accept writes and update the associated Data Array.

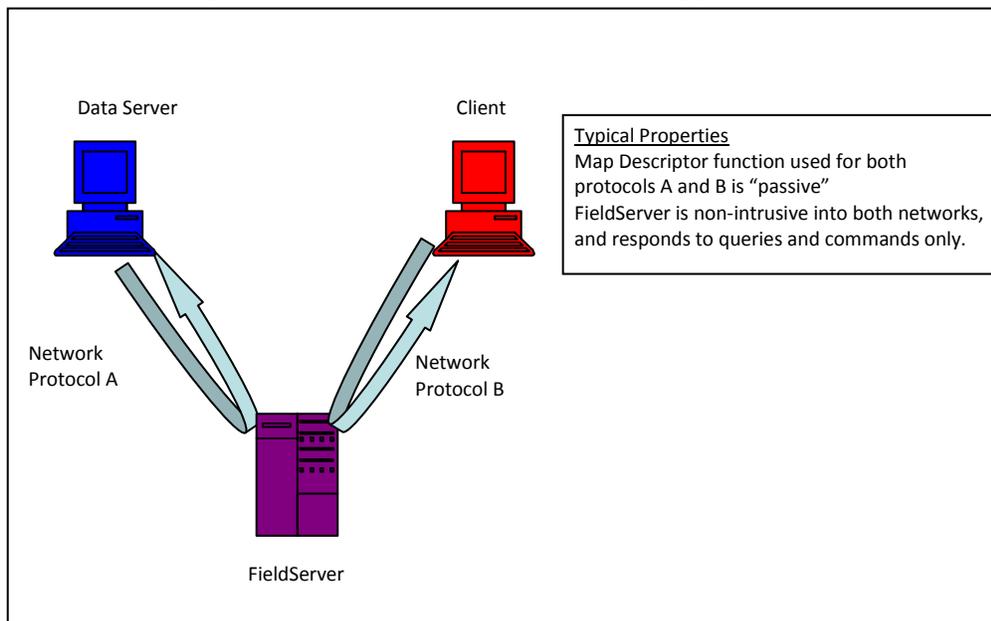
#### 4.2.2 Passive Client (Passive\_Client)

The Passive\_Client function is intended for use where the associated Map Descriptor performs a Client function and is connected to an active Server. The Passive\_Client function will consume all unsolicited messages for the related point/s and store them in the associated Data Array.

---

<sup>4</sup> Note that not all functions are supported by all drivers. Refer to the specific Driver Manual for information on functions supported by individual drivers.

#### 4.2.2.1 Working with Passive Client – Passive Server Applications



**Figure V: - Typical Network architecture**

Some applications require the data Server to actively write data to and from the FieldServer. To do this it is necessary to change the Client side of the configuration to be passive.

Individual drivers have specific requirements for managing passive communications, but the following steps are typically required to change the Active Client side of a configuration file to make it a Passive Client.

- Remove Adapter/Port to Client side Node
- Change Function from Rdbc to Passive
- Remove Scan\_Interval
- Change Node ID to remote device's target Device ID

If the Server side remains passive, then every Map Descriptor should have Passive as its function. Consequently, the Server device will write data to the FieldServer's Data Arrays, and the Client device will read that data from the same Data Arrays, making the operation of the FieldServer much like that of a normal data Server on an office network.

## 4.3 Active Map Descriptor Functions

A **Responsible Map Descriptor** is a Map Descriptor that inherently monitors the quality of the data that it is mapping and can be recognized by the “Function” parameter field. The following are all Responsible Map Descriptors.

### 4.3.1 Read Block Continuous (Rdbc)

The Rdbc function will read a block of data of length specified by the “length” parameter, and transfer that data to the Data Array specified. Reads are performed continuously at an interval specified by the “Scan\_Interval” parameter.

The Rdbc function also has the ability to perform what is known as “write throughs”. If the driver allows writing to the point related to the Map Descriptor where Rdbc is specified, then the Rdbc function will write the data in the Data Array back to the point when an update in the associated Data Array is detected. This makes Rdbc the ideal function for read/write points.

### 4.3.2 Active Read Continuous with Sequencing (Arcs).

This function will perform the same operation as an Rdbc (Arc) function, but will sequence through the range of addresses starting at “Address” and wrapping at “Address + Length”. A length of 1 will be used for every one of the Addresses that gets polled. The following drivers currently support the ARCS function.

- Modbus\_RTU
- Lutron\_Machine
- BACnet MS/TP, BACnet Arcnet, BACnet
- Metasys N2

### 4.3.3 Write Block on Change (Wrbx)

The Wrbx function will write data from the Data Array to the remote device. The write is triggered by a change in the associated Data Array. If the associated Data Array is updated a write will occur, even if the value/s within the Data Array have not changed. The “Scan\_Interval” parameter is not required for this function as writes are event driven and not continuous.

### 4.3.4 Write Block Continuous (Wrbc)

This is similar to the Wrbx function, except that the writes occur at a regular interval rather than on an event driven basis. The frequency of the writes is determined by the “Scan\_Interval” parameter.

### 4.3.5 Active Write on Trigger (AWT)

This function is used to effect a single data write per trigger. As with the Wr bx function, the write only occurs when the Data Array is updated. In this case the updated data is not used to form the write, but updating the Data Array triggers a read of a Secondary Data Array which contains the data to be served in the write.

In the example below (from the Lutron eLumen Driver) the driver watches the Data Array called 'Lut\_triggers' (offset 13). If that Data Array element is updated (even if the value remains unchanged) the the write is triggered. The driver extracts the data from the Secondary Data Array called 'Set\_tclk' (offset 0) and forms a message to write this data to the field device.

Only certain drivers support/require the use use of this function. For other drivers, awt is a synonym for wrbx since there is no secondary Data Array to extract information from.

**Note:** The driver may extract more data from the array than specified by the 'length' parameter. The only way to know how much data is to read that specific driver's manual.

#### Map\_Descriptors

Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	GRAFIK_command	DA_Lut_List	DA_Lut_List_Offset	Length
Set_tck	Lut_triggers	13	Awt	LUT_GRF6_0	Set_tclk	Set_tclk	0	1

#### 4.3.6 Read Block (RDB)

This function does a single read at startup only.

#### 4.3.7 Active Read Continuous with Offset (ARCO)

This function does a read of length 1 for a range of addresses.

#### 4.3.8 Active Read at Startup (ARS)

This function does an active/single read on startup, or every time the associated node goes online.

#### 4.3.9 Active Write at Startup (AWS)

This function does an active/single write on startup, or node coming online.

#### 4.3.10 Write block (WRB)

This function does a single write at startup.

## 5 DATA MANIPULATION FEATURES

The features described in this section may or may not be needed depending on the application where the FieldServer is implemented. If the application calls for straight passing of data without modification through the FieldServer, then the features in this section will probably not be useful.

### 5.1 Moves

The Moves function permits data to be moved from one Data Array to another. The function parameter within moves allows data manipulation to occur while moving the data, e.g: Logic operation, Integer to floating point conversion, etc. Scaling, Logic and Math are also possible while moving data

With the exception of Conditional Moves (see 5.2.9), each Data Array location may only act as the target location of one Responsible Move. This ensures that the data source can be uniquely determined in order to establish source data validity, and so that a write through the target data location is directed to the appropriate location.

Moves will execute whenever the source data changes or the scan interval (if specified) expires. If a task name but no scan interval is defined, a default scan interval of 1s is assumed.

A Move operation must specify the following elements:	
Source_Data_Array	The name of the Data Array from which data is to be copied.
Source_Offset	The offset within the Data Array from which data is to be copied
Target_Data_Array	The name of the Data Array to which data is to be copied
Target_Offset	The offset within the Data Array to which data is to be copied. The offset can be either a hardcoded value or can be obtained from another data array. See Moves example 5.1.1.1 for more information.
The following elements are optional:	
Length	The number of consecutive source Data Array values to be moved to consecutive target locations, starting at the respective offsets
Task_Name	If a task name is specified, the move operation becomes a continuous task on the FieldServer that is executed at the scan interval specified.
Scan_Interval	The time interval at which the task will be repeated. A task name must be specified if a scan interval is specified.
Function	Defines move functionality, e.g. byte order manipulation. Functions are summarized in Figure VI.
Conditional_Data_Array	The name of a Data Array to be used for conditional moves. See Section 5.1.1.3 for more information.
Conditional_Offset	The offset into the Conditional_Data_Array where the conditional bits for the move are defined. The value found at this specified location must be non-zero for the move to be executed. If the value is zero, the move is inhibited.

### 5.1.1 Simple Moves

The simplest move involves the transfer of data without any format or protocol changes. Whenever the Source Data Array is updated (not necessarily changed) the Target Data Array will be updated.

#### 5.1.1.1 Simple Move Example

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
Source_DA	, Float	, 200
Target_DA	, Float	, 200
Offset_DA	, UInt	, 1

Move is reversible, meaning data can move from Target\_DA to Source\_DA if applicable (writeable points)

Moves					
Function	, Source_Data_Array	, Source_Offset	, Target_Data_Array	, Target_Offset	, Length
Move_Only	, Source_DA	, 0	, Target_DA	, 40	, 5

Five Floating point values are moved from the first offset of Source\_DA to Offset 40 of Target DA

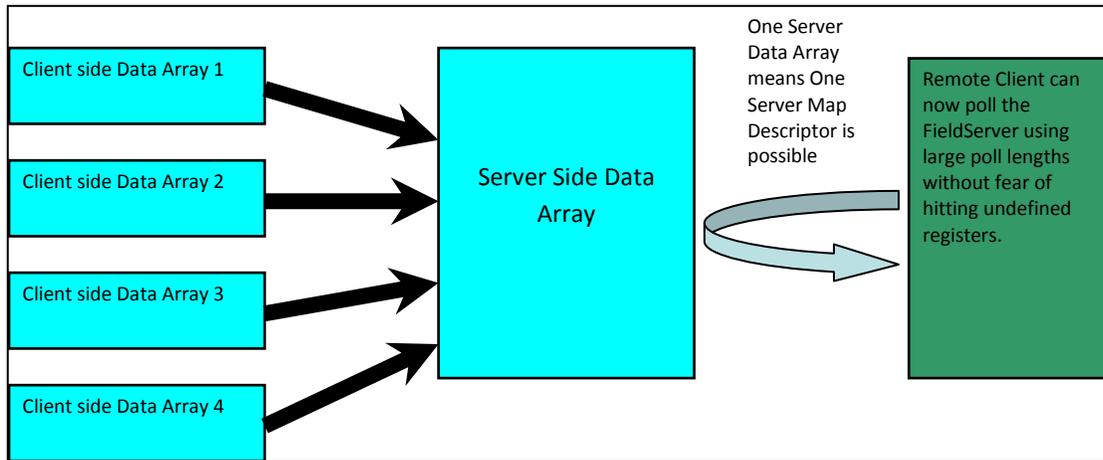
#### Target Offset example

Moves					
Function	, Source_Data_Array	, Source_Offset	, Target_Data_Array	, Target_Offset	, Length
Move_Only	, Source_DA	, 0	, Target_DA	, <Offset_DA.0>	, 5

The Target Offset Value will be obtained from the Offset\_DA at offset 0

#### 5.1.1.2 Special Application: Grouping Data

The location of data in Data Arrays on the FieldServer is determined by corresponding Map Descriptors. Should a Client poll the FieldServer for data spanning more than one Map Descriptor, the FieldServer will not know which Map Descriptor to use. This can be circumvented by moving data from multiple "Client Side" Source Data Arrays to a single "Server Side" Target Data Array. This Data Array should be larger (of greater length) than the maximum poll length of the Client.



### **Example**

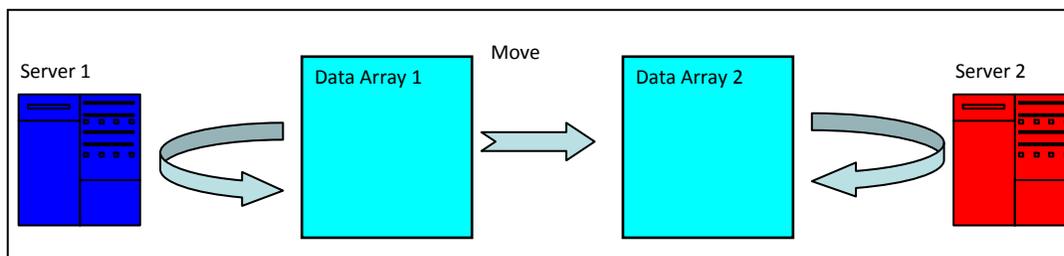
Consider a Modbus Client needing registers 40001 through 40050 from the FieldServer. The poll lengths used to obtain this data are unknown.

This could be configured in the FieldServer Server side as follows:

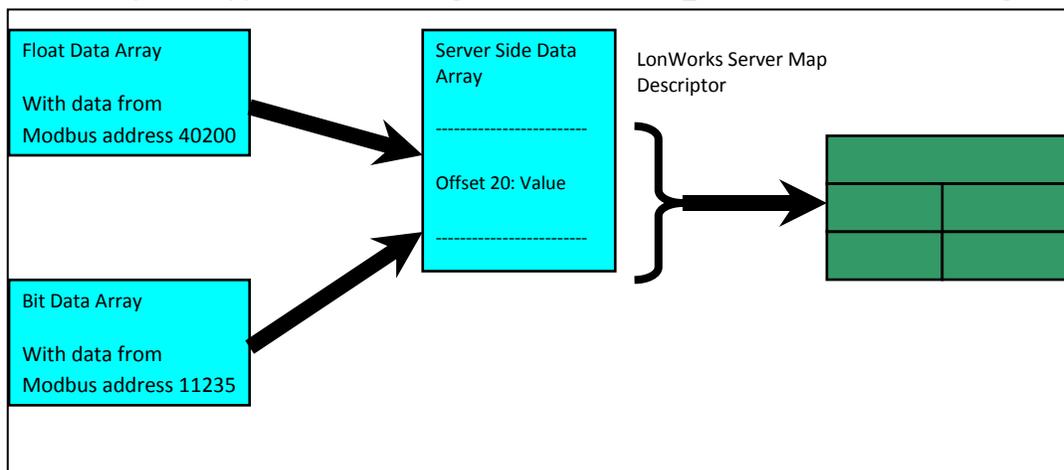
- Configuration 1: Map Descriptor 1 serves up 40001 Length 25 :  
 Map Descriptor 2 serves up 40026 Length 25  
 If the two poll blocks fall within these two address spans, the poll will be successful, however, if all 50 registers are polled in a single poll it will fail
- Configuration 2: Map Descriptor 1 serves up 40001 Length 50  
 For this to work, all 50 points must be contiguous in the same Data Array so that one Map Descriptor can be created. If all 50 registers are polled in a single poll it will be successful. If the Client polling algorithm keeps a fixed length of 50, and then decides to poll address 40050, length 50, the poll will fail because addresses 40051 through 40099 are not declared in the FieldServer.
- Configuration 3. Map Descriptor 1 serves up 40001 Length 200  
 For this to work, points must be contiguous in the Data Array, and the Data Array length must be at least 200. Since Modbus can poll a maximum length of 125, a Client cannot poll the required registers and encounter an address that is not configured. This is therefore the most robust solution, and only costs a few points.

#### **5.1.1.3 Special Application: Separating Responsible Map Descriptors**

Responsible Map Descriptors are active Map Descriptors that control the Communications (see section 4). Two Responsible Map Descriptors cannot share the same Data Array Offset due to monitoring functions present in the kernel (Refer to Section 4.3 for more information). If two Responsible Map Descriptors require access to the same data, the data can be made accessible to the second Responsible Map Descriptor by moving it to a second Data Array.



5.1.1.4 Special Application: Creating a LonWorks SNVT\_Switch from 2 Modbus registers.



5.2 Function Moves – Type Casting

It is often necessary to manipulate incoming data to create the necessary outgoing data by either joining smaller data types to create a larger data type, or splitting larger data types to deliver smaller data types. An example of this is Modbus, where two 16 bit registers are used to transfer a 32 bit floating point value. Upon receipt of these two registers, the FieldServer needs to join the integers to extract the floating point value. The Type Casting moves described below perform these kinds of operations

5.2.1 Functions Available For Type Casting:

- Join\_Float , Split\_Float
- Join\_Int16, Split\_Int16
- Join\_Int32, Split\_Int32
- Swapped versions of the above (Big Endian vs Little Endian)
- Bit\_Extract, Bit\_Pack, Bit\_Move

The following legacy functions have been replaced by the functions listed above. They are simply presented in the table below for reverse compatibility.

Old Keyword	New Keyword	Function Performed
<b>Int32 Join</b>		
2.i16-1.i32	Join_Int32_Swapped	source bytes: [ab][cd] target bytes: [abcd]
2.i16-1.i32-sw	Join_Int32	source bytes: [ab][cd] target bytes: [cdab]

2.i16-1.i32-m10k	Join_M10K	Modulo-10 format
<b>Int32 Split</b>		
1.i32-2.i16	Split_Int32_Swapped	source bytes: [abcd] target bytes: [ab][cd]
1.i32-2.i16-sw	Split_Int32	source bytes: [abcd] target bytes: [cd][ab]
<b>Float Join</b>		
2.i16-1.float	Join_Float_Swapped	source bytes: [ab][cd] target bytes: [abcd]
2.i16-1.float-sw	Join_Float	source bytes: [ab][cd] target bytes: [cdab]
<b>Float Split</b>		
1.float-2.i16	Split_Float_Swapped	source bytes: [abcd] target bytes: [ab][cd]
1.float-2.i16-sw	Split_Float	source bytes: [abcd] target bytes: [cd][ab]
<b>Integer Join</b>		
2.i8-1.i16	Join_Int16_Swapped	source bytes: [a][b] target bytes: [ab]
2.i8-1.16-s	Join_Int16	source bytes: [a][b] target bytes: [ba]
<b>Integer Split</b>		
1.i16-2.i8	Split_Int16_Swapped	source bytes: [ab] target bytes: [a][b]
1.i16-2.i8-s	Split_Int16	source bytes: [ab] target bytes: [b][a]

Figure VI – Legacy Functions for Type Casting Moves

### 5.2.2 Converting two Integers to a Float.

Data_Arrays		
Data_Array_Name	, Data_Format	, Data_Array_Length
Source_DA	, Uint16	, 200
Target_DA	, Float	, 200

Moves					
Function	, Source_Data_Array	, Source_Offset	, Target_Data_Array	, Target_Offset	, Length
Join_Float	, Source_DA	, 0	, Target_DA	, 40	, 5

Ten 16 Bit Integers are taken from Source\_DA and combined in two's to make up 5 floating point values

Length refers to the data type referenced in the Function.  
 eg: If n is the value shown in Length, then:  
 Join\_Float creates n Floats  
 Split\_Float disassembles n Floats  
 Join\_Int16 Creates n Integers  
 Bit\_Extract extracts n Bits, etc

### 5.2.3 Using Moves to pack and unpack bits to or from a Register

A register provided by a device often consists of a set of binary values packed together for efficient data transfer. These registers are normally 16 bits in size, but may also be 8 or 32 bits long. Since a register is read as an analog value by most protocols, these binary values need to be extracted out of the register into a bit data array before they can be read as useful data. The Bit\_Extract Move function has been created for this purpose.

The Bit\_Pack function can be used to pack bits into a register.

The Bit\_Move function allows the user the ability to extract a group of bits in one register and place them singly into another register.

The Bit\_Offset keyword can be used to start moving a group of bits from a specified offset within the register. This keyword may also be used in conjunction with the Bit\_Extract and Bit\_Pack functions to specify the first register offset to Extract or Pack.

The Length keyword will always specify the number of bits to be moved in the move operation when using these three functions. If the length keyword is not used, then only one bit will be moved.

**Note:** The Data\_Array\_Type being used in source and target Data\_Arrays can produce varying results and care should be taken to use the correct type. For example, when using the Bit\_Extract function, it makes sense to use Byte, UInt16, or UInt32 source Data\_Array\_Types to extract 8, 16 or 32 bits per register respectively. It also makes sense to use the Bit Data Type for target Data\_Array\_Type. However, the FieldServer will allow other types to be used and follow a routine choice of conversion that may not be considered predictable to all users. For example, if the Float Data\_Type is used as a source type in Bit\_Extract, 32 bits per register will be extracted according to the rounded Integer number being represented in the Float Register. If the Float Data\_Type was used as a target type in Bit\_Extract, then each float register would store one binary value and would only ever represent 1 or 0.

Parameter	Function
Bit_Extract	The function extracts bits out of the source Data_Array Registers at the Data Array offset specified.. The bits are placed into the destination array in sequence. Only one bit is allocated per offset. If the source array is of Bit Data Array type, a straight move is performed.
Bit_Pack	The function extracts the binary version of each source offset and packs the bits into the Data Array offset specified. The number of bits packed depends on the target Data type (e.g: Bytes will get 8 bits, Floats will get 32, etc..). The length will specify the number of bits to pack. If the destination Array is a Bit data type, a straight move is performed.
Bit_Move	The function extracts a subset of bits out of a source Register offset and transfers these to a destination Register offset in packed form. Length specifies the number of bits to be extracted.

Keywords	Function	Legal Values
Bit_Offset*	The parameter specifies the bit offset within a word to start at when performing a bit move. For Bit_Extract operations, the source bit offset in the word pointed to by the Source_Offset parameter is implied. For Bit_Pack operations, the bit offset within the word pointed to by Target_Offset is implied.	Default 0
Length*	The length parameter specifies the number of bits to be extracted/packed.	Default 1

#### 5.2.4 Example 1 – Simple Bit Extraction

The following example extracts 3 16-bit registers worth of data from the 6th register of the source array into the equivalent target of 48 bits:

```
Data_Arrays
Data_Array_Name  , Data_Format  , Data_Array_Length
Source_DA       , UInt16       , 200
Target_DA       , Bit           , 200
```

Moves					
Function	Source_Data_Array	Source_Offset	Target_Data_Array	Target_Offset	Length
Bit_Extract	Source_DA	5	Target_DA	0	48

### 5.2.5 Example 2 - Simple Bit Packing

In this example, 12 bits are packed into the 3rd and 4th register of the target byte array, starting at the eleventh bit in the source array. Note that the second target register will only be half populated, leaving the last 4 bits empty.

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
Source_DA	Bit	200
Target_DA	Byte	200

Moves					
Function	Source_Data_Array	Source_Offset	Target_Data_Array	Target_Offset	Length
Bit_Pack	Source_DA	10	Target_DA	2	12

### 5.2.6 Example 3 - Extracting bit groups

The following example extracts 3 bits from the second byte of a 32-bit register and places them into a byte register on their own. The Bit\_Offset keyword is used here to achieve this:

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
Source_DA	Uint32	200
Target_DA	Byte	200

Moves						
Function	Source_Data_Array	Source_Offset	Bit_Offset	Target_Data_Array	Target_Offset	Length
Bit_Move	Source_DA	0	8	Target_DA	0	3

### 5.2.7 Bit Extraction – Application Example

Assume a Liebert device has been set up as follows:

<b>Liebert UPS (MM4)</b>			
<b>Alarm String I - Modbus Register: 40289</b>			
	<b>Bit</b>	<b>Description</b>	<b>Bit Value</b>
	0	Communications	1
	1	Battery Discharge	2
	2	Input Failure	4
	3	Hardware Shutdown	8
	4	DC Ground Fault	16
	5	Input CB Open	32
	6	Output CB Open	64
	7	DC Cap Fuse Blown	128
	8	Low Battery Reserve	256
	9	Output Overload	512
	10	Rectifier Fuse Blown	1024
	11-15	Unused	

Bits 0 - 10 are each used to specify a unique event, and each has a corresponding integer value determined by the binary contribution it makes to the integer value. For example, bit 10 has an integer value of 1024 as its weighting in the integer value is 2 to the power 10.

A single packed bit integer with a value of 1034 signifies a blown rectifier fuse, a hardware shutdown, and a battery discharge (sum of the values for the corresponding events). The value "1034" has no meaning as such, but when the integer is "unpacked" the individual data bits communicate the required information. This is depicted in the following diagram.

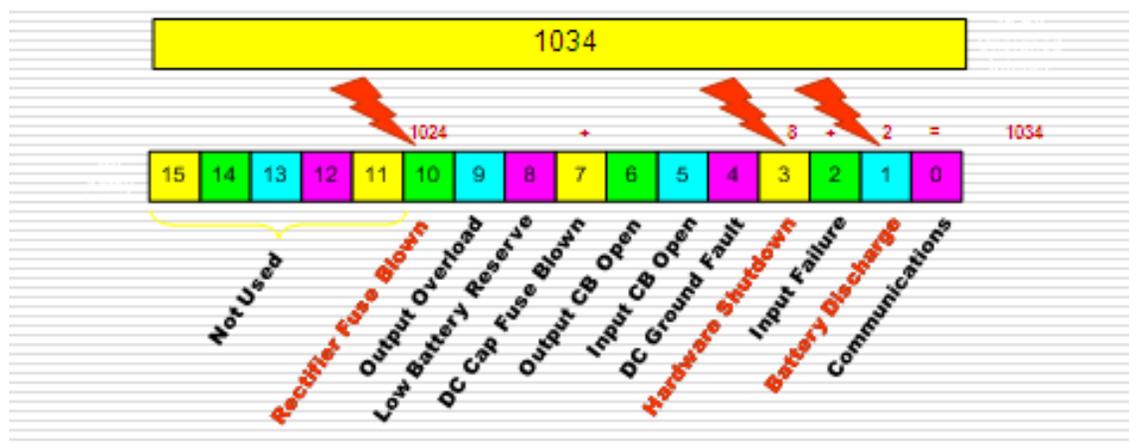


Figure VII - Packed Bits Activated

#### 5.2.7.1 Bit Extraction Example Configuration:

```
// Example of Bit Extraction

Data Arrays
Data_Array_Name ,Data_Format ,Data_Array_Length
Source_DA      ,Uint16      ,200
Target_DA      ,Bit        ,200
```

## Map Descriptors

Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Node_Name	Function	Address	Length
CMD_PI_Alarm01_01	Source_DA	, 0	, UPS_01	, Rdbc	, 40289	, 1

## Moves

Function	Source_Data_Array	Source_Offset	Target_Data_Array	Target_Offset	Length
Bit_Extract	Source_DA	, 0	, Target_DA	, 0	, 10

Target\_DA offsets 0 to 9 now contain the first 10 bits of Register 40289. These can now be served as bits to the Protocol of choice.

### 5.2.8 Task Moves

If a Task\_Name is defined the move will become a repetitive task and the data will be updated on a regular basis. The time between updates can be set using the Scan\_Interval parameter. If the Scan\_Interval parameter is set the Task\_Name parameter must be set. If a Task\_Name is declared, but no Scan\_Interval is defined, a default scan interval of 1s is assumed.

#### 5.2.8.1 Special Application: Node Status

The following data array can be configured to capture the status of a Node (Refer also to Section 6.1.1)

Data Arrays			
Data_Array_Name	Data_Format	Data_Array_Length	Data_Array_Function
DA_Comm_OK	Bit	256	Node_Status
Target_DA	Bit	200	-

Node status bits are only evaluated by the FieldServer when the data is accessed. Since the data is only accessed on update, the data will be neither accessed nor updated and a move would never occur. This can be circumvented by giving the move a Task\_Name and specifying a Scan\_Interval.

Moves						
Function	Source_Data_Array	Source_Offset	Target_Data_Array	Target_Offset	Task_Name	Scan_Interval
Move_Only	DA_Comm_OK	0	Target_DA	40	PLC1_Status	1

### 5.2.9 Match-pattern

The match pattern move is used at run time to move a customized single value based on combinations of values in a Data Array as compared with preloaded customized criteria.

- The user builds a table of patterns (strings of tokens separated by “-”) each linked to a particular location in a target Data Array.
- A “PATTERN DID NOT MATCH” string may also be defined and linked to a Data Array location.
- A pattern is built based on the values in the Data Array at run time by the move function.
- The pattern built at run time is compared with the preloaded table of patterns. The tokens in each pattern must match exactly. If the preloaded pattern contains a wildcard (\*), that token would not be compared.
- If the pattern matches a pattern in the table, its value will be stored in the target Data Array at the specified location.
- If the pattern does not match any of the preloaded patterns in the table a check is done for a “PATTERN DID NOT MATCH” string in table. If found, the corresponding value will be stored in the target Data Array.
- If a “PATTERN DID NOT MATCH” string is not defined, a default value of -1 will be stored and an SDO will be generated prompting the user to add a “PATTERN DID NOT MATCH” record to the table.

In the example below, a combination of 4 values in a “Tokens” Data Array shows the status. The FieldServer can perform “match-pattern” arithmetic and store the status as a single number 0 thru 8.

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
Tokens	, Byte	, 4
Status	, Int	, 1

Consider the following combinations of 4 values, here \* is a wildcard. The token starting with the wildcard will not be compared.

Data Array Values	Status Description	Status Value for Device
37 46 46 20	Good	0
36 * * 20	Channel disabled	1
* 45 * 20	Fault indicated2	2
* 43 * 20	Fault, aeration indicated	3
* * 45 20	Spacing indicator	4
* * 43 20	Zeromac channel fault	5
* * 42 20	Empty Pipe	6
* * 37 20	hi/lo flowrate	7
00 00 00 00	comm. Error	8
	None of the above	111

5.2.9.1 “Table of Patterns” Configuration example

Section Title		
Offset_Table		
Column Title	Function	Legal Values
Offset_Table_Name	Provide name for Offset Table	Up to 32 alphanumeric characters
Table_Index_Value	A unique value that will be stored if the pattern matches	1-16
Table_String	The pattern: “-“ is the delimiter which separates tokens in a pattern and should not be considered as part of pattern. “*” means ignore this token	1-10,000
Length*	The number of Data Array items to be used to build the pattern to compare with the Table string	Number of tokens in table string should be the same as length under Moves, 1.
Table_User_Value	Table user value defined by the applicable driver protocol eg. for Bacnet 0 = normal 1 = alarm 2 = fault	0-65,535

Offset_Table	Offset_Table_Name	Table_String	Table_Index_Value	Table_User_Value	Length
SPR4052		, 37-46-46-20	, 0	,10	, 4
SPR4052		, 36-*-20	, 1	,20	, 4
SPR4052		, *-45-*-20	, 2	,30	, 4
SPR4052		, *-43-*-20	, 3	,40	, 4
SPR4052		, *-45-20	, 4	,50	, 4
SPR4052		, *-43-20	, 5	,60	, 4
SPR4052		, *-42-20	, 6	,70	, 4
SPR4052		, *-37-20	, 7	,80	, 4
SPR4052		, 00-00-00-00	, 8	,90	, 4
SPR4052		, PATTERN DID NOT MATCH	, 111	,100	, 1

5.2.9.2 Moves Definition

Moves
Source_Data_Array , Source_Offset , Target_Data_Array , Target_Offset , Length , Function , Offset_Table_Name
Tokens , 0 , Status , 0 , 4 , Match-pattern , SPR4052

The “Status” Data Array will contain only the numbers 0 thru 8 or 111 depending upon the combinations existing in the “Tokens” Data Array

### 5.2.9.3 Table String Composition

Source Values	Data Array	Source Format	Data Array	Build Pattern <sup>5</sup>	Description
55 15 0 255		Byte		37-0F-00-FF	Two Hex Characters
555 15 0 -2550		INT, UINT16, UINT32		555-15-0--2550 <sup>6</sup>	Just as decimal values
55.12 15.123 0 255		FLOAT		55.12-15.12-0.00-255.00	Requires period and two decimal places.
1 1 0 1		Bit		1-1-0-1	Binary pattern

### 5.2.10 Conditional Moves

A move can be defined so that it is executed conditionally based on the status of a bit in a predefined Data Array location (conditional Data Array).

A useful feature of the conditional move is that data is able to be moved to the same target offset as defined by another conditional move. The user is thus able to move data from different sources into the same target based on the status of a bit in a Data Array.

The conditional bit can be placed in any Data Array and can also be in the source or destination Data Array. It simply needs to be declared in the Move instruction parameters.

A conditional move needs to be scheduled by the kernel for processing and therefore requires a task name and scan interval. The Parameters for a Conditional move are as follows:

Conditional Move Parameters	
Source_Data_Array	The name of the Data Array from which data is to be copied.
Source_Offset	The offset within the Data Array from which data is to be copied
Target_Data_Array	The name of the Data Array to which data is to be copied
Target_Offset	The offset within the Data Array to which data is to be copied. The offset can be either a hardcoded value or can be obtained from another data array. See Moves example 5.1.1.1 for more information.
Length	The number of consecutive source Data Array values to be moved to consecutive target locations, starting at the respective offsets
Conditional_Data_Array	The name of a Data Array to be used for conditional moves. See Section 5.1.1.3 for more information.
Conditional_Offset	The offset into the Conditional_Data_Array where the conditional bits for the move are defined. The value found at this specified location must be non-zero for the move to be executed. If the value is zero, the move is inhibited.
Task_Name	If a task name is specified, the move operation becomes a continuous task on the FieldServer that is executed at the scan interval specified.
Scan_Interval	The time interval at which the task will be repeated. A task name must be specified if a scan interval is specified.

<sup>5</sup> You could insert "\*" in place of any token if the value for that token is unimportant.

<sup>6</sup> 2550 is negative; -- two negative signs, one is considered as delimiter

### 5.2.10.1 Conditional Moves: Example 1

In this example, the user needs to move the data from one of two source locations based on the status of bit 1 or 2 of the conditional Data Array. If bit 1 is high, then the data from Source\_1 will be moved. If bit 2 is high, the Data from Source\_2 will be moved. The kernel checks the condition of the bits every second for a change in status.

Moves	Source_Data_Array	Source_Offset	Target_Data_Array	Target_Offset	Length	Conditional_Data_Array	Conditional_Offset	Task_Name	Scan_Interval
Source_1	, 0	, Target	, 00	, 1	, Status	, 1	, a	, 1	
Source_2	, 0	, Target	, 01	, 1	, Status	, 2	, b	, 1	

### 5.2.10.2 Conditional Moves Example 2

In this example, the data from DA\_GV\_01 will be moved to Gas\_Snapshot only when DA\_GP\_PW\_01 or DA\_GL\_PA\_01 is updated on offset 192. In this example all of the Data Arrays are bits, but analog data types will work as well.

Moves	Source_Data_Array	Source_Offset	Target_Data_Array	Target_Offset	Length	Conditional_Data_Array	Conditional_Offset	Task_Name	Scan_Interval
DA_GV_01	, 192	, Gas_Snapshot	, 00	, 1	, DA_GL_PW_01	, 192	, a	, 1	
DA_GV_01	, 192	, Gas_Snapshot	, 01	, 1	, DA_GL_PA_01	, 192	, b	, 1	

The Conditional Move that executed last becomes the Responsible Move by which data validity is determined, and through which write operations are routed. If none of the Conditional Moves targeting a specific location have executed, the Conditional Move defined last acts as the Responsible Move.

### 5.3 Mathematical functions

Mathematical functions implement subset of math functions of Data Array values. Some single-operator functions can be incorporated into Moves, but Multi-operator/operand functions must be defined in the Math block. The length of the move defines the number of input operands.

The following table shows the Mathematics functions and their text representation:

Operator (csv text)	Mathematics Operator	Notes
ADD	+	All operands are combined and a single output is produced for n(=length) of input values
SUB	-	
MULT	*	
DIV	/	
GTE	>=	Each move works as follows: value_of_(DA_SDA1 offset0) MathOperator value_of_(DA_SDA1 offset1) Result is stored in DA_TDA offset. e.g. (for GTE) value1 = DA_SDA1[0] ; value2 = DA_SDA1[1] if value1 GTE value2, 1 will be stored at DA_TDA[10] else 0 will be stored. The length parameter is always 1 as only one operation can be performed per move
LTE	<=	
GT	>	
LT	<	
EQ	=	
NE	!=	
SQ	Square	n outputs are produced for n (=length) values stored in sequence starting at the Target Offset.
SQRT	Square root	
PER	%	For 2 values A and B.result of A PER B will be (A/B)*100 which will be stored in the target Data Array..

#### 5.3.1 Math Function as a Moves Function

##### Example

Moves	Function	, Source_Data_Array	, Source_Offset	, Target_Data_Array	, Target_Offset	, Length
	ADD	, DA_SDA1	, 0	, DA_TDA	, 0	, 10
	SUB	, DA_SDA1	, 0	, DA_TDA	, 10	, 10
	MULT	, DA_SDA1	, 0	, DA_TDA	, 20	, 4
	DIV	, DA_SDA1	, 10	, DA_TDA	, 30	, 3
	SQ	, DA_SDA1	, 0	, DA_TDA	, 100	, 4
	SQRT	, DA_SDA1	, 10	, DA_TDA	, 140	, 2
	GTE	, DA_SDA1	, 0	, DA_TDA	, 10	, 1
	LTE	, DA_SDA1	, 0	, DA_TDA	, 11	, 1
	GT	, DA_SDA1	, 0	, DA_TDA	, 12	, 1
	LT	, DA_SDA1	, 0	, DA_TDA	, 13	, 1
	PER	, DA_SDA1	, 0	, DA_TDA	, 14	, 1
	EQ	, DA_SDA1	, 0	, DA_TDA	, 15	, 1
	NE	, DA_SDA1	, 0	, DA_TDA	, 16	, 1

### 5.3.2 Standalone Math

The Math definition allows up to four source data locations, up to four Math operations, and one output data location. Operands are kept on a “stack” and are operated on in the sequence in which they have been defined. Math functions consume 1 or 2 stack variables as inputs (2 for ADD, SUB, MULT, DIV, GTE, LTE, GT, LT, NE, EQ and 1 for SQRT, SQ) and leave the output on the stack, ready to be used by the next defined Math operation. The output of each operation becomes an input to the next operation, along with the next defined operand.

Note: Output of GTE, LTE, GT, LT, EQ, NE, AND, OR, and NOT is binary either 1 or 0.  
AND, OR, and NOT work the same way as Logic.

The following fields are specific to the Math & Logic definition:

DAI1...DAI4 :	input Data Arrays 1 through 4
DOI1...DOI4 :	input Data Array offsets 1 through 4
DAO:	output Data Array
DOO:	output Data Array offset
FN1...FN4:	logic functions 1...4 (permitted values: ADD, SUB, MULT, DIV, GTE, LTE, GT, LT, EQ, NE, SQRT, SQ, AND , OR, NOT, - (no setting))

### 5.3.3 Math Usage Example:

Math															
Task_Name	, Scan_Interval	, DAI1	, DOI1	, DAI2	, DOI2	, DAI3	, DOI3	, DAI4	, DOI4	, FN1	, FN2	, FN3	, FN4	, DAO	, DOO
Task_105	, 1	, DA_1	, 0	, DA_2	, 1	, DA_3	, 2	, DA_4	, 3	, ADD	, SUB	, MULT	, SQRT	, DA_5	, 21

This definition will result in the following operation:

$$DA\_5[21] = \text{Sqrt}(( ( DA\_1[0] + DA\_2[1] ) - DA\_3[2] ) * DA\_4[3] )$$

Math															
Task_Name	, Scan_Interval	, DAI1	, DOI1	, DAI2	, DOI2	, DAI3	, DOI3	, DAI4	, DOI4	, FN1	, FN2	, FN3	, FN4	, DAO	, DOO
Task_105,	1,	DA_1,	0,	DA_2,	1,	DA_3,	2,	DA_4,	3,	Div,	Sub,	Mult,	Sq,	DA_5,	21

This definition will result in the following operation:

$$DA\_5[21] = (( ( DA\_1[0] / DA\_2[1] ) - DA\_3[2] ) * DA\_4[3] )^2$$

Math
Task_Name , Scan_Interval , DAI1 , DOI1 , DAI2 , DOI2 , FN1 , DAO , DOO
Task_105 , 1 , DA_1 , 0 , DA_2 , 0 , Per , DA_5 , 0

This definition will result in the following operation:

$$DA_5[0] = DA_1[0] \text{ Per}(\%) DA_2[0]$$

Or

$$DA_5[0] = (DA_1[0] / DA_2[0]) * 100$$

i.e. if DA\_1[0] = 10 and DA\_2[0] = 20 then this means Da\_1[0] is 50 % of Da\_2[0] so DA\_5[0] will contain 50.

### 5.3.4 Optional Parameters

Parameter	Description	Legal Values
Length*	Specifies the number of consecutive source Data Array values from all defined source Data Arrays (egg DAI1 ...DAI4) to be operated on and to store a result at consecutive target locations, starting at the respective offsets.	Any positive integer
Task_Name*	If a task name is specified, the move operation becomes a repetitive task on the FieldServer and the data will be updated on a regular basis.	Any string
Scan_Interval*	Specifies the time interval at which the task will be repeated. A task name must be specified if a scan interval is specified.	>0.1s, 2s
Truncate Result*	This function causes all intermediate and final results to be stored after truncating. Refer to the example in Section 5.3.4.1	Yes, -

#### 5.3.4.1 Truncate Result Example

Math
DAI1 , DAI2 , DAI3 , FN1 , FN2 , DAO , DOI1 , DOI2 , DOI3 , DOO , Length , Truncate_Results
DA_X , DA_17 , DA_17 , DIV , MULT , DA_Z , 0 , 0 , 0 , 0 , 1 , Yes

If DA\_17[0] = 17 and DA\_X[0]=100=x

DA\_Z[0]=(x/17)\*17 will be = 85 NOT 100

## 5.4 Logic

Logic functions implement Boolean functions (True/False statements) of bit Data Array values. Single-operator logic can be incorporated into Moves, but Multi-operator/operand logic must be defined in the Logic block

### 5.4.1 Logic as a Moves Function

The length of the Move defines the number of input operands. For binary operators [AND, OR] all operands are combined and a single output is produced. For the unary operator [NOT] an output is produced for every input, and is stored in sequence starting at the output location.

### 5.4.2 Standalone Logic

The logic definition allows up to four source data locations, up to four logic operations, and one output data location. Operands are kept on a “stack” and are operated on in the sequence in which they have been defined. Logic functions consume 1 or 2 stack variables as inputs (2 for AND, OR, and 1 for NOT) and leave the output on the stack, ready to be used by the next defined logic operation. The output of each operation becomes an input to the next operation, along with the next defined operand.

Fields Specific to the Logic Definition	
DAI1...DAI4 :	input Data Arrays 1 through 4
DOI1...DOI4 :	input Data Array offsets 1 through 4
DAO:	output Data Array
DOO:	output Data Array offset
FN1...FN4:	logic functions 1...4 (permitted values: And, Or, Not, - (no setting))

#### 5.4.2.1 Logic Usage Example:

Logic															
Task_Name	Scan_Interval	DAI1	DOI1	DAI2	DOI2	DAI3	DOI3	DAI4	DOI4	FN1	FN2	FN3	FN4	DAO	DOO
Task_105	1	DA_1	0	DA_2	1	DA_3	2	DA_4	3	AND	OR	AND	NOT	DA_5	21

This definition will result in the following operation:

$$DA\_5[21] = \sim ( ( DA\_1[0] \& DA\_2[1] ) | DA\_3[2] ) \& DA\_4[3] )$$

## 5.5 Scaling

When writing a configuration file for the FieldServer, it may be required for the FieldServer to scale data before passing it on to the receiving devices. This can be accomplished in three different places in the FieldServer configuration:

- In the Client Side Map Descriptor section by adding scaling parameters.
- In the Server Side Map Descriptor section by adding scaling parameters
- In the Moves section by adding Scaling Parameters.

In all cases, four keywords are added to the section that needs to be populated with the necessary scaling parameters. The FieldServer makes use of the four scaling parameters to calculate a slope and offset for scaling all incoming values. It is possible therefore, to do any linear value conversion that may be required.

### 5.5.1 Map Descriptor Scaling

For the first two cases where keywords are added to the map descriptors, the four keywords to be used along with their valid ranges are as follows:

Column Title	Function	Legal Values
Data_Array_Low_Scale	Scaling zero in Data Array	Any signed 32-bit floating point value. <b>0</b>
Data_Array_High_Scale	Scaling max in Data Array	Any signed 32-bit floating point value. <b>100</b>
Node_Low_Scale	Scaling zero in Connected Node	Any signed 32-bit floating point value. <b>0</b>
Node_High_Scale	Scaling max in Connected Node	Any signed 32-bit floating point value. <b>100</b>

#### 5.5.1.1 Scaling function example - Converting Celsius to Fahrenheit:

The following portion of a Map Descriptor example shows the settings required for a Client Map Descriptor to take a Fahrenheit temperature reading and store it into the Data Array as a Celsius value. Note that these parameters do NOT define the data range, thus a temperature of 500<sup>o</sup> F will still be properly converted.

Data_Array_Low_Scale	,	Data_Array_High_Scale	,	Node_Low_Scale	,	Node_High_Scale
0		, 100		, 32		, 212

### 5.5.2 Scaling using Moves

It is also possible to scale values while moving data between Data Arrays. Doing the scaling this way often provides more visibility as it is then possible to view both scaled and unscaled data in the Data Arrays. The keywords for scaling in the moves section are different from the Map Descriptor keywords in order to avoid confusion, but function in much the same way. The keywords are:

Column Title	Function	Legal Values
Source_Low_Scale	Scaling zero in Source Data Array	Any signed 32-bit floating point value. <b>0</b>
Source_High_Scale	Scaling max in Source Data Array	Any signed 32-bit floating point value. <b>100</b>
Target_Low_Scale	Scaling zero in Destination Data Array	Any signed 32-bit floating point value. <b>0</b>
Target_High_Scale	Scaling max in Destination Data Array	Any signed 32-bit floating point value. <b>100</b>

#### 5.5.2.1 Moves Scaling function example – Multiplying values by 10:

The following move example shows 5 values being moved from one Data Array to another (DA\_Unscaled=>DA\_Scaled). During the move, the values are multiplied by 10, because the scaling parameters state that “A value from 0 to 10 in the Source is being represented as a value from 0 to 100 in the Target”. Again, these do not represent limits, and so a value of 500 would also be scaled properly and end up as 5000 in the Target Data Array Offset.

Moves									
Function	, Source_Data_Array	, Source_Offset	, Target_Data_Array	, Target_Offset	, Length	, Source_Low_Scale	, Source_High_Scale	, Target_Low_Scale	, Target_High_Scale
Scale	, DA_Unscaled	, 00	, DA_Scaled	, 00	, 5	, 00	, 10	, 00	, 100

## 5.6 Preloading Data Arrays with Initial Values

### 5.6.1 Introduction

Preloads provide a technique which allows parts of one or more Data Arrays to be initialized to specified values. The Preloads are defined in a configuration file and loaded once when the configuration file is loaded as the FieldServer starts.

It is also possible to use the FieldServer scripting language to have the FieldServer load a configuration file and then poke values into the Data Arrays. For more information on this technique call FST Tech Support.

### 5.6.2 Parameters used to define Preloads

Section Title		
Preloads		
Column Title	Function	Legal Values
Data_Array_Name	Name of the Data Array to be preloaded. The Data Array must exist or be defined in the configuration file and its definition must precede the preload that references it. If not, System Error Message 10117 will be printed.	Up to 15 alphanumeric characters
One of the following: Data_Array_Offset Preload_Data_Index Location Data_Array_Location Data_Array_Index Buffer_Offset	The location in the Data Array to be preloaded.	0 to maximum where maximum is the length of the Data Array being referenced less 1. e.g. If the Data Array length is 200, the maximum value of this parameter is 199.
Length	Not used. A length of 1 is always applied.	
One of the following: Preload_Data_Value Preload_Value	Specify the value to be used to initialize the Data Array Location. If the Data Array specified is a Data Array of Complex Data Objects (CDO) then the kernel stores the value to the objects 'Present_Value' field. The value is assumed to be a floating point value and the format specified by the parameter below is ignored.	Any number – may be specified with a fractional part, e.g.0, 1, 1.01,-1, 123.456 A String <sup>7</sup> .
One of the following: Preload_Data_Format* Data_Array_Format* Data_Format*	This parameter tells the kernel how to interpret and apply the value specified using the "Preload_Data_Value" parameter. (not to be confused with the format of the Data Array).	Float, Bit, Byte, Uint16, <b>Uint32</b> , Int16, Int32, String <sup>8</sup> , -
Preload_Obj_Name*	If this parameter is specified then the kernel takes the value specified by the parameter and uses it to assign a 'Name' to the Data Array object if the Data Array is an array of Complex Data Objects (CDO).	A maximum of 39 characters. Leading/trailing spaces and tabs are ignored. Commas not supported; support for other special characters unknown, -

<sup>7</sup> Strings: This has been tested with strings up to 320 characters long. Leading and trailing spaces and tabs are ignored, commas cannot be used and support for other special characters is unknown. Format must be specified as 'STRING'. The case of the characters is preserved.

<sup>8</sup> Must be specified as String if Preload\_Value is String.

### 5.6.3 Limitations and Operational Considerations

- Each Data Array location to be preloaded requires its own preload line in the configuration file.
- The value specified must be compatible with the format of the Data Array – e.g. Integer arrays cannot be preloaded with numbers that contain fractions.
- Preloads cause Data Array updates. The FieldServer kernel does not differentiate between an update on a Data Array performed as a preload or as the result of a store after processing a protocol message. If the Data Array point is associated with a Map Descriptor using the Write-on-update (Wrwb) function or an Rdbx function set to “Write through”, the preload will trigger the write. Refer to Section 4.3.3 for more information.
- The ‘Preload\_Data\_Format’ must not be confused with the format of the Data Array being preloaded. The ‘Preload\_Data\_Format’ tells the kernel how to interpret the number specified by the ‘Preload\_Data\_Value’ parameter. Example: If ‘Preload\_Data\_Format’ is set to Byte then the preload value is cast to a byte\* before being stored in the Data Array.

### 5.6.4 Example 1 – Load a Value

Preloads			
Data_Array_Name	Preload_Data_Value	Preload_Data_Format	Preload_Data_Index
DA_SDA1	, 11	, -	, 0

The Data Array named ‘DA\_SDA1’ must have been previously defined in the configuration file or else there will be a configuration error.

Format specified with a dash, therefore the value 11 will be type cast to an unsigned 32-bit integer. Omitting the value altogether would have the same effect.

**Note:** If the format of the Target Data Array is “Bit”, then the value 11 will not be stored as Bit arrays can only store 1 and 0.

### 5.6.5 Example 2 – Load a Value – Effect of Target Data Array Format

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
DA_1	, FLOAT	, 20
DA_2	, BYTE	, 20

The value 257 is cast to a floating point number.

The value 257 will be stored

Only numbers in the range 0-255 inclusive can be stored in a BYTE array. The kernel chops off the part of the number that exceeds the byte. Therefore the value stored will be 1.

Preloads			
Data_Array_Name	Preload_Data_Value	Preload_Data_Format	Preload_Data_Index
DA_1	, 257	, FLOAT	, 0
DA_2	, 257	, FLOAT	, 0

### 5.6.6 Example 3 – Load a Value – Negative Numbers

Only SINT16, SINT32 and FLOAT formatted Data Arrays can store negative numbers. The Preload\_Data\_Format must also be specified with one of those formats. Preload\_Data\_Format must be cast so that the sign is preserved and then stored in a Data Array whose format can support negative numbers.

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
DA_1	, FLOAT	, 20

Preloads			
Data_Array_Name	Preload_Data_Value	Preload_Data_Format	Preload_Data_Index
DA_1	, -1	, FLOAT	, 0

### 5.6.7 Example 4 – Load a Value – Floating Point Numbers

Only FLOAT formatted Data Arrays can store floating point numbers. The Preload\_Data\_Format must also be specified with 'FLOAT'. In this example the value 123.456 is stored to the 11th element (index 10) of the Data Array called 'DA\_1'

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
DA_1	FLOAT	20

Preloads			
Data_Array_Name,	Preload_Data_Value,	Preload_Data_Format,	Preload_Data_Index
DA_1,	123.456,	FLOAT,	10

### 5.6.8 Example 5 – Load a Value – Strings (1)

Strings can be stored in Data Arrays of any format. If the Data Array format is UINT32 or SINT32 then the kernel will store two characters from the string in each Data Array element.

Data_Arrays		
Data_Array_Name,	Data_Format,	Data_Array_Length
DA_1,	, FLOAT,	, 20

Preloads			
Data_Array_Name	Preload_Data_Value	Preload_Data_Format	Preload_Data_Index
DA_1	, Revision 123aA	, STRING	, 1

The string 'Revision 123aA' is stored starting in the 2nd element (index 1) of the Data Array named DA\_1.

## 5.6.9 Example 6 – Load a Value – Strings (2)

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
DA_1	, Uint32	, 20

Preloads			
Data_Array_Name	Preload_Data_Value	Preload_Data_Format	Preload_Data_Index
DA_1	, ABCD	, String	, 0

The value found in the 1st element of the Data Array will be 0x4241 (Ascii value of A) and the value found in the 2nd element will be 0x4443 (Ascii value of B). A UINT32 Data Array can store 2 characters per element.

## 5.6.10 Example 7 – Load a value - Casting

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
DA_1	, FLOAT	, 20
DA_2	, FLOAT	, 20

Both Data Arrays are formatted as FLOAT and are therefore capable of storing the value 257.

Preloads			
Data_Array_Name	Preload_Data_Value	Preload_Data_Format	Preload_Data_Index
DA_1	, 257	, FLOAT	, 0
DA_2	, 257	, BYTE	, 0

The value 257 will be cast to a byte before it is stored. Only numbers in the range 0-255 inclusive can be stored in a BYTE. The kernel chops off the part of the number that exceeds the byte and then stores this truncated value in the FLOAT array. Thus the value 257 will be stored in the 1st element of DA\_1 and the value 1 in the 1st element of DA\_2.

## 5.6.11 Example 8 – Load an Object name

In the example below a Complex Data Object for Analog Outputs is created with 20 objects. The preload sets the name of the 1st object (index 0) to the string 'ABCDEFGHJKLMNOPQRSTU' as well as setting the value of the Present Value field in the object to zero.

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
DA_1	, AO	, 20

Preloads			
Data_Array_Name	Preload_Data_Value	Preload_Data_Format	Preload_Data_Index
DA_1	, ABCDEFGHJKLMNOPQRSTU	, String	, 0

## 5.7 Loading Data\_Array Values from the FieldServer's Non-Volatile Memory

If the value in the Data Array changes, the FieldServer can be configured to save this changed value to its Non-Volatile Memory up to 3 times a minute using the DA\_Function\_After\_Store Parameter. On startup the value will be loaded from the Non-Volatile Memory into the Data Array. This value will only be stored 3 times a minute, so if more writes than that are done, the values will be stored in the Data Array, but not to the Non-Volatile Memory. Storing this value has performance impacts, so care must be taken to store this value only if needed.

There is a limit to the number of values that can be stored from a single data array:

UINT32: 9

FLOAT: 9

SINT32: 9

UINT16: 19

SINT16: 19

BYTE: 39

### Example

Data_Arrays			
Data_Array_Name	Data_Format	Data_Array_Length	DA_Function_After_Store
DA_NV_UINT32	, UINT32	, 1	, Non_Volatile

## 6 NODE MANAGEMENT

### 6.1 Data Array Functions

#### 6.1.1 Node Status Function

The Node Status Function is a Data Array function which provides the communication status between the FieldServer and the actively mapped Nodes. The online status of a particular Node is indicated in the Node Status Data Array. If the communication status is good then the Node Status is set to 1. The communication status goes bad if it does not receive a response to a poll. The offset number in the Data Array is equivalent to the station address of the Node. Refer also to Section 9, Appendix C.2 and Appendix C.4.5.

**Example:**

If seven Nodes are connected to the FieldServer, when the Node with ID 5 is online, the sixth bit of the Data Array configured for the function Node Status will be set to 1. (zero bit is unused)

Typical Data Array Parameters are:

Section Title		
Data_Arrays		
Column Title	Function	Legal Values
Data_Array_Name	Provide name for Data Array	Up to 15 alphanumeric characters
Data_Format	Provides Data format	Bit
Data_Array_Length	Number of Data Objects	1 to <b>256</b>
Data_Array_Function	Special function for Data Array	Node_Status

Data Arrays			
Data_Array_Name	, Data_Format	, Data_Array_Length	, Data_Array_Function
DA_Comm_OK	, Bit	, 256	, Node_Status

### 6.1.2 Alias\_Node\_ID

If you have two Nodes with the same Node\_ID or your Node\_ID's are longer than 255, the Node Status Function as described above will not work correctly. In such cases, each Node can be assigned an Alias\_Node\_ID which can be used to provide Node Status.

Typical Data Array Parameters are:

Section Title		
Data_Arrays		
Column Title	Function	Legal Values
Data_Array_Name	Provide name for Data Array	Up to 15 alphanumeric characters
Data_Format	Provides data format	BIT
Data_Array_Length	Number of Data Objects	Minimum of 256 bits
Data_Array_Function*	Special function for the Data Array	Alias_Node_Status, <b>None</b>

### 6.1.3 Alias\_Node\_ID - Example:

A Data Array has been defined to report the status of the Nodes in the configuration using the Alias\_Node\_ID. Each Node that has been allocated an Alias\_Node\_ID will have the corresponding bit in the Data Array set/unset based on the Node's status.

Data Arrays			
Data_Array_Name	, Data_Format	, Data_Array_Length	, Data_Array_Function
Comm_Bits	, Bit	, 900	, Alias_Node_Status

Nodes						
Node_Name	, Node_ID	, Alias_Node_ID	, Protocol	, Port	, Retry_Interval	, Recovery_Interval
N1	, 1	, 3	, Modbus_RTU	, P1	, 0.1s	, 0.1s
N3	, 1	, 300	, Modbus_RTU	, P2	, 0.1s	, 0.1s

Alias\_Node\_Status differs from Node\_Status as follows:

- If a Node does not have an Alias\_Node\_ID defined then that Node's status will not be reflected in the Data Array.
- The Alias\_Node\_ID's can be any positive whole number including zero up to the limit of the maximum Data Array size.

### 6.1.4 Node\_Online\_Bits

This Data Array function allows the user to specify Nodes and Subnets for which communication status is required.

**Example:**

Typical Data Array Parameters are:

Section Title		
Data_Arrays		
Column Title	Function	Legal Values
Data_Array_Name	Provide name for Data Array	Up to 15 alphanumeric characters
Data_Format	Provides Data format	Bit
Data_Array_Length	If specified, this allows the user to configure the number subsequent nodes after the Node_ID.	1 to 256
Data_Array_Function	Special function for Data Array	Node_Online_Bits, <b>None</b>
Node_ID*	If configured, the Node address of the specified Node will be at offset 0. The length parameter will be used to determine the number of Node addresses starting from the Node_ID. If not declared or specified as -, Node_ID 0 will be at offset 0.	1 to 256, -
Subnet_ID*	This allows the subnet of the Node to be declared. If subnets are not used, this parameter can be excluded. If specified as -, the subnet is ignored and all Nodes will be found.	0 to 256, -

Data_Arrays					
Data_Array_Name	Data_Format	Data_Array_Length	Data_Array_Function	Node_ID	Subnet_ID
Node_on_Net	, Bit	, 30	, Node_Online_Bits	, 1	, -
Node_on_Net1	, Bit	, 30	, Node_Online_Bits	, 1	, 1
Node_on_Net2	, Bit	, 30	, Node_Online_Bits	, 10	, 2
Node_on_Net3	, Bit	, 30	, Node_Online_Bits	, 10	, 3
Node_on_Net4	, Bit	, 30	, Node_Online_Bits	, 10	, 4
Node_on_Net5	, Bit	, 30	, Node_Online_Bits	, 10	, 5

## 6.2 Connection Parameters

### 6.2.1 Node\_Retire\_Delay

When a FieldServer is started up, it polls all Nodes. Nodes that respond within the specified timeout period (seconds) will be marked online. Nodes failing to respond within the timeout period will be repeatedly polled for the length of time specified in the Node\_Retire\_Delay parameter (seconds). Once this period has expired, there will be one further poll and if the Node does not respond within the specified timeout period, it will be retired. The FieldServer must be restarted for retired or new Nodes to be identified. This is an optional parameter. If not set, the FiledServer will continue retrying indefinitely. This would be useful in a situation where there are plans for expansion and some Nodes have not yet been installed and so would never respond.

#### **Example**

Connections					
Port	, Timeout	, Node_Retire_Delay			
P1	, 0.2	, 10			
P2	, 0.2	, 10			
P3	, 0.2	, 10			
Nodes					
Node_Name	, Node_ID	, Protocol	, Port	, Retry_Interval	, Recovery_Interval
Dev1	, 1	, Modbus_RTU	, P1	, 0	, 0
Dev2	, 2	, Modbus_RTU	, P2	, 0	, 0
Dev3	, 3	, Modbus_RTU	, P3	, 0	, 0

## 6.3 Node Parameters

### 6.3.1 Node Offline Action .

This function allows the user to clear the values from a Data Array if the associated active connection to a Passive Node is lost. By default, the last values obtained from the Passive Node will remain in the Data Arrays if the connection is lost. This functionality has been implemented for the following protocols: BACnet IP, BACnet MSTP, Lonworks, and Metasys N2. A configuration example follows:

Nodes					
Node_Name	, Node_ID	, Protocol	, Port	, Address_Type	, Node_Offline_Action
PLC_12	, 12	, Modbus_RTU	, P1	, ADU	, Clear_data_Array
PLC_13	, 13	, Modbus_RTU	, P1	, PDU	, No_Action

## 7 DYNAMIC PARAMETERS

Most FieldServer parameters are specified in a configuration file and are fixed. A growing number, however, may be changed dynamically using values found in Data Arrays. We call these Dynamic Parameters.

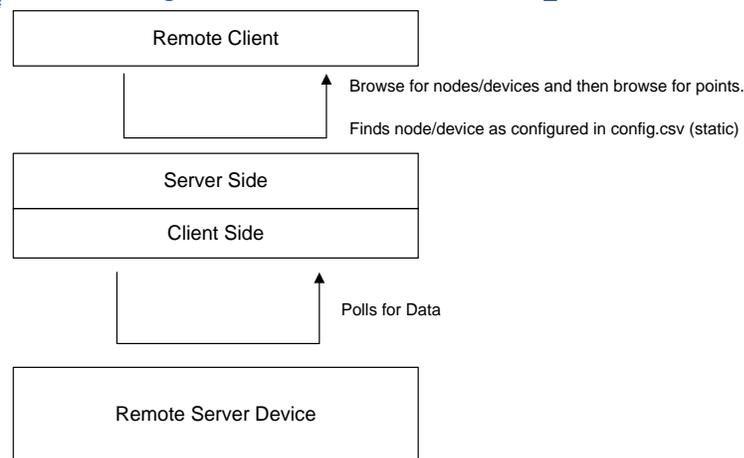
The following parameters can be dynamically configured.

Parameter	Section Title	Notes
Node_ID	Nodes	This parameter typically describes the Server device address of a communications session.
System_Node_ID	FieldServer	Many drivers use this parameter and the 'meaning' of the parameter is dependent on its context. e.g. BACnet: Used as the MAC address DNP3: Used as the local station ID
BACnet_MAC_Address	FieldServer	Similar to changing the System_Node_ID but specifically designed for use on ProtoCessors because it also writes the new ID down to the PIC where BACnet is implemented.
Baud	Connections	The Baud rate on a connection can be changed dynamically from the value in a data array.

### 7.1.1 Dynamic allocation of Node\_ID or Station number

Almost all FieldServer configurations consist of a Server and Client side. The Client side of the FieldServer reads data from the Server device. The Server side of the FieldServer then serves this data to remote Client Nodes using a different protocol. The configuration of the Server Side of the FieldServer is done in a configuration file and as such is fixed. This is illustrated in the diagram below.

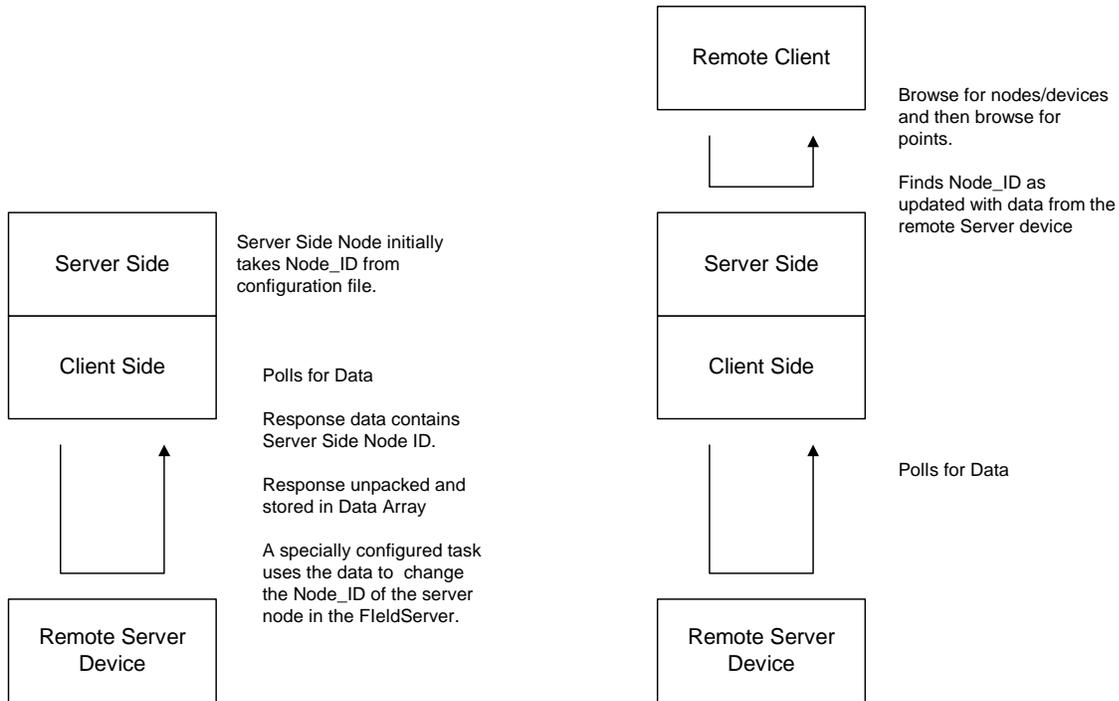
#### 7.1.1.1 Diagram 1: Static Server Side Node\_ID



It is possible to control the Node\_ID of the Server Node by including a special task in the Configuration file that watches the value of a single element of a Data Array. When the value is updated then this task takes the value and replaces the Node\_ID of a designated Node so that its new Node\_ID is the value found in the Data Array. This is illustrated in the following diagram.

This new Node\_ID can be saved to the Non-Volatile Memory so that it isn't lost on a power cycle. When the device starts up again, the stored value will be used.

7.1.1.2 Remote Client finds a Node with Node\_ID dependent on the data read from the remote Server device.



### 7.1.2 Map Descriptor Parameters specific to Dynamic Parameters

Section Title		
Map Descriptors		
Column Title	Function	Legal Values
Function	Function of Client Map Descriptor	Change_Node_ID Change_System_Node_ID Change_System_MAC_Addr
Descriptor_Name	Name of the Object that will be affected by the Dynamic Parameter function.	One of the Node names specified as described in Appendix C.4.5, or the Bridge Title of the FieldServer specified as described in Appendix C.4.1. Refer to examples below for more information.
Data_Array_Name	Name of Data Array from which the parameter value is taken.	One of the Data_Array_Names specified as described under Appendix C.4.2
Data_Array_Offset*	Offset into the Data Array from which the parameter value is taken.	0 to (Data_Array_Length -1) as defined in Appendix C.4.2
Low_Limit*	These parameters can be used to define a range of offsets that are affected by this command.	Positive integer, 0, -
High_Limit*		
Save*	The save value enables or disables making the change permanent. If yes, the value will be stored and used next time on start-up as the Node_ID. If no, the change will only remain until the next power cycle, at which time the value in the configuration file will be used.	Yes, No
Load_csv_with_parameter		

### 7.1.3 Examples

#### 7.1.3.1 Example 1- Dynamic Allocation of Node ID

The parameter value is taken from the specified Data Array and Data Array Offset, and is used to modify the parameter specified under Function of the object (e.g. Node) specified under Descriptor\_Name, subject to the limits set by Low\_Limit and High\_Limit.

In this example, when the value of Node\_Array offset 160 is updated (presumably by a driver) then the FieldServer will check the value is in the range 0 to 255 inclusive. If it is, it will look for the Node called 'PLC\_1'. If found, the Node\_ID will be changed to the new value.

Dynamic_Parameters							
Function	, Descriptor_Name	, Data_Array_Name	, Data_Array_Offset	, Low_Limit	, High_Limit	, Save	
Change_Node_ID	, PLC_1	, Node_Array	, 160	, 0	, 255	, Yes	

### 7.1.3.2 Example 2 – Dynamic Allocation of System Node ID

The FieldServer watches DA\_NODE\_ID\_NEW offset 0. When the data is updated, the FieldServer looks for a Node named 'NODE\_1'. If a valid one is found then the NODE\_ID of that Node will be changed and the FieldServer will print a message reporting the change.

Dynamic_Parameters						
Function	Descriptor_Name	Data_Array_Name	Data_Array_Offset	Low_Limit	High_Limit	Save
Change_System_Node_ID	NODE_1	DA_NODE_ID_NEW	0	0	255	Yes

The Low\_Limit and High\_Limit parameters may be omitted in which case the Node\_ID is not validated against them.

The save value enables or disables making the change permanent. If yes, the value will be stored and used next time on start-up as the Node\_ID. If no, the change will only remain until the next power cycle, at which time the value in the configuration file will be used.

### 7.1.3.3 Example 3- Dynamic allocation of the BACnet MAC address

Configuration and operation is the same as changing the System\_Node\_ID except that this command not only changes the value of the System\_Node\_ID parameter it also causes the firmware to write to the underlying PIC on the FieldServer to have it start using the new ID.

Dynamic_Parameters						
Function	Descriptor_Name	Data_Array_Name	Data_Array_Offset	Low_Limit	High_Limit	Save
Change_System_MAC_Addr	Bridge1	DA_NODE_ID_NEW	0	0	255	Yes

In the example above, the FieldServer watches offset zero of the Data Array called DA\_NODE\_ID\_NEW. If it changes and the new number is valid (in range) then the 'Bridge' section of the configuration file is scanned until a bridge whose 'Title' matches the descriptor name' is found. Once found, the value of the System\_Node\_ID is updated and the driver writes the new ID down to the PIC on which the BACnet driver has been implemented.

The Low\_Limit and High\_Limit parameters may be omitted in which case the Node\_ID is not validated against them.

The save value enables or disables making the change permanent. If Yes, the value will be stored and used next time on start-up as the System\_MAC\_Addr. If No, the change will only remain until the next power cycle, at which time the value in the configuration file will be used.

### 7.1.3.4 Example 4 – Dynamic Allocation of the connection Baud Rate

The Baud Rate on a connection can be dynamically changed from a Data Array Value by one of the following methods:

#### **Method 1:** Using pre-mapped Data Array values to Baud Rates

By defining the Data Array format as Baud, a responsible Map Descriptor can be used to dynamically change the Baud Rate on the associated connection. In the Example the below the Baud Rate on the R1 connection will be set to 9600 at startup, and will be changed to one of the following Baud Rates (if supported) whenever the Map Descriptor stores a value in the Data Array:

Data Array Value	Baud Rate
0	Default
1	110
2	300
3	600
4	1200
5	2400
6	4800
7	9600
8	19200
9	20833
10	28800
11	38400
12	57600
13	76800
14	115200

Specify the Data Format as Baud. This forces the use of the Values/Baud Rate table above.

```
Data_Arrays
Data_Array_Name      , Data_Format      , Data_Array_Length
DA_BAUD              , BAUD              , 1
```

The Connection, Node and Map Descriptor examples below apply to both methods.

```
Connections
Port                , Baud      , Parity    , Data_Bits  , Stop_Bits  , Protocol
R1                  , 9600      , None     , 8          , 1          , Modbus_RTU
```

```
Nodes
Node_Name          , Node_ID    , Protocol  , Port
MB_RTU             , 11        , Modbus_RTU , R1
```

```
Map_Descriptors
Map_Descriptor_Name , Scan_Interval , Data_Array_Name , Data_Array_Offset , Function , Node_Name , Address , Length
CMD_AO1            , 1.0s         , DA_BAUD        , 0                 , RDBC    , MB_RTU   , 40001  , 1
```

### **Method 2:** Using actual Baud Rate Values

Specify the Data Format as a conventional value data type e.g.: Byte, Uint16, Uint32

```
Data_Arrays
Data_Array_Name      , Data_Format      , Data_Array_Length
DA_BAUD              , UINT32           , 1
```

Only for this method specify a dynamic parameter of Function Baud\_Rate to allow the use of actual Baud Rate values in the Data Array to change the Baud Rate Dynamically e.g. Values of 110, 300, 600, ... 115200 (if supported) stored in the Data Array will cause the Baud Rate to be changed.

```
Dynamic_Parameters
Function  Descriptor_Name  Data_Array_Name  Data_Array_offset
Baud_Rate R1                DA_BAUD          0
```

## 7.1.4 Error Messages

Message	Description
DynParam:#1 Err. Validation impossible. Lo=%f Hi=%f Desc=%s"	The low validation value is greater than the high value. <sup>9</sup>
DynParam:#2 Err. DescName=%s too long.	This message is printed when evaluating a Dynamic parameters task where the function = 'Change_Node_ID'. The maximum length of the descriptor is 32 characters. <sup>9</sup>
DynParam:#3 Err. Node_ID Set from DA. Node=%s not found	While trying to change the Node_ID, the FieldServer could not find a Node whose name matches the task's 'Descriptor_Name' parameter. <sup>9</sup>
DynParam:#4 Err. Node_ID Validation failed. Lo=%ld Hi=%ld Rqd=%d Node=%s	The Node_ID was not changed because the dynamic value extracted from a DA did not satisfy the validation. Check that the devices have been correctly configured. Possibly mapping of DA and offset need adjustment.
DynParam:#5 FYI. Node=%s Id=%d changed to %d (%s:%d=DA:off)	This message is printed each time the Node_ID is successfully updated dynamically. You may ignore this message if it confirms your expectations.
DynParam:#6 Err. DescName=%s too long.	This message is printed when evaluating a Dynamic parameters task where the function = 'Change_System_Node_ID' or 'Change_System_MAC_Add'. The maximum length of the descriptor is 32 characters. <sup>9</sup>
DynParam:#7 Err. System_Node_Id Validtn failed. Lo=%ld Hi=%ld Rqd=%d Node=%s	The value extracted from the DA to be used as a dynamic parameter is out of range (based on the low and high values specified). Review the validation range in the configuration file and also review your mapping. Perhaps the DA:offset does not contain the new ID.
DynParam:#8 FYI. Bridge=%s(%d) Id=%d changed to %d (%s:%d=DA:off)	This is confirmation of a change of a symnica parameter where the function is 'Change_System_Node_ID' or 'Change_System_MAC_Add'. You may ignore this message if it confirms your expectations.
DynParam:#9 FYI. Cant write MAC_ADDR to PIC with this firmware	This message will be printed immediately after #8 if the platform is not a ProtoCessor. It can be ignored.

<sup>9</sup> Edit the configuration, download the modified configuration and reset the FieldServer for the changes to take effect.

## 8 PORT EXPANDER MODE - PEX MODE

Under certain conditions the FieldServer can be configured in a Port Expander Mode where statically configured Map Descriptors are not required to retrieve data from a Server Node.

### 8.1 How Port Expansion Works:

When the FieldServer receives a poll from the Client Node, it scans its internal tables looking for a Map Descriptor that matches the poll. If such a Map Descriptor is found, the FieldServer responds with data from the appropriate Data Array. If no Map Descriptor is found, the FieldServer scans the list of configured Nodes and *creates* a Map Descriptor (cache) to fetch the data from that Node and returns this data to the Client. The FieldServer will continue to retrieve data from the Node for future polls from the Client Node. If the Client Node does not access the data for longer than the time configured under *Cache\_Time\_To\_Live*, (Refer to Appendix C.4) then the FieldServer will stop reading the data and remove the Map Descriptor (cache).

### 8.2 Advantages of Port Expander Mode

Configuration is simpler - the FieldServer automatically creates and deletes Map Descriptors as required. If mapping changes are made to a Client, the FieldServer usually does not need to be reconfigured.

### 8.3 Limitations of Port Expander Mode

Port Expander Mode does not work with all combinations of drivers.

If the FieldServer is used as a Pure Port Expander (Single Protocol) there is no restriction at all, e.g. Modbus RTU Port Expander.

The following families of drivers support Port Expansion within the family:

- Modbus RTU
- Allen Bradley PCCC
- Metasys<sup>®10</sup>

### 8.4 Port Expander Write Options

Three possible scenarios exist for Writes in Port Expansion Mode:

- A Temporary Read Map Descriptor already exists for the point being written.
- A Temporary Write Map Descriptor already exists for the point being written.
- No Temporary Map Descriptor exists for the point being written.

In the first two cases data is simply written through the FieldServer to the Server using the existing Temporary Data Arrays. In the third case, temporary Map Descriptors are created.

It is possible to configure the FieldServer to send an immediate acknowledgement of a write instead of waiting for acknowledgement of successful receipt from the Client. The Node parameter *Write\_Ack\_Option*<sup>11</sup> needs to be configured. Refer to Appendix C.4.

<sup>10</sup> Metasys is a registered trademark of Johnson Controls, Inc

<sup>11</sup> This setting only affects writes to points not configured/existing as read cache Map Descriptors. Writes to existing points on the FieldServer are acknowledged immediately

### 8.5 Handling of Successive Writes to the Same Point

When multiple successive port expansion writes to the same point occur, there is a potential build-up of pending write transactions in the FieldServer, since the Server side may receive write transactions at a faster speed than they are completed on the Client side (depending on the speeds of the respective protocols).

There are two fundamental ways of dealing with the potential accumulation of successive writes to the same point:

- **Overwrite** – any pending write values that have not yet been sent to the Server are overwritten with the latest write value. This is the default option and it ensures that the last value that was received from the Client is written to the Server. Intervening writes may be lost.
- **Blocking** – if it is important to preserve the sequence of write values to the same point (e.g. a switching sequence of on/off transitions), then the Server can be configured to handle writes in a blocking mode. Here successive writes to the same point are queued to a configurable maximum length. Writes are accepted from the Client until the queue is full, at which point further writes will be rejected. This option must be configured on the Server using the following Connection parameters and values:

Column Title	Function	Legal Values
Write_Queue_Mode	Mode for dealing with potential accumulation of successive writes to the same point can be configured.	<b>Overwrite</b> , Blocking.
Write_Queue_Size	The length of the queue can be configured <b>if blocking mode is set</b> . Blocking will occur when there is no more space on the Write_Queue. If size=0 every successive write is blocked. A message will be displayed when blocking occurs, except if the Queue_Size=0.	Non-negative integer, <b>0</b>

Connections
Port , Baud , Parity , Data_Bits , Stop_Bits , Protocol , Handshaking , Poll_Delay , Write_Queue_Mode , Write_Queue_Size , Timeout P1 , 9600 , None , 8 , 1 , Modbus_RTU , None , 0.100s , Blocking , 5 , 8s

### 8.6 Port Expansion Configuration:

The example configuration file for this mode is available from FieldServer Technical Support if needed. Although Map Descriptor configuration is not required, Connections and Nodes do need to be configured.

Connection
Port , Protocol , Server_Hold_Timeout P1 , mb_rtu , 12 P2 , mb_rtu , -

Nodes
Node_Name , Node_ID , Protocol , Port , Timeout , Write_Ack_Option Dev1 , 1 , mb_rtu , P2 , 12 , Ack_Immediate

## 9 TIMING PARAMETERS

Under normal operation, the FieldServer will send a poll request to a Server device and that device will reply with a response. The amount of time between successive poll requests is called the **Scan\_Interval**. The time between receiving a response from a Server device and the next poll request is called the **Poll\_Delay**.

If the FieldServer sends a poll request, and the Server device does not send a response, it is considered a timeout. The time the FieldServer waits before declaring a timeout can be adjusted by the **Timeout** parameter. If a timeout occurs, then the FieldServer will retry the poll request (number of times retried is specified by the **retries** parameter). The interval between **Retries** is specified by the **Retry\_Interval**. The FieldServer will send poll requests at the end of each **Retry\_Interval**. Once the specified numbers of **Retries** have been sent, the FieldServer will mark the Node offline. Once a Node has been marked offline, it will wait for a period specified by **Recovery\_Interval** before sending another poll request.

Once the communications have been re-established, the FieldServer will wait for a period called **Probation\_Delay**, before marking the Node as online.

**Note 1:** The **Ic\_Timeout** parameter monitors the time between characters in a response. If the time exceeds the **Ic\_Timeout**, the response is discarded and is considered a Timeout.

**Note 2:** All parameters in **bold** above are configurable. See table below for where they are configured, and what the defaults will be if they are not configured. Refer also to Appendix C.2.

Parameter	Default Value	Where Used
Scan_Interval	2 seconds	Map Descriptor, Node, Connection
Poll_Delay	0.05 seconds	Connection
Timeout	2 seconds	Map Descriptor, Node, Connection
Retry_Interval	10 seconds	Node
Retries	3 times	Node
Recovery_Interval	30 seconds	Node
Probation_Delay	1 minute	Node
Ic_Timeout	0.5 seconds	Map Descriptor, Node, Connection

**Note 4:** In the case of parameters that may be declared at the Connection, Node or Map Descriptor level, when the parameter is declared at more than one level, the Map Descriptor declaration takes highest priority, followed by the Node declaration and then the Connection declaration.

**Note 5:** A non-response from the remote Server device causes a Timeout. The driver does nothing until a response is received or the timeout period has expired. Thus if a connection has two Nodes and one Node is producing Timeouts this will have the effect of slowing down communication for the other Node in the sense that the driver does nothing while the timeout timer is counting up to its setpoint. Once there is a timeout on one Node, the driver will not retry any Map Descriptors on that Node until the **Retry\_Interval** has expired. Thus during the **Retry\_Interval** the other Node will get 100% of the service.

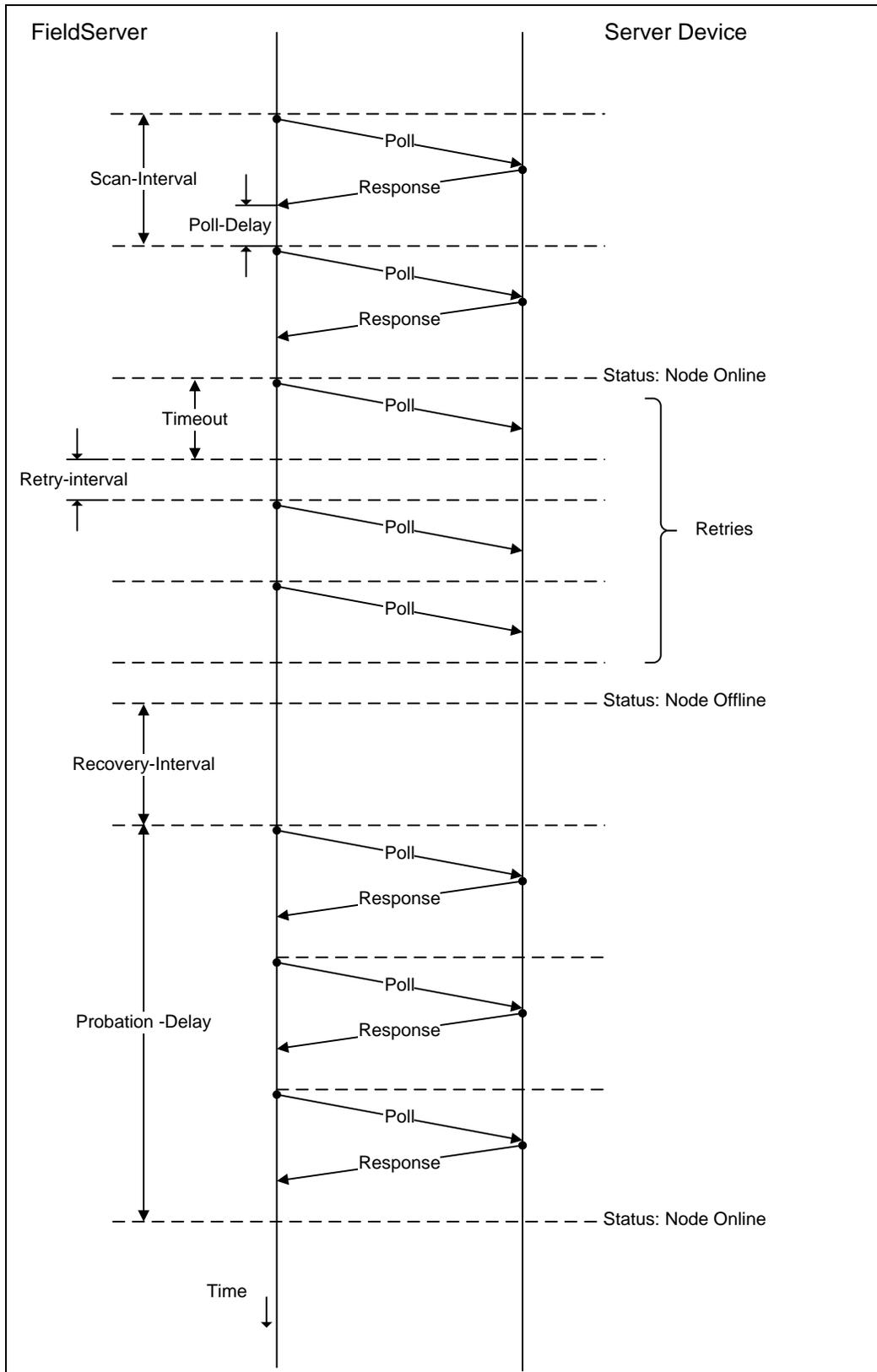


Figure VIII - FieldServer Timing Diagram

## 9.1 Line Drive Parameters

The RS-485 communications connection requires that line drive is asserted before sending a message. When the message is sent, the line drive must be turned off to allow other devices on the network to assert their line drives. Because the assertion and de-assertion of the line drive is not instantaneous, some time needs to be allowed between asserting the line drive and sending the message, as well as between the end of the message and de-asserting the line drive. This time is specified by the Line\_Drive\_On and Line\_Drive\_Off parameters.

If R1 or R2 are declared as ports in the configuration file, then Line\_Drive\_On and Line\_Drive\_Off are set to 1ms by default, and need not be declared in the connection parameters unless the application requires that the line drive times are adjusted.

If Line Drive times are set incorrectly, truncated messages and noise occur. If the time set is too long it could truncate a message from another device. If the time set is too short, the FieldServer's message will be truncated.

For P1-P8 (RS-232), the Line\_Drive parameters default to 0. Line Drive is implemented on FieldServers using the RTS (Request to send) line on the RS-232 connection.

### Example

```
// Client Side Connections
Connections
Port , Baud , Parity , Data_Bits , Stop_Bits , Protocol , Poll_Delay , Line_drive_on , Line_drive_off
P8 , 9600 , None , 8 , 1 , Modbus_RTU , 0.100s , 0.001s , 0.001s
```

**Note 1:** Line\_Drive\_On and Line\_Drive\_Off are not supported in the FS-X30 Series.

**Note 2:** Handshaking is not supported. The RTS line can be enabled by specifying Line\_Drive\_On and Line\_Drive\_Off as non-zero values.

## 9.2 Suppressing Squelch on Half Duplex Communications

Many half-duplex serial communication channels generate noise when the channel switches direction (typically at the end of a transmission burst), causing spurious data to be received at either end. The FieldServer kernel implements a user-configurable timing sequence designed to suppress the reception of this spurious data.

When the transmission ceases and releases the channel, noise can be generated at both the transmitting and receiving end. In a master-slave situation using poll and response messages this leads to four possible instances of squelch generation:

- Squelch received by the master at the end of a master to slave poll transmission.
- Squelch received by the slave at the end of a slave to master response transmission.
- Squelch received by the slave at the end of a master to slave poll transmission.
- Squelch received by the master at the end of a slave to master response transmission.

The first two are examples of what is termed TX squelch, received by the transmitting port at the end of a message, the last two are examples of RX squelch, received by the receiving port at the end of a message.

The timing diagram illustrates the four instances of squelch, and identifies time intervals controlled by two connection parameters, i.e. Squelch\_Timer\_Tx and Squelch\_Timer\_Rx. These timers are activated at the

appropriate moment, and for their duration prevent reception of data. Squelch\_Timer\_Tx starts at the end of a transmission (as defined by RTS becoming inactive), and Squelch\_Timer\_Rx starts at the end of a valid received message (as determined by the protocol driver). Note that the Squelch\_Timer\_Rx is only relevant to Servers as Clients will in any event disregard any spurious data received after a response.

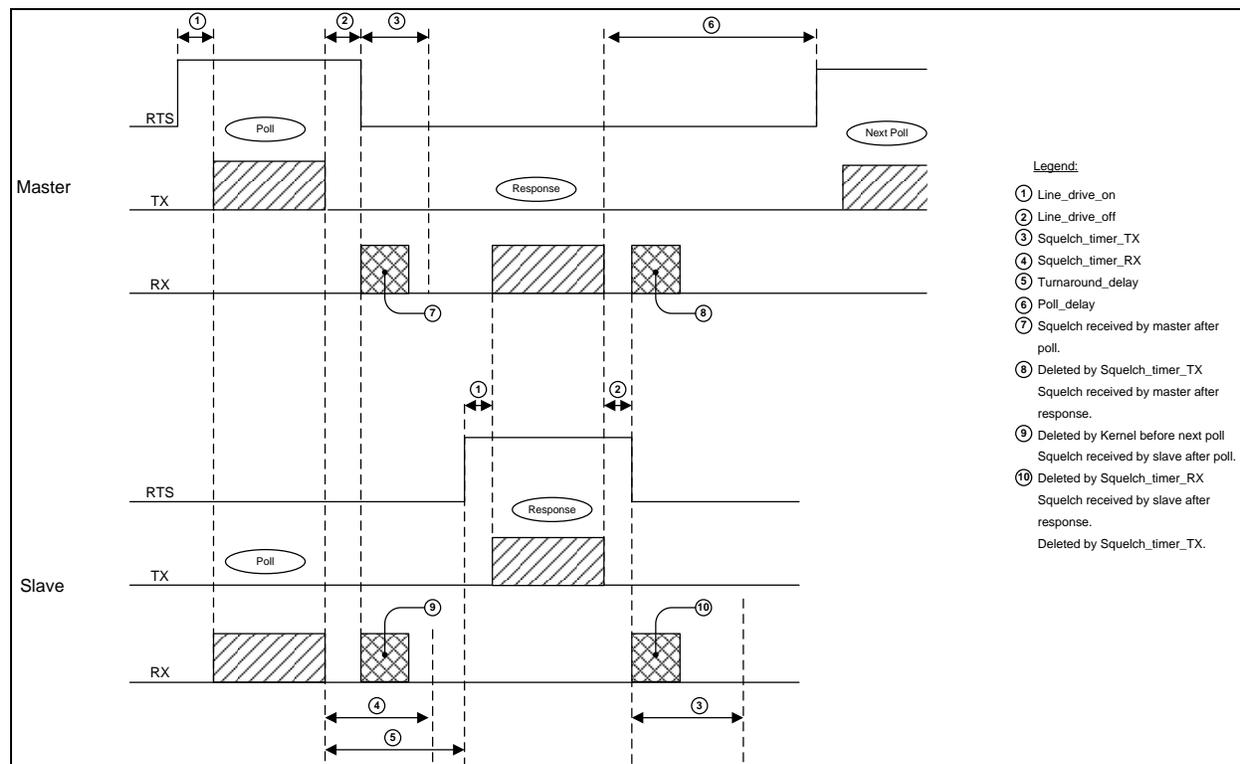


Figure IX: Timing Diagram: Line Drive On/Off, Tx and Rx Squelch, Poll Delay, Turnaround Delay.

**Note:** Squelch\_Timer\_Tx and Squelch\_Timer\_Rx are not supported in the FS-X30 Series.

### 9.2.1 Setting Parameter Values

It is important to prevent the squelch suppression times from overlapping with valid data and interfering with proper communication. The following connection parameters can be configured for the FieldServer:

- Turnaround\_delay This is the time the Server takes to initiate a response after having received a poll. The Client connection must have a Squelch\_Timer\_Tx value less than the turnaround delay.
- Poll\_Delay This is the shortest time the Client will wait between receiving a response message and initiating the next poll. The Server connection must have a Squelch\_Timer\_Tx value less than the poll delay.

**Example:**

Connections						
Port	, Squelch_Timer_Tx	, Squelch_Timer_Rx	, Turnaround_Delay	, Line_drive_On	, Line_drive_Off	
P1	, 0.06	, 0.01	, 0.050	, 0.001	, 0.001	

### 9.2.2 Statistics

Each connection keeps track of the number of bytes suppressed as a result of TX and Rx squelch timers. These may be viewed in the connection statistics screen.

### 9.3 Enable on RS-232 Port

To force the RTS line high on the RS-232 Connection specify Line\_Drive\_Off and Line\_Drive\_On as non-zero values.

Connections								
Port	Baud	Parity	Data_Bits	Stop_Bits	Protocol	Poll_Delay	Line_drive_On	Line_drive_Off
P1	9600	None	8	1	mb_rtu	0.1	0.001	0.001

## 10 HOT STANDBY

### 10.1 Terminology

Term	Description
Active FieldServer	The FieldServer actively polling the field Nodes
Standby FieldServer	A FieldServer which is running, but is not polling field Nodes, nor responding to Client polls. It will assume active status if the Active FieldServer fails to issue a heartbeat in the designated time frame.
Failover Timeout	The time interval between the Active FieldServer failing and the Standby FieldServer preparing to become the Active FieldServer.
Transfer Interval	The total time interval between the Active FieldServer failing and the Standby FieldServer actually resuming communications as the Active FieldServer
Primary FieldServer	The FieldServer designated to be the Active FieldServer on system startup
Secondary FieldServer	The FieldServer designated to be the Standby FieldServer on system startup
Commbit Data Array	Bit Data Array that shows all the online Nodes, one bit per Node address. Practical limit is 255 Nodes, the offset corresponds to the Node_ID.
NodeStat Data Array	Int Data Array that shows all the status of all Nodes, one integer per Node address. Practical limit is 255 Nodes, the offset corresponds to the Node_ID. The value of the integer corresponds to the current Node status.
Hot Standby Status Data Array	A Data Array showing the status of all Hot Standby FieldServers in a pair, e.g. which FieldServer is active, is it the primary or secondary, is the standby FieldServer active, why did the switchover occur, ...

### 10.2 Hot Standby Mode 1<sup>12</sup> (True Hot Standby)

Two FieldServers are used in this configuration, one designated as Active and the other as Passive. The Active FieldServer transmits and receives information from the remote Nodes and transmits a constant heartbeat signal to the Passive unit. On failure of the Active FieldServer, the heartbeat stops and control switches to the Passive FieldServer which consequently becomes the Active FieldServer. This FieldServer now polls the host for data and updates its Data Arrays and from this point maintains communication with the host.

The heartbeat can be transferred via 2 Ethernet ports using either 2 hubs (Figure X) or 2 crossover cables (Figure XI). Two are used in order to preserve the redundant capability of the entire system.

Hot Standby Mode 1 is ideal for straightforward applications where the objective is simply to prevent a FieldServer hardware failure from interrupting communications.

<sup>12</sup> Only Modbus RTU is supported for Hot Standby at present. Most other drivers could use this function but should refer to FST for assistance.

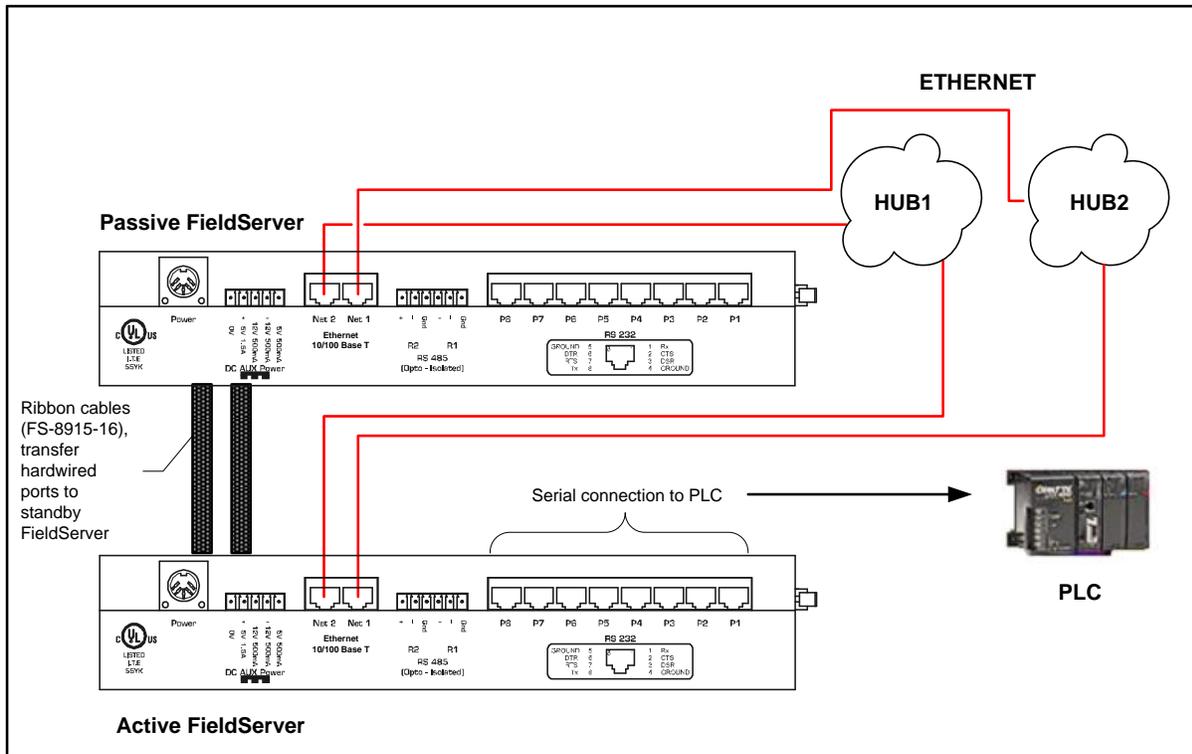


Figure X – Hot Standby Mode 1 – Option 1

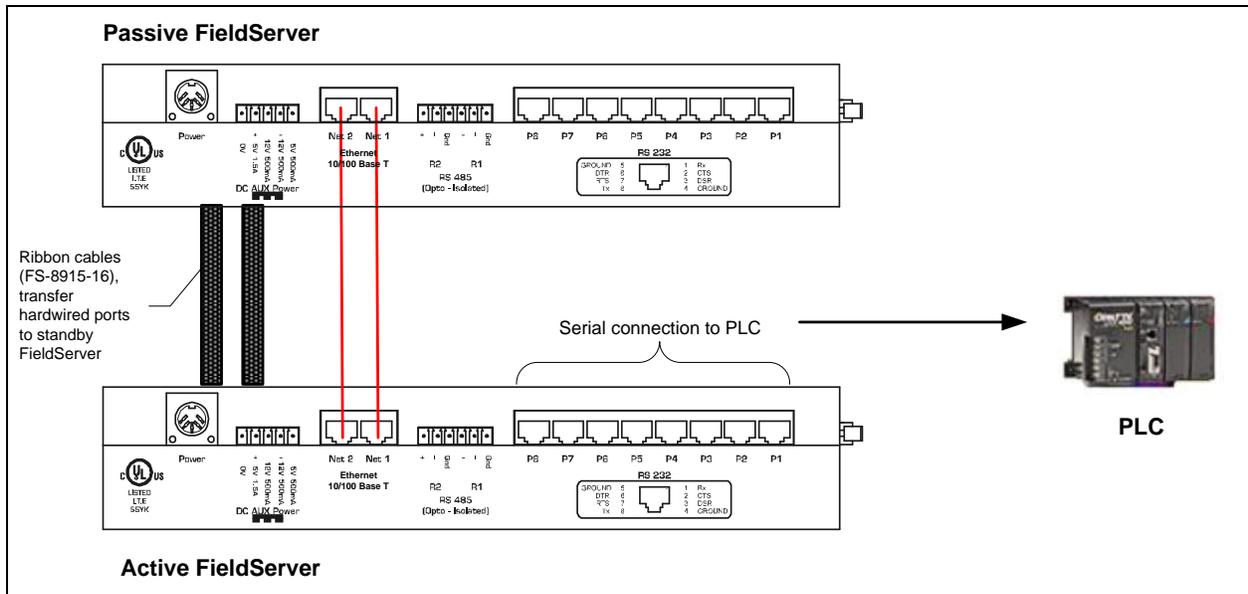


Figure XI – Hot Standby Mode 1 – Option 2<sup>13</sup>

<sup>13</sup> There is no way of connecting a PC to the Ethernet ports or monitoring FieldServers by Utilities when using this option.

### 10.2.1 Limitations of Hot Standby Mode 1

- There is a time latency involved in the switchover process. It takes about 2 seconds to achieve switchover from passive to active mode, and the time taken for data polling and Data Array update needs to be added to this.
- The Passive FieldServer will not respond to polling.
- Data Arrays on the passive FieldServer are not updated until switchover, polling and a successful response from the host has been achieved.

### 10.2.2 Configuring the FieldServer for Hot Standby Mode 1

The required files are HSB\_P.ini and HSB\_S.ini, there is no config.csv file change required.

HSB\_P.ini

```
FieldServer
HS_Pair_Name , Hot_Standby_Mode , HS_Designation
FieldServer1 , Mode1 , Primary
```

HSB\_S.ini

```
FieldServer
HS_Pair_Name , Hot_Standby_Mode , HS_Designation
FieldServer1 , Mode1 , Secondary
```

Connections

```
Connection
Adapter , Channel_Mode
N1 , Hot_Standby
N2 , Hot Standby
```

- Download the HSB\_P.ini file to the FieldServer designated as Primary and the HSB\_S.ini to the FieldServer designated as Secondary.<sup>14</sup> Please note that on the Download screen, the Local and Remote file names need to match.
- Restart the FieldServers. The Activ LED on the FieldServer designated as Primary should be solid yellow.
- Verify the operation by checking the error screen in FS-GUI. There will be a line:
 

System -> Hot Standby (ETH): This FieldServer now ACTIVE.
- Test the Hot Standby Configuration by disconnecting the power from the Primary FieldServer. The secondary FieldServer's Active LED should show solid Yellow and the Error screen should show an ACTIVE message as above. Reconnecting the power to the Primary FieldServer and disconnecting the power to the Secondary FieldServer should reinstate the original behavior of the FieldServer.

<sup>14</sup> Refer to the Utilities manual for information on file downloading.

### 10.3 Hot Standby Mode 2 (Dual Redundant Mode)

In this mode, both the Primary and the Secondary system are continuously active and the Data Arrays of both systems are continually updated. Each system keeps an image of what is happening in its complementary system. Figure XII shows how the dual image allows for multiple data paths, which in turn provide a high level of data redundancy.

Hot Standby Mode 2 is intended for more complex applications where requirements are more stringent. Consequently, configuration is more complex.

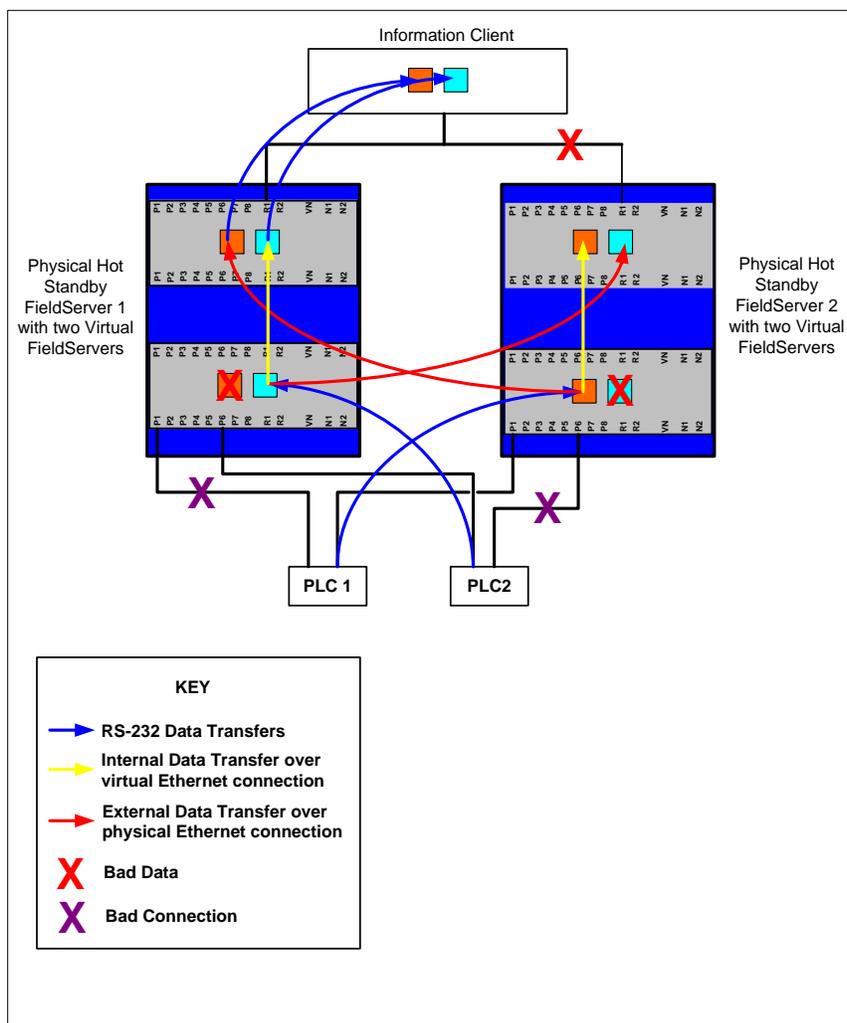


Figure XII - Diagram Showing Data Integrity achieved using Virtual FieldServer Concept even with cable failures and bad data.

Mode 2 Hot Standby introduces the following new concepts to FieldServer configuration.

- Single Port Server
- Dual Port Server
- Tiers – SCADA and PEX
- Keepalive Map Descriptors
- Server Name

### 10.3.1 Single Port Server:

Most devices (information Servers) that wait to be polled for data are only capable of communicating with one Master device through one port at any time. The method employed by FieldServer to achieve redundancy with these devices is depicted in Figure XIII.

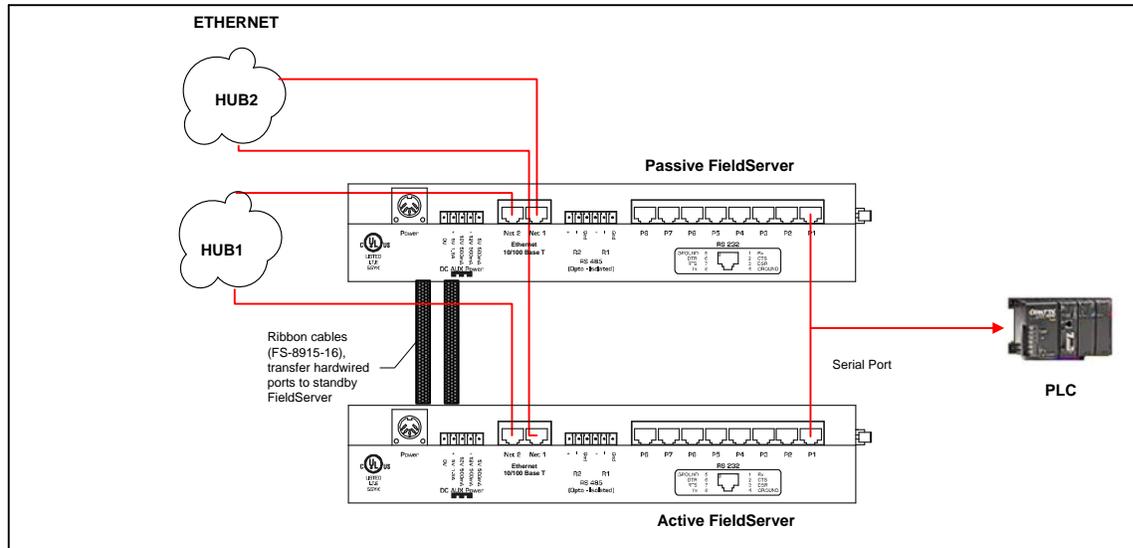


Figure XIII- Single Port Server

The RS-232 ports of the two FieldServers are routed via an RS-232 splitter device allowing them to be connected to the single RS-232 port of the PLC. These splitter devices are robust and manufactured using just a few passive electronic devices (diodes), to minimize the chances of failure. In this arrangement the two FieldServers have to poll the Server alternately to prevent serial message collisions. A token passing method is used to achieve this. The FieldServer with the token is allowed to poll the Server on its serial port. When the response is received, the token is transferred over the Ethernet to the other FieldServer which then takes its turn. Timeouts, lost or duplicate tokens or failed FieldServers are also managed in an elegant fashion. Clearly, data would be lost if the Single Port Server were to fail in any way.

### 10.3.2 Dual Port Server:

Server devices that make two ports available for redundant communications are referred to as Dual Port Servers. Each port can be connected to a separate FieldServer; allowing each FieldServer to poll for data at will. This arrangement is depicted in Figure XIV. Should one of the ports fail then the data is routed to the Client through the PEX Tier of the other FieldServer and then through the SCADA tier to the Client (Refer to Figure XIV and Section 10.3.2). If both FieldServers were to fail, obviously the data cannot get to the Client at all. This means that there ARE situations where two points of failure can occur and cause the system as a whole to fail. With dual redundant systems this is unavoidable.

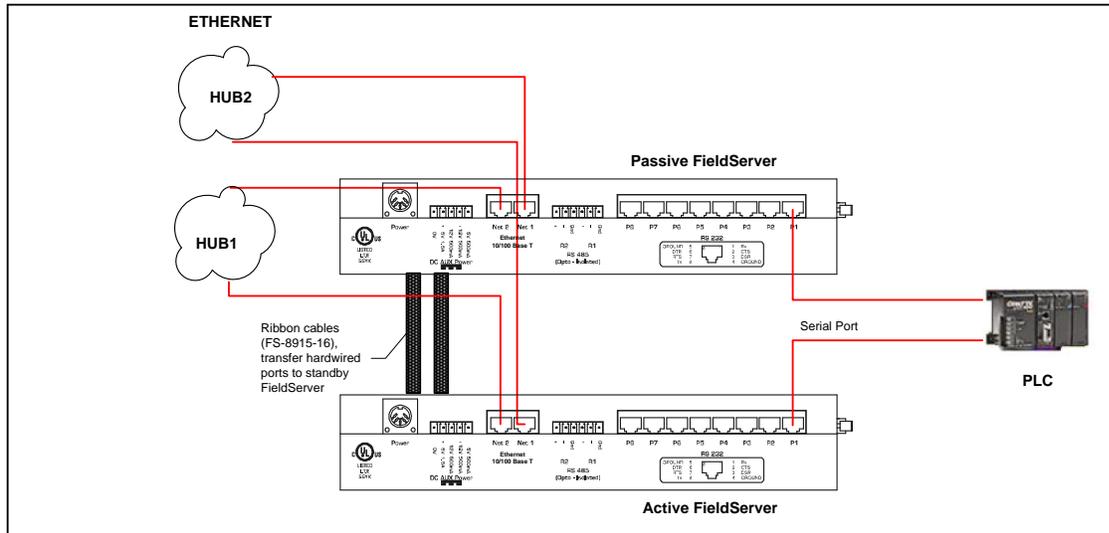


Figure XIV - Dual Port Server

### 10.3.3 Tiers – SCADA and PEX

To maintain an image of the complementary system in a FieldServer, FieldServers have the ability run as “multiple” FieldServers on one platform. To differentiate between the different running applications, each of the applications is referred to as a Tier with a specific name. Hot Standby Mode 2 makes use of the SCADA tier and the PEX tier for achieving its functionality.

The configuration file (CONFIG.CSV) is now split into two sections, one section for PEX tier, and one section for SCADA tier. Each section is identified by the keywords PEX\_TIER or SCADA\_TIER.

**Note:** the PEX tier must be defined FIRST.

### 10.3.4 RUIINET functions for Hot Standby Mode 2

To view the various tiers on the FieldServer using RUIINET

- Connect in the normal fashion: e.g. RUIINET -i192.168.1.13 - This connection will directly connect to the PEX Virtual Tier.
- To switch the display to the SCADA virtual tier, from the main menu, type T (for Tier), A (for SCADA)
- To switch the display to the PEX virtual tier, from the main menu, type T (for Tier), B (for PEX)
- The Server\_Name and the Adapter/IP address connections that the FieldServer automatically discovers to the named Server Nodes are displayed on the Node Descriptor screen of the SCADA tier.

### 10.3.5 Keepalive Map Descriptors

Keepalive Map Descriptors read data from all the Nodes every 60 seconds and act as a Keepalive signal. This is required for ascertaining cable status.

**Example:**

Consider two FieldServers connected in Hot Standby Mode 2, each with a SCADA Tier and a PEX Tier polling a two port PLC. The SCADA Tier of the FieldServer receives data from the PEX Tier of the same FieldServer. If the SCADA Tier of the second FieldServer is not polling the PEX side on its own FieldServer then there is no way that the second FieldServer can know when the cable connected to the PLC goes bad, and reflect the change in the corresponding Data Array. Hence Keepalive Map Descriptors are required which check the cable status and eliminate this condition.

Data_Arrays		
Data_Array_Name	Data_Format	Data_Array_Length
DA_Keepalive	UINT16	6

Map_Descriptors							
Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	Address	Length	Scan_Interval
Keepalive_C01	DA_Keepalive	0	Rdbc	TA_01	40001	1	60s
Keepalive_C02	DA_Keepalive	1	Rdbc	TB_02	40001	1	60s
Keepalive_C03	DA_Keepalive	2	Rdbc	TC_03	40001	1	60s
Keepalive_C06	DA_Keepalive	5	Rdbc	TEG_S_06	40001	1	60s

### 10.3.6 Server Name

NOTE: The Client Node Descriptors used to have to have CONFIG.CSV file entries that describe the **adapter and IP address** of the AC2PA connection and backup connection – this is no longer required, the Client Node Descriptor now only needs to be given the **Server\_Name** of the source of the data. The Server names are configured in the HSB\_P.INI and HSB\_S.INI files for each physical FieldServer.

### 10.3.7 Application example using Hot Standby Mode 2

Consider the application in Figure XV where the highest redundancy level possible is required. The application has a mixture of Single and Dual port Servers, and Dual Redundant Clients.

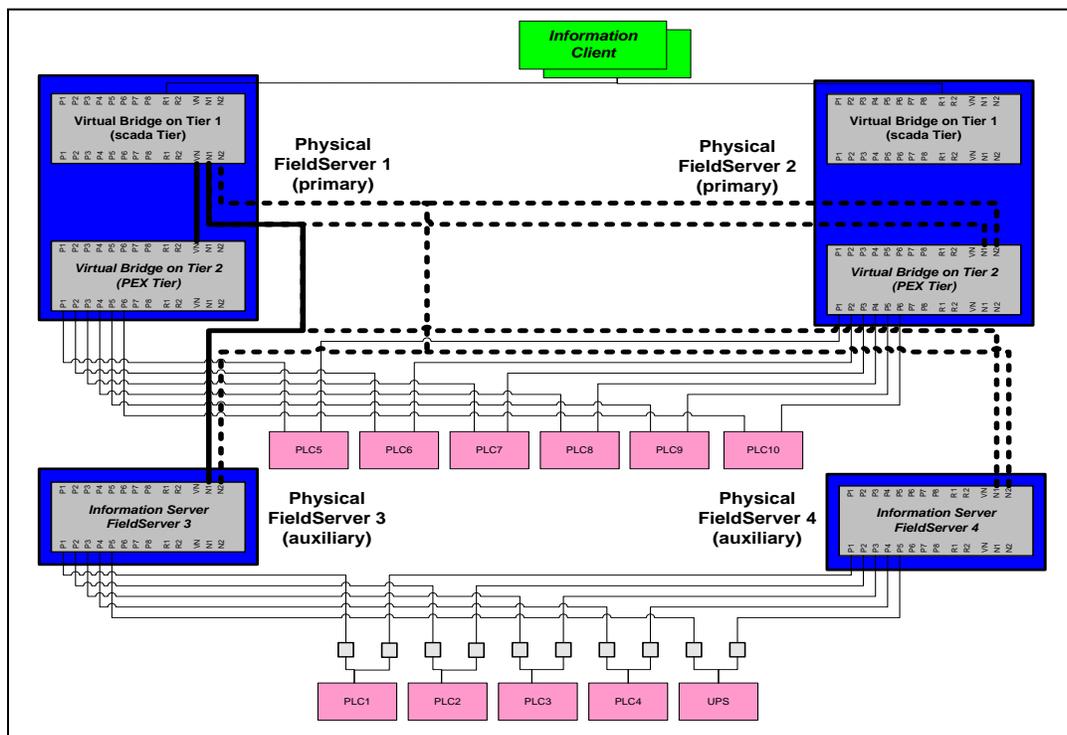


Figure XV – Hot Standby Mode 2 Application.

Primary and auxiliary FS-X40 FieldServers are used to allow RS-232 connection to more than 8 PLC's.

- The dark blue boxes represent the physical FieldServers.
- The light gray boxes represent the information Servers
- The thin lines represent the RS-232/RS-485 serial connections.
- The physical Ethernet connections are NOT represented.
- The thick solid and dotted lines represent the logical Ethernet connections possible from FieldServer 1 to all possible sources of data. Connections from FieldServer 2 are not shown, but do exist.

Redundancy is Achieved as Follows:

- When FieldServer 1 fails, FieldServer 2 takes over and remains Active until FieldServer 2 fails at which point FieldServer 1 takes over.
- If the PEX tier of FieldServer1 fails, the SCADA Tier of FieldServer 1 will get the data from the PEX Tier of FieldServer 2.

**Notes:**

1. The Primary fieldServers 1 & 2 each have 2 virtual FieldServers within them referred to as:
  - Virtual FieldServer on Tier 1 or SCADA Tier virtual FieldServer
  - Virtual FieldServer on Tier 2 or PEX Tier Virtual FieldServer.
2. The PEX Tier virtual FieldServers are connected to the Main PLCs via P1 to P6
3. The Information Clients receive ALL the data via the R1 connection ports on the SCADA Tier virtual FieldServers.
4. The SCADA Tier virtual FieldServers are not connected directly to any PLCs. These virtual FieldServers get all their data from either the PEX Tier virtual FieldServers or from the physical FieldServers 3 & 4.
5. The SCADA Tier virtual FieldServer 1 normally gets its data from PEX Tier virtual FieldServer 1 (via virtual network connection VN) AND from physical FieldServer 3.
6. If either physical FieldServer 1 fails, the information Client will get data from FieldServer 2.
7. If either physical FieldServer 3 or 4 fails, then the FieldServer 1 or 2 SCADA virtual tier will get data from the other auxiliary physical FieldServer.
8. If the FieldServer1 SCADA Tier virtual FieldServer cannot get data from FieldServer 1 PEX Tier virtual FieldServer via virtual network connection VN, it will get the data from FieldServer 2 PEX Tier virtual FieldServer via physical network connections N1 or N2. Thus if a serial cable on FieldServer 1 is disconnected, the SCADA virtual FieldServer will automatically get the data from the FieldServer 2 PEX virtual FieldServer.
9. The thick lines represent all possible logical connections from FieldServer 1 PEX Tier virtual FieldServer to the other FieldServers that it can communicate with. The solid lines are the default connections, and the dotted lines are the backup connections that are only used if there is a failure.
10. If the Data Array name contains the string 'nocop' then its data will not be copied to the standby FieldServer.

10.3.8 Configuring the FieldServer for Hot Standby Mode 2

10.3.8.1 Hot Standby Status Function

Hot Standby Status Function provides the status of the FieldServers. The offset number and the value in the Data Array are as follows:

Data Array Offset	Value	Description
0	1	Primary OK
1	1	Secondary OK
2	1	Primary is active
3	1	Secondary is active
4	1	Hot standby system failure
5	X	Number of times primary has become active
6	X	Number of times secondary has become active
23	1	Hot standby hubs not on independent networks
24	1	Somewhere a backup connection used

**Example:**

```
Data Arrays
Data_Array_Name , Data_Format , Data_Array_Length , Data_Array_Function
DA_HS_Status , UINT16 , 32 , Hot_Standby_Status_Array
```

### 10.3.8.2 Cable Status Function<sup>15</sup>

Cable Status Function provides the cable status between the FieldServer and the Nodes. If the cable is good it is indicated by a 1 in the Cable Status Data Array. The offset number in the Data Array is as follows:

Data Array Offset	Description	Data Array Offset	Description
0	P1 on Primary – Serial	16	P1 on Secondary – Serial
1	P2 on Primary – Serial	17	P2 on Secondary – Serial
2	P3 on Primary – Serial	18	P3 on Secondary – Serial
3	P4 on Primary – Serial	19	P4 on Secondary – Serial
4	P5 on Primary – Serial	20	P5 on Secondary – Serial
5	P6 on Primary – Serial	21	P6 on Secondary – Serial
6	P7 on Primary – Serial	22	P7 on Secondary – Serial
7	P8 on Primary – Serial	23	P8 on Secondary – Serial
8	R1 on Primary – RS485	24	R1 on Primary – RS485
9	R2 on Primary – RS485	25	R2 on Primary – RS485
12	N1 on Primary – Ethernet	28	N1 on Primary – Ethernet
13	N2 on Primary – Ethernet	29	N2 on Primary – Ethernet

#### **Example:**

Data Arrays

```
Data_Array_Name , Data_Format , Data_Array_Length , Data_Array_Function
DA_Cable_Status , Bit , 32 , Cable_Status_Bits
```

<sup>15</sup> The Cable Status bits take 60s for the change in status to be asserted as the system retries a few times when testing the connection. This 60 second delay is a “housekeeping” function and will not affect any process control operation.

## Appendix A. Useful Features

### Appendix A.1. Using comments

Configuration file comments are lines starting with //. Use this format to comment on the line:

Nodes

Node\_Name, Node\_ID, Protocol

```
// Main building Node
```

Test\_A, 1, Modbus\_RTU

Never place comments in the middle or at the end of lines e.g. this is NOT allowed:

Nodes

Node\_Name, Node\_ID, Protocol

```
Test_A, 1, Modbus_RTU // Main building Node
```

### Appendix A.2. Using conditional process statements

The Client or Server sides of a configuration can be disabled using the following keywords:

Keyword	Function
Ignore	all lines will be ignored after this statement until a process statement is encountered.
Process	causes lines after this statement to be processed again.
End	configuration stops here, ignoring all further lines.

#### Appendix A.2.1. Disabling the Client side of a configuration:

```
// Set up the Modbus Server side
```

```
//
```

Data\_Arrays

Data\_Array\_Name , Data\_Format , Data\_Array\_Length

```
DA_DO_01 , Bit , 1
```

Connections

Port , Baud , Parity , Data\_Bits , Stop\_Bits , Protocol

```
P1 , 9600 , None , 8 , 1 , Modbus_RTU
```

Nodes

Node\_Name , Node\_ID , Protocol

```
RTU_Srv_11 , 11 , Modbus_RTU
```

Map\_Descriptors

Map\_Descriptor\_Name , Data\_Array\_Name , Data\_Array\_Offset , Function , Node\_Name , Address , Length

```
SMD_DO1 , DA_DO_01 , 0 , Passive , RTU_Srv_11 , 00001 , 1
```

```
ignore
```

```
//=====
```

```
//
```

```
// Set up the Modbus Client side
```

```
//
```

```
Connections
```

```
Port
```

```
P2
```

```
Nodes
```

```
Node_Name , Node_ID , Protocol , Port
```

```
DEV11 , 11 , Modbus_RTU , P2
```

```
Map_Descriptors
```

```
Map_Descriptor_Name , Data_Array_Name , Data_Array_Offset , Function , Node_Name , Address , Length
```

```
SMB_BO1 , DA_DO_01 , 0 , Rdbc , DEV11 , 1 , 1
```

```
process
```

---

#### Appendix A.2.2. Disabling a Node

```
Nodes
```

```
Node_Name , Node_ID , Protocol , Port
```

```
DEV11 , 11 , Modbus_RTU , P2
```

```
ignore
```

```
DEV12 , 12 , Modbus_RTU , P2
```

```
process
```

### Appendix A.3. Disabling Statistics Display

For large configurations with many Map Descriptors there is a possibility that the FieldServer will run out of memory before the entire configuration file is loaded. In order to conserve memory it is possible to disable the collection of per Map Descriptor statistics. This is done by adding the MD\_Option parameter to the Map Descriptor section, and setting the value to No\_Stats for each Map Descriptor. If a specific Map Descriptor is to be monitored, then this setting can be omitted for that Map Descriptor.

Setting the No\_Stats option on a Map Descriptor will disable the display of statistics for that Map Descriptor in FS-GUI, and will cause zero values to be reflected for all statistics relating to that Map Descriptor in FieldServer Diagnostics Logs.

Statistics on the Node and Connection are not affected.

**Example:** This example will disable statistics on SMD\_11\_AI\_01 but not on SMD\_11\_MI\_02.

Map_Descriptors							
Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	Object_Type	Object_Instance	MD_Option
SMD_11_AI_01	, DA_AI_01	, 0	, Passive	, Virtual_Dev_11	, AI	, 01	, No_Stats
SMD_11_MI_02	, DA_AI_01	, 1	, Passive	, Virtual_Dev_11	, MI	, 02	, -

## Appendix A.4. DHCP Client Options

The FieldServer DHCP (Dynamic Host Configuration Protocol) Client can be enabled to obtain an IP address lease from a networked DHCP server. Currently, the DHCP hostname option can be enabled to report the FieldServer's network hostname to a DHCP Server. This is done by creating a text file named `hostname.ini` containing a single line of text e.g.: `Boiler_Bridge_A`. This file must be sent to the FieldServer and restarted to take effect. This hostname will be visible in the DHCP Server's list of IP leases and could be optionally, manually added to a DNS server (a Static lease IP Address should be reserved in the DHCP Server), in order to address the FieldServer by its hostname. For more information on enabling the FieldServer DHCP Client, refer to the FieldServer-GUI Manual.

## Appendix B. Troubleshooting

## Appendix B.1. Moves performance

Suppose we need to read 1000 points from a PLC and transfer it to another data array, there are several ways to do it using moves. The table below shows the impact on the time it takes to complete the moves using different configuration methods:

Map Descriptor	Length	Moves	Length	Operations	Memory locations transfer	Performance degrade because of Moves
1	1000	1	1000	1	1000	None
1000	1	1000	1	1000	1000	None
1	1000	1000	1	1000	1000	Some what
1000	1	1	1000	1000	1000000	Too Much

## Appendix C. Reference

### Appendix C.1. Working with the Driver Manuals

#### Appendix C.1.1. Introduction

The purpose of the Driver Manual is to provide driver specific configuration information. When drivers are installed in the FieldServer the specific combination is assigned a Driver Configuration Code (DCC). The DCC covers the combination of drivers listed on the cover. In addition to the specific configuration instructions for each driver, these manuals provide drawings and default configuration files for the combination of drivers.

The Driver Manual contains a section for both the Client and Server side software drivers. Each section of this supplement is split into two parts. The first describes the hardware and software included with the FieldServer, as well as providing additional information relating to getting the FieldServer set-up and connected. The next part discusses the configuration file in detail, and provides all the information needed to configure the driver related parameters.

#### Appendix C.1.2. Driver Manuals as Part of the Documentation Set

In order to install and configure the FieldServer, proceed through the instructions in the Start-up Guide. Refer to the Driver Manual for connection information. If the default file is all that is needed then nothing further is required, it is already loaded onto the FieldServer. If it is necessary to modify the Configuration Files to suit specific needs, please refer to Section 2 of this manual for a general overview of the configuration file, and then refer to the specific driver supplements for configuration information on the drivers.

### Appendix C.2. Default settings for parameters

Parameter	Default Setting
Default response timeouts	2000 ms = 2 sec
Inter character timeout	500 ms
SCADA hold	2000 ms = 2 sec
Data cache age limit for acceptable data	20000 ms = 20 sec
Cache	80
Retry Interval	10000 ms = 10 sec
Recovery Interval	30000 ms = 30 sec
Probation Delay	60000 ms = 1 min
Scan Interval	1 second
Poll Delay	50 ms
Retries	3
Activity Timer	120000 ms = 2 hour
Parity	None
Baud	9600
Data Bits	8
Stop Bits	1
Handshake Timeout	2000 ms = 2 sec

### Appendix C.3. Available Data Types for Data Arrays

To facilitate the choice of data type, each of the data types available are described below.

Data Format	Description
Float	Format used to store Floating Point Analog values. (e.g. temperature, volts). Each point in the array represents one 32 bit Floating Point value.
Bit	Format for storing Binary Data. Each point in the array represents one bit.
Byte	Format for storing Bytes of data. Each point in the Array represents one Byte.
Sint16 – Signed 16 bit Integer.	Range: -32768 to 32767, discrete. Each point in the array represents one integer.
Uint16 – Unsigned 16 bit Integer.	Range: 0 to 65 535, discrete. Each point in the array represents one integer.
Sint32 – Signed 32 bit Integer	Range: -2147483648 to 2147483647, discrete. Each point in the array represents one integer.
Uint32 – Unsigned 32 bit Integer	Range: 0 to 4294967295, discrete. Each point in the array represents one integer.
Baud	Format used to dynamically change the Baud rate on a connection (refer to Section 7)

In transferring data points from one protocol to another via the Data Arrays in the FieldServer, the integrity of the data format is retained. E.g. if a point representing a bit data type is transferred into a Data Array of type Float, the value will be a 32 bit floating point value that will only take on the values of 0 and 1. If this is transferred to an integer point in another protocol, the value will still only ever take on the values of 0 and 1 despite the type conversions. This can be overcome using Moves – refer to Section 5.2

### Appendix C.4. Permissible Values for Configuration File Variables

Default and acceptable values for the different variables defined in the configuration file. Optional Values are indicated with an asterisk. Default values are indicated in bold. Timing parameters are listed in seconds (0.003 would represent three milliseconds)

While this list contains acceptable variables for the FieldServer, some are not suitable for all configurations, depending on the drivers used. Please see the Driver Manual for complete information regarding acceptable variable values for specific drivers.

**Note:** Titles in brackets indicate aliases

Appendix C.4.1. Common Information

Section Title		
FieldServer		
Column Title	Function	Legal Values
Title	Allows user to add title to main menu if desired. Title text may not contain spaces	Title Text
Cache_Age; (Cache_Age_Timeout)*	When poll block caching is used, data previously polled and stored in an internal data buffer is returned to the Server, providing the data is not too old. This parameter specifies the length of time cached data is valid.	Time in seconds, <b>300s</b>
Cache_Size*	Specify size of Cache	0-1000; <b>80</b>
Cache_Time_To_Live*	Used for Port Expansion. A cache is created for data from a Node for which no Map Descriptor is configured. If this data is not accessed for longer that the time specified by this parameter, the cache will be cleared.	Time in seconds, <b>300s</b>
Tier*	FieldServers have the ability to run as “multiple” FieldServers on one platform. To differentiate between the different running applications, each of the applications is referred to as a Tier with a specific name.	<b>2</b>
FieldServer_Name*	A name by which a FieldServer is identified - need not be unique.	<b>Default value blank</b>
Cache_Age_Limit*	Maximum age of data in a cache Map Descriptor for immediate response to poll.	<b>5 minutes</b>
System_Node_ID (System_station_address or System_station)*	Use is driver dependent. Generally used to identify the FieldServer as a Node when it is configured as a Server.	<b>1</b>
Network_number*	Displayed where a protocol requires the FieldServer to be assigned a network number (e.g. BACnet).	<b>5</b>
Hot_Standby_Mode*	Where specified, this parameter defines the behavior of the standby FieldServer in Hot Standby mode. In Mode 1 the FieldServer is completely passive; in Mode 2 the standby FieldServer polls the connected devices through alternate communication paths.	<b>Default value blank</b>
Port_Expander_Mode*	Indicates whether the port expander mode function is enabled or not.	<b>Default value blank</b>
Cache_Map_Descriptor_Scan_Interval*	If the value 65535 is displayed, then this is an error and it indicates that there is no setting.	<b>2 seconds</b>
Hot_Standby_Designation*	Primary or Secondary. On boot the primary tries to become the active and the secondary tries to become the standby FieldServer. This behavior may be different if the so called secondary FieldServer gets re-booted first.	<b>Primary</b>
Hot_Standby_Pair_Name*	A name by which a pair of FieldServers configured as a Hot Standby pair is known. When one of a pair boots, it broadcasts a message with its pair name in order to try	<b>Default value blank</b>

	and locate the other FieldServer that forms the hot standby pair.	
--	---	--

#### Appendix C.4.2. Data Arrays

Section Title	Data Arrays	
Column Title	Function	Legal Values
Data_Array_Name (DA_Name)	Provides name for Data Array	Up to 15 Alpha Numeric Characters
Data_Format	Provides Data Format	INT16, INT32, or BYTE; Specifies size of source value when scaling FLOAT; specifies floating point format for preloaded data in buffer
Data_Array_Length (Buffer_Length)	Number of Data Objects	0-10000
Data_Array_Function*	Special function for the Data Array	Refer to table in Appendix C.4.3, <b>None</b>
DA_Function_After_Store*	If this parameter is specified, when a value different to the current value is written to the Data Array it will be stored in the FieldServer's Non-Volatile Memory. On start-up this value is loaded from the Non-Volatile Memory into the Data Array. This value is only stored 3 times a minute, so if more writes than that are done, the values will be stored in the Data Array, but not to the Non-Volatile Memory. Storing this value has performance impacts, so care must be taken to store this value only if needed. Refer to Section 0	Non-Volatile, <b>Default value blank</b>

#### Appendix C.4.3. Data Array Function

The Data\_Array\_Function Keyword is used in the configuration file to get Data Array specific error conditions and statistics. The available keywords are listed below:

Keyword	Description
Node_Online_Bits	Bit 0 is unused. Every bit corresponds to the Node with that number up to 255. E.g.: Bit 3 corresponds to Node 3, etc. Refer to Section 6.1.4
Node_Error_Bits	
Cable_Status_Bits	See Section 10.3.8.2
Hot_Standby_Status_Bits	See Section 10.3.8.1
Node_Detail_Stat (Dev_Detail_Stat)	A Data Array is created to reflect Node details. Handle can be set. Values are reflected in the following order: 0 = Device handle, 1 = Node port; 2 = connection; 3 = old station; 4 = station.
Chan_Detail_Stat	Connection information f 0 = First value handle; 1 = port; 2 = old port; 5 = error count.

Keyword	Description
	Values in Data Array will reflect these values.
Node_Overview_Stat	Gives overview of all devices configured on the FieldServer. Cycles through all the devices on the FieldServer in the order that they are configured. Note that the Data Array needs to be long enough to store all device information. 0 = Handle; 1 = station; 2 = port; 3 = adapter; 4 = status; 6 = old station; 10 = Historical message count; 11 = minutes; 12 = hour; 13 = day; 14 = month. 15 = Historical error count; 16 = minutes; 17 = hour; 18 = day; 19 = month. The next device starts at position 20 and the same structure is repeated. Reporting will stop after all the devices have been reported or when the Data Array is full.
Chan_Overview_Stat	Same except 0 = handle; 1 = port; 2 = adapter; 3 = status; 8 = old port; 9 = old adapter. Thereafter follow Historical message and Error blocks in the same format as above.
Dev_Error_Rates	Reports the number of errors per hour for each Node. Location in the Data Array is the station of the device i.e. if the device station is configured to be 10, position 10 in the Data Array will show the number of errors per hour. Errors for the past 60 minutes are stored.
Dev_Msg_Rates	Same as above, except counting messages not errors.
Dev_Error_Percentage	Percentage of messages generating errors over the past hour.
Node_Status	Provides the communication status between the FieldServer and the actively mapped Nodes. Refer to Section 6.1.1
Alias_Node_Status	Where 2 nodes have the same Node_ID or Node_ID's are longer than 255, each Node can be assigned an Alias_Node_ID which can be used to provide Node Status. Refer to Section 6.1.2
System_LED_Status	Provides the states of the system's hardware LEDs with a 1 indicating an LED is on and a 0 indicating an LED is off. The target data array for this function should be of type "BIT" and needs to have a minimum length of 5. The system LEDs correspond to the following bit offsets: Bit 0 = Run LED. Toggles every second while the FieldServer is running. Bit 1 = HSB Active LED. Bit 2 = Node Offline LED. Bit 3 = Configuration Error LED. Bit 4 = System Error LED.

#### Appendix C.4.4. Connections/ Adapters

Section Title		
Connections		
Column Title	Function	Legal Values
Port /Connection	Specifies the port through which the device is connected to the FieldServer. Adapter is used for Ethernet and hardware connections and port is used for serial	P1-P8, R1-R2 <sup>16</sup>
Protocol	The name of the protocol used by this connection.	

<sup>16</sup> Not all ports shown are necessarily supported by the hardware. Consult the appropriate Instruction manual for details of the ports available on specific hardware.

Baud*	Specifies Baud Rate	300, <b>9600</b> , 38400;
Parity*	Specifies serial data byte parity	Even, Odd, <b>None</b>
Data_Bits*	Sets number of data bits for serial port.	7, <b>8</b> ;
Stop_Bits*	Sets the stop bits for communications	<b>1</b> , 2
Line_Drive_Off*	When using RS-485, specifies delay from end of message to when the RTS line is deasserted	Time in seconds, <b>1 ms</b>
Line_Drive_On*	When using RS-485, specifies delay after RTS is asserted until message is transmitted	Time in seconds, <b>1 ms</b>
Ic_Timeout*	Specifies inter-character timeout period within a message once it starts	Timeout in seconds, <b>15 ms</b>
Turnaround_Delay *(Turnaround_Time)	This is the time the Server takes to initiate a response after having received a poll.	Delay in seconds, <b>5 ms</b> (for serial drivers); <b>0 seconds</b> (for all adapter & ethernet drivers) May be protocol dependent for some drivers
Client/Server_Mode*	Where two FieldServers are connected in Hot Standby mode each with a PEX and a SCADA Tier, if the SCADA Tier of one FieldServer polls the SCADA Tier of the other FieldServer, that tier will start acting as a Server. Setting this parameter to Client_Only will prevent this happening.	Client_Only
Node_Retire_Delay*	This parameter allows the user to configure a time after which a Node is no longer polled until the FieldServer is restarted. See Section 6.1.4	Time (s), <b>0</b>
Write_Queue_Mode*	Mode for dealing with potential accumulation of successive writes to the same point can be configured.	<b>Overwrite</b> , Blocking.
Write_Queue_Size*	The length of the queue can be configured if blocking mode is set. Blocking will occur when there is no more space on the Write_Queue. If size=0 every successive write is blocked. A message will be displayed when blocking occurs, except if the Queue_Size=0.	Non-negative integer, <b>0</b>
Bias_Mode*	Only relevant to Protonode and X25. If this parameter is set to Yes or Enabled, it loads the RS-485 line by placing additional resistance on it This has the benefit of making the signals cleaner in a noisy environment but may reduce the maximum number of devices possible in a multidrop configuration.	Enabled, Yes, <b>Disabled</b> , No
Poll_Delay*	The minimum amount of time that must pass between one Client Map Descriptor completing its task and the next Client Map Descriptor being serviced. Refer to Driver Manuals.	<b>.05 seconds</b>
Low_Pri_Poll_Delay*	The poll delay used for lower priority Map Descriptors.	Protocol dependent
Server_Hold_Timeout*	When an upstream device polls the FieldServer, and the data is unavailable or too old, the driver generates a poll to the downstream device for fresh data, (port expansion). The Server_Hold_Timeout defines the time available for this	<b>2 seconds</b>

	transaction to complete before an error is returned.	
IP_Address*	An IP address for the connection if applicable.	
Remote_IP_Address*	A remote IP address for the connection if applicable.	
Timeout*	The timeout defined for the connection.	<b>2 seconds</b>
Recovery_Interval*	The time after a node goes off-line before the driver tries to poll the device again.	<b>30 seconds</b>
Probation_Delay*	The length of time communication needs to be re-established for before an offline Client node is marked on-line again.	<b>1 minute</b>
Multidrop_Mode*	Indicates whether Multidrop mode is enabled or not. Multidrop mode allows a server to ignore requests to nodes that are not configured.	Enabled for RS-485, Disabled for RS-232
IP_port*	Determined by specific driver or protocol used. See Driver Manual.	
Remote_IP_Port*		
Max_Master*		
Max_Info_Frames*		
Connection_Type*		
Application*		

Section Title		
Adapter		
Column Title	Function	Legal Values
Adapter	Adaptor name	Arcnet, DH+, Modbus+, PROFIBUS, etc...
MAC_Address (Net_number)	Specify Network MAC address	

Appendix C.4.5. Nodes

Section Title		
Nodes		
Column Title	Function	Legal Values
Node_Name (Device_Name)	The node name specified in the CSV file.	Up to 32 Alpha Numeric Characters
Node_ID*	The station number or address of the node. The actual meaning is dependent on the driver and protocol – refer to the Driver Manual.	1-255
Protocol	The protocol being used to update the data for that node. Refer to the Driver Manual	Modbus/TCP etc.
IP_Address*	IP address of Client PLC	Valid IP address
Retries*	Specifies how many sequential errors must occur before marking a data buffer and poll block bad, and marking a device offline. The FieldServer will poll the device and if it receives no response will retry polling the device the number of times specified by the retries parameter. The FieldServer will attempt to recover the connection once the recovery interval has elapsed	Count Default <b>3</b>
Retry_Interval*	The amount of time in seconds that the driver should wait before retrying a poll after a	Interval in Seconds

Section Title		
Nodes		
Column Title	Function	Legal Values
	timeout has occurred	
Srv_Offline_Method*	<p>A Server Node could send contradictory information if its data comes from multiple Client Nodes, some of which are offline and others online, causing it to respond differently depending on what data is polled. This confuses some systems. This setting allows the user to select whether the Server Node should appear online or offline if there is a mix of Client Node Statuses.</p> <p>Ignore_Clients - causes the Server to behave explicitly – not to depend on the status of the Client Node, but on the data validity only. i.e. non-expired data will be served whether or not the responsible Client Nodes are online.</p> <p>Any_Offline - suppress a data response if ANY of the responsible Client Nodes for the data range concerned are offline</p> <p>All_Offline - only suppress a data response if ALL of the responsible Client Nodes for the data range concerned are offline.</p> <p>Always_Respond overrides the data validity as well. i.e. it forces the Server Node to regard data as valid even if the Client Node is offline or the data has expired.</p>	<p>Ignore_Clients</p> <p>Any_Offline</p> <p>All_Offline</p> <p>Always_Respond</p>
Write_Ack_Option*	<p>Ack_Complete (default) - the Server waits for the Client Side write transaction to complete before acknowledging the Write request. This makes for good reliability but has a cost in terms of throughput.</p> <p>Ack_Immediate - fast, but less reliable. The Server immediately acknowledges a Write request before queuing the Client Side Write. The acknowledgement is thus not affected by the success or failure of the Client Side Write. Only recommended if the same points are updated regularly.</p> <p>Ack_Verified - most reliable, and slowest. The Server waits for a Client Side Write and Readback to be completed, and only updates the data value if a data comparison between the Client Side Write and Read values passes. If the transaction fails for any reason or if the data comparison fails, the Server responds with a negative acknowledgement.</p>	<p><b>Ack_Complete,</b></p> <p>Ack_Immediate, Ack_Verified</p>

Section Title		
Nodes		
Column Title	Function	Legal Values
Enable_Write_Retries*	<p>The default write behavior is for a write operation (WRB or WRBX) to be attempted once only. If a timeout occurs the write operation is aborted. If set to yes, this parameter enables failed write requests to be retried. The number and timing of the write retries is then governed by the Retries and Retry_Interval parameters.</p> <p><b>Warning:</b> ensure that repeated writes are safe for your application since a Write may be retried because of a transmission error in the Write acknowledgement, in which case the remote device will see two similar write requests.</p>	Yes, <b>No</b>
Node_Offline_Action*	If this parameter is defined, when a Client Node goes offline, all Data Array values of Map Descriptors defined on this Node will be set to zero.	Clear_Data_Array, <b>No_Action</b> , -
Remote_IP_Address*	The remote IP address used by this node	Required for protocols that use it
Node_Type*	Specified in the configuration file as the PLC_Type. - Consult the driver manual for additional information.	Required for protocols that use it
Port*	Port number for a serial connection.	
Readback_Option*	<p>This Client Side parameter enables the user to configure the timing of a read after a write. The Readback operation will apply to all drivers that support Active Reads and Write-Through operations.</p> <p>Readback_Asynchronously: When a write occurs, the read will occur when scheduled</p> <p>Readback_On_Write: When a write occurs, set the timer to 0, so the Responsible Map Descriptor will get queued in the next cycle</p> <p>Readback_Immediately_On_Write: Prioritize both write and read to happen in a higher priority queue than normal reads. The Readback operation will apply to all drivers that support Active Reads and Write-Through operation</p>	<b>Readback_On_Write</b> , Readback_Asynchronously, Readback_Immediately_On_Write
MAC_Address*	Required for protocols that use it, not needed for other. Specified by remote Mac Address of the device.	Required for protocols that use it
Node_Offline_response*	The type of response the Server side of the driver sends when it finds the Server node to be offline.	<b>No_Response</b> , Old_Data, Zero_Data,

Section Title		
Nodes		
Column Title	Function	Legal Values
		FFFF_Data, (Not valid for all protocols)
Timeout*	The timeout specified for the node.	<b>2 seconds</b>
Recovery_Interval*	The time in seconds after a node goes off-line before the driver tries to poll the device again.	<b>30 seconds</b>
Probation_Delay*	The length of time communication needs to be re-established for before an offline Client node is marked on-line again.	<b>1 minute</b>
Server_Name*	An alternate to specifying the IP address. Typically used when the user wants two nodes to talk to each other. When specified, the FieldServer sends out a broadcast with the server name and uses the reply to fill in the IP address for the node. Until the reply has been received all polling for the node is disabled. The server name given should correspond to the pair_name specified in the remote FieldServer's bridge settings.	Only applies to the SMT protocol.
Alias_Node_ID*	This is used to distinguish between different nodes connected to the FieldServer when a PLC does not support the allocation of different None_ID's. Each node is given a different alias. Upstream devices poll the Alias_Node_ID and the FieldServer routes the poll to the correct PLC which is polled using the Node_ID.	Any enteture, -
Ports_on_PLC*	For hot standby operation. This field is used to control which port on a PLC to poll.	(look in hot standby section

## Appendix C.4.6. Map Descriptors

Section Title		
Map Descriptors		
Column Title	Function	Legal Values
Map_Descriptor_Name	Used to identify a Map Descriptor by name.	Up to 32 Alpha Numeric Characters
Data_Array_Name (DA_Name)	The name of the Data Array where information will be stored to and retrieved from by the Map Descriptor.	One of the Data Array names as defined in Appendix C.4.2
Data_Array_Offset	The offset into the Data Array where data should be stored on reads or retrieved from on writes.	0 to (Data_Array_Length -1) as defined in Appendix C.4.2
Function	Function of Client Map Descriptor	Rdbc - Read data buffer continuously Wrbc - Write data buffer continuously Rdb - Read data buffer once Wrb - Write data buffer once Wrbx - Write data buffer on change
Node_Name	Name of Node to fetch Data from	One of the Node names specifies in "Client Node Descriptor" above
Data_Type (Type)*	Data Type in PLC	See Driver Manual for validity and applicability.
File_Type*	File Type in PLC	
Block_Number (DB) (File_Number)*	Block Number in PLC	
Data_Array_Low_Scale* (Buffer_Low_Scale)	Scaling zero in Data Array	Any signed 32-bit floating point value. <b>0</b>
Data_Array_High_Scale* (Buffer_High_Scale)	Scaling max in Data Array	Any signed 32-bit floating point value. <b>100</b>
Node_Low_Scale*	Scaling zero in Connected Node	Any signed 32-bit floating point value. <b>0</b>
Node_High_Scale*	Scaling max in Connected Node	Any signed 32-bit floating point value. <b>100</b>
MD_Option*	Setting the No_Stats option on a Map Descriptor will disable the display of statistics for that Map Descriptor in FS-GUI, and will cause zero values to be reflected for all statistics relating to that Map Descriptor in RUIdebug logs. Refer to Appendix A.3	No_Stats, -
Node_ID*	The Node ID used by this Map Descriptor when the driver builds read or write messages.	
Address*	Allows a Map Descriptor to address remote device data at a specific start memory location.	Protocol dependant

Section Title		
Map Descriptors		
Column Title	Function	Legal Values
Length*	Allows a Map Descriptor address a number of remote device data locations from the start address.	1, <b>Protocol dependent</b>
Scan_Interval*	When using continuous Map Descriptor functions such as RDBC, this is the time a Map Descriptor will wait before polling for data again.	<b>.5sec</b>
Units*	Used to specify engineering units to interpret data if used. Will display a dash if not used.	Protocol Dependent
Network*	Used by some drivers as a network number.	Check manual for values
Sector*	Used by some drivers as a sector number for rack addressing.	Check manual for values
Panel*	Used by some drivers as a panel number for rack addressing.	
Card*	Used by some drivers as a card number for rack addressing.	

#### Appendix C.5. Valid Characters for Common Fields in Configuration Files

ASCII Code	Char	Comment	ASCII Code	Char	Comment
32	[space]		82	R	
33	!		83	S	
35	#		84	T	
36			85	U	
38 & 39	'		86	V	
40	(		87	W	
41	)		88	X	
42	*		89	Y	
43	+		90	Z	
45	-		91	[	
46	.		92	\	
47	/		93	]	
48	0		94	^	
49	1		95	_ [underscore],	
50	2		96	`	
51	3		97	a	
52	4		98	b	
53	5		99	c	
54	6		100	d	
55	7		101	e	
56	8		102	f	
57	9		103	g	
58	:		104	h	
59	;		105	i	
60	<		106	j	
61	=		107	k	

ASCII Code	Char	Comment	ASCII Code	Char	Comment
62	>		108	l	
63	?		109	m	
64	@		110	n	
65	A		111	o	
66	B		112	p	
67	C		113	q	
68	D		114	r	
69	E		115	s	
70	F		116	t	
71	G		117	u	
72	H		118	v	
73	I		119	w	
74	J		120	x	
75	K		121	y	
76	L		122	z	
77	M		123	{	
78	N		124		
79	O		125	}	
80	P		126	~	
81	Q				

## Appendix C.6. Kernel Error Messages and Descriptions

Error	Description	Action
10003	A write to a Data Array exceeds the available space.	Check Map Descriptor Offset, length.
10004	A write to a Byte/FloatData Array exceeds the available space.	
10005	A range of data exceeds the length of a BYTE Data Array.	Check Map Descriptor Offset, length, count
10009	Protocol not detected.	Check Node_Name in csv file.
10010	No connection defined for an existing Physical Node Descriptor.	Confirm that Active Map Descriptors are not added to a Server Node. Define the Client Node Descriptor connection in the CSV file.
10011	Unable to create a Client Node Descriptor, since no valid channel adapter or port has been specified.	Specify a valid channel adapter or port.
10014	Attempting to read a range past the end of BYTE Data Array.	Check Map Descriptor Offset, length, count.
10016	Could not find or create Node	Check Node_Name, Node_ID and protocol in CSV file.
10019		Check CSV file spelling.
10023	Protocol or Node_Name for Map_Descriptor not detected	Check CSV file.
10025	Modbus/TCP - Client goes offline before receiving a response to a poll.	Increase the timeout on the Modbus/TCP Client.
10026	There is no connection to one side of a virtual wire.	Ensure that a Client and a Server is configured for each virtual wire

Error	Description	Action
10027	Connection mode of Hot_Standby_Data only supported in Hot Standby Mode1	
10028	Could not find nor create a Node.	Refer to 10010
10031	The data_points limit on the FieldServer has been reached	Contact FST.
10032	A Server Node has been assigned to a Client Map Descriptor OR a Client Node does not have a connection/Server_Name	Check CSV file.
10033	Invalid length specified for Cable_Status_Bits	See specification inSection 10.3.8.2
10034	An attempt to generate a write cache block failed because the Node did not have a connection.	
10034	A protocol was specified in the configuration file, but the required driver is not loaded in the firmware (CB8MENU).	Correct the protocol in the configuration file Obtain the correct DCC
10038	The FieldServer did not respond due to a Data Array Age time exceeding the Cache Age time limit.	Increase Cache Age setting in the configuration file.
10039	There was a message overrun on Modbus TCP slave driver. The Client is polling too often for the FieldServer to respond and there is more than one message in the in-buffer. There should be overrun statistics on the Server Connection in question.	Increase the timeout on the Client device.
10040	Same as 10039, except the overrun is more than two messages.	
10041	Invalid move function specified in configuration file, or move not defined.	Fix the configuration error
10042	High and Low Scaling values are equal	
10045	Move overruns Data Array. This usually means that the offset PLUS the length of the Move command is larger than the length of the Data Array.	Actions: Check Data_Array Length: Check Move settings Target_Offset, Source_Offset, Client_Offset, Server_Offset, Feedback_Offset, Mode_Offset, Length
10046	Move Offset lies outside the Data Array. This usually means that the offset of the Move command is larger than the length of the Data Array.	
10047	Could not find Source Data Array for Move.	Make sure that the specified Data Array exists before specifying move.
10048	Could not find Target Data Array for Move.	
10049	Could not find Client Data Array for Move.	
10050	Could not find Server Data Array for Move.	
10051	Could not find Feedback Data Array for Move.	
10052	Could not find Mode Data Array for Move.	
10053	Data Array already has a responsible move	
10054	Setpoint Moves are only allowed to be 1 item in length.	

Error	Description	Action
10055	A move was defined, and a write occurred to the target Data Array, but cannot transfer to the Source Data Array because no Responsible Active Map Descriptor is defined.	
10056	A move was defined, and a write occurred to the target Data Array, but cannot transfer to the Source Data Array because the Node associated with the Responsible Active Map Descriptor is offline.	
10058	8051bp03 or CB8MENU found SMCTCP.INI and FS_TCP.INI files, so it will delete FS_TCP.INI and use SMCTCP.INI in future.	
10059	Old version of RUIBOOT.EXE being used.	Obtain latest RUIBOOT or use manual method of setting IP address - see Utilities manual.
10070	Illegal Node_ID.	
10071	Map Descriptor length of 0 is not allowed.	
10072	Map Descriptor length too large.	
10073	Illegal Data Type for J-Bus.	Legal values = AI AR DI DR.
10074	An attempt to generate a write cache block failed because the Node did not have a connection.	
10075	Illegal Map Descriptor address.	
10076	This section of Data Array already has a responsible Map Descriptor.	
10077	Unable to add parameters from this line.	Ensure Map Descriptor headings are included in the .CSV file.
10079	Map Descriptor length greater than Data Array length	
10082	Failed attempt to do a Modbus read from Node_ID 0.	Only writes can be broadcast.
10083	Illegal Modbus Map Descriptor length	
10084	Illegal Modbus Map Descriptor address	
10085	Check backup station number settings...	
10085	PLC_Port_Count set to 1, but Hot Standby not configured for Mode2.	Set FieldServer parameter hs_mode to mode2
10087	Protocol specified in config file, but no such driver is loaded.	
10089	Illegal Modbus Node ID	Must be in range 1 to 255.
10102	An attempt to generate a write cache block failed because the Node did not have a connection	Typically a Node has a Server_Name specified, and a write to this Node occurred before the Server_Name mechanism discovered a valid connection.
10103	The maximum number of concurrent cache blocks has been exceeded. A write cache_block poll did not occur	
10104	Connection mode of Hot_Standby_Data is only supported in Hot Standby Mode1	

Error	Description	Action
10105	PLC_Port_Count = 1 only supported in hot_standby mode2.	Set FieldServer parameter hs_mode to mode2
10106	An invalid hot_standby_mode has been specified as part of the FieldServer parameters,	check hsb_p(s).ini files
10107	Could not create cache block - possibly because the maximum number of data_points has been exceeded	Contact FST.
10108	A BACNet alarm event was generated but the required Alarm Limits has not been set	
10110	Hot_Standby "partner_discover" found a PRIMARY SECONDARY mismatch	
10111	Hot_Standby "partner_discover" found an API Version mismatch	
10112	Hot_Standby "partner_discover" found a DCC version mismatch	
10113	Hot_Standby "partner_discover" found a config file mismatch	
10114	A Node_ID > 255 was used in the Hot_Standby commbit configuration.	
10116	A port other than P1/R1 was specified on an X20. The port handle has been changed to point to the only UART on X20.	
10117	The Gateway Address for adapter N1 has not been specified. This FieldServer will only be accessible on the local TCP/IP subnet.	
10118	The NETMASK for adapter N1 or N2 has not been specified. This FieldServer will not be accessible on the TCP/IP network through one or both of these adapters.	
10119	The IP_ADDRESS for adapter N1 or N2 has not been specified. This FieldServer will not be accessible on the TCP/IP network through one or both of these adapters.	
10120	An unrecognized rui_command was received.	Check that the Ruinet and Kernel versions match.
10125	In the BACNet driver, the OPTION_LIST specified caused the packet buffer to be exceeded. As a result the packet buffer was truncated.	
10126	The BACNet driver received a request for a read_property_multiple with multiple objects.	This is not reported in the current release of the BACNet driver.
10127	An UDP socket buffer overflowed and UDP data was lost.	
10128	The keyword MY_IP has been used in the FS_TCP.INI file.	Only use KW_N1 and KW_N2
10129	The keyword N1_IP has been used in the	Use the FS_TCP.INI file.

Error	Description	Action
	SMCTCP.INI file.	
10130	UDP broadcast panics has been disabled until a hardwired send is added	
10133	The ARP resolve queue has been overrun. This is typically the result of a mis-configuration on the FieldServer.	Check all IP_addresses, in particular the gateway address.
10134	A cache block was not created	The Client side plc_channel has not yet been discovered, or an attempt to write to an Analog_Input Data_Type
10136	A temporary write block has been removed because an identical one existed. Write data might have been lost.	
10209	Warning: the Server is responding with data from an explicit Map Descriptor that is not reading continuously	
10210	Info: the inet Server received a write to input command that is not supported.	
10214	Warning: A Server side driver tried to read from a Data_Object that has a WRBX as a responsible Map Descriptor. The data being read from the Server side might not be the same as on the Client side.	
10216	A Server node is associated with more than one Client Node.	
10302	An IP Fragmented packet was received while IP Defragmentation was disabled.	Display "RX IP fragments" stat in the Ethernet api stat screen. If this occurs frequently enable IP Defragmentation
10401	The I/Net Server ignored a write to an Input	
10402	The Baud Rate on a Connections Port has not been defined.	A default value will be used.
10403	The MSTP driver must run at a cycle time shorter than 10ms or proper operation cannot be guaranteed	
10404	The Write Queue is full and data has been overwritten. This could be caused by using moves to do multiple write-thru's on a RDBC Map Descriptor.	Solve by increasing the Write_Queue_Size or slowing write-thru's.
10999	Up to and including	
11001	Lutron driver: Data Array length for Area names too small	Increase Data_Array_Length in .CSV file.
11002	Lutron driver: Data Array length for Scene names too small	
11003	Lutron driver: Data Array length for Zone names too small	
11004	Envirotronics SystemsPlus driver: The name entered in the SysPlus_Cmd mapdesc field is	This field must be filled in with a valid SysPlus_Cmd.

Error	Description	Action
	not recognized or was not entered at all.	
11005	Envirotronics SystemsPlus driver: The name entered in the SysPlus_Data_Type mapdesc field is not recognized or was not entered at all.	This field must be filled in with a valid SysPlus_Data_Type.
11006	Envirotronics SystemsPlus driver: The name entered in the Store_Data_Array_Name mapdesc field is not valid or was not entered at all.	This field must be filled in with a valid Data Array name.
11007	Envirotronics SystemsPlus driver: The name entered in the Par_Data_Array_Name mapdesc field is not valid or was not entered at all.	
11008	Envirotronics SystemsPlus driver: The name entered in the SysPlus_Alarm_Name mapdesc field is not valid or was not entered at all.	
11009	Envirotronics SystemsPlus driver: The requested number of events or auxs to set is more than set up in the parameter Data Array..	Reduce number of events or auxs or increase parameter Data Array length
11010	Siemens Cerberus driver: The counts Data Array has less than 14 data elements per panel and event countds could not be stored.	Increase the number of data elements in the counts Data Array to 14 elements per panel.
11011	Siemens Cerberus driver: The Client driver could not find a suitable Map Descriptor to store the incoming event. The error message reported the event's panel, module and device numbers.	Use the event's panel, module and device numbers to define a Map Descriptor with Node_Name = panel. e.g For message: DRIVER-> CER : No mapdesc for panel 2, module 15, device 4, Create a mapdesc that will map to an address of $15 * 256 + 4 = 3844$ , since there are always 256 devices per module for Cerberus. The mapdesc field block_number represents the Cerberus module number. A Cerberus mapdesc maps to addresses from $module * 256 + 0$ to $module * 256 + (length - 1)$ , e.g. the following addresses are defined for a mapdesc of module 15 and length 4: $(15 * 256 + 0)$ ; $(15 * 256 + 1)$ ; $(15 * 256 + 2)$ ; $(15 * 256 + 3)$ . Our example event will cause this error message since the greatest address is $(15 * 256 + 3) = 3843$ and we need an address of 3844. A mapdesc with module 15 and length 5 will store the event ok, since $(15 * 256 + (5 - 1)) = (15 * 256 + 4) = 3844$ .
11012	Envirotronics SystemsPlus driver: The SystemsPlus panel replied with "Not Monitored" when the driver tried to edit read scan alarm or tried to read alarm status. The driver message screen records the specific alarm's name	Refer to the SystemsPlus user manual to set up the alarm for monitoring in the panel. This message can only be solved in the panel and is not a driver problem.

Error	Description	Action
11013	A BACnet Ethernet packet was received on a network adapter that is not configured in the CSV file. Message will be ignored.	If BACnet comms fail, check the configuration and network connection.
11014	An 802.3 (Hot Standby) packet was received on an incorrectly configured network adapter. Packet will be discarded.	
11015	GE SRTP - SDO16 message indicates NAK error.	

### Appendix C.7. Networking Glossary of Terms

Term	Description
10Base2:	10Base2 is the implementation of the IEEE 802.3 Ethernet standard on thin coaxial cable. Thin Ethernet or thinnet, as it is commonly called, runs at 10Mbps. Stations are daisy chained and the maximum segment length is 200 meters.
10Base5:	10Base5 is the implementation of the IEEE 802.3 Ethernet standard on thick coaxial cable. Thick or standard Ethernet, as it is commonly called, runs at 10Mbps. It uses bus topology and the maximum segment length is 500 meters.
10BaseT:	10BaseT is the implementation of the IEEE 802.3 Ethernet standard on unshielded twisted-pair wiring. It uses star topology, with stations directly connected to a multi-port hub. It runs at 10Mbps, and has a maximum segment length of 100 meters.
802.3:	This IEEE standard governs the Carrier Sense Multiple Access/Collision Detection (CSMA/CD) networks, which are more commonly called Ethernet. 802.3 networks operate at varying speeds and over different cable types. See 10Base2, 10Base5 and 10BaseT.
Arcnet:	Datapoint designed this 2.5 Mbps token-passing star-wired network in the 1970s. Its low cost and high reliability can make it useful to companies on a tight network budget, although not endorsed by any IEEE committee. ArcnetPlus is a proprietary product of Datapoint that runs at 20 Mbps.
Bandwidth:	Bandwidth is the amount of data that can be transmitted over a channel, measured in bits per second. For example, Ethernet has a 10Mbps bandwidth and FDDI has a 100 Mbps bandwidth. Actual throughput may be different than the theoretical bandwidth.
FieldServer:	A FieldServer connects two networks of the same access method, for example, Ethernet to Ethernet or Token Ring to Token Ring. A FieldServer works at the OSI's Media Access Layer, and is transparent to upper-layer devices and protocols. FieldServers operate by filtering packets according to their destination addresses. Most FieldServers automatically learn where these addresses are located, and thus are called learning FieldServers.
Ethernet:	Ethernet is a 10Mbps CSMA/CD network that runs over thick coax, thin coax, twisted-pair, and fiber-optic cable. A thick coax Ethernet uses a bus topology. A thin coax Ethernet uses a daisy chain topology. A fiber Ethernet is point-to-point. DIX or Blue Book Ethernet is the name of the Digital Equipment Corp., Intel and Xerox specification; 8802/3 is the ISO's specification.
Gateway:	In OSI terminology, a gateway is a hardware and software device that connects two dissimilar systems such as a LAN and a mainframe. It operates at the fourth through seventh layers of the OSI model. In Internet terminology, a gateway is another name for a router.
GUI (FS-GUI):	Graphical User Interface

Term	Description
Hub:	A concentrator is a hub repeater or concentrator that brings together the connections from multiple network Nodes. Hubs have moved past their origins as wire concentrator centers, and often house FieldServers, routers, and network-management devices.
Internet:	The Internet is a collection of over 2, 000 packet-switched networks located all over the world, all linked using the TCP/IP protocol. It links many university, government and research sites.
Internet Protocol (IP):	IP is part of the TCP/IP suite. It is a session layer protocol that governs packet forwarding.
Interoperability:	Interoperability is the ability of one manufacturer's computer equipment to operate alongside, communicate with, and exchange information with another vendor's dissimilar computer equipment.
Leased line:	A leased line is a transmission line reserved by a communications carrier for the private use of a customer. Examples of leased line services are 56 Kbps or T-1 lines.
Local Area Network (LAN):	A LAN is a group of computers, each equipped with the appropriate network adapter card and software and connected by a cable, that share applications, data and peripherals. All connections are made by cable or wireless media, but a LAN does not use telephone services. It typically spans a single building or campus.
LUI:	Local User Interface
Network:	A network is a system of computers, hardware and software that is connected over which data, files, and messages can be transmitted. Networks may be local or wide area.
Open Systems:	In open systems, no single manufacturer controls specifications for the architecture. The specifications are in the public domain, and developers can legally write to them. Open systems are crucial for interoperability.
Packet:	A packet is a collection of bits comprising data and control information, which is sent from one Node to another.
Packet Switching:	In packet switching, data is segmented into packets and sent across a circuit shared by multiple subscribers. As the packet travels over the network, switches read the address and route the packet to its proper destination. X.25 and frame relay are types of packet-switching services.
PFE:	Protocol Front End
Protocol:	A protocol is a standardized set of rules that specify how a conversation is to take place, including the format, timing, sequencing and/or error checking.
Router:	A router is a network layer device that connects networks using the same Network-Layer protocol, for example TCP/IP or IPX. A router uses a standardized protocol, such as RIP, to move packets efficiently to their destination over an internetwork. A router provides greater control over paths and greater security than a FieldServer; however it is more difficult to set up and maintain.
RUI:	Remote User Interface.
Server:	A Server is a computer that provides shared resources to network users. A Server typically has greater CPU power, number of CPUs, memory, cache, disk storage, and power supplies than a computer that is used as a single-user workstation.
SUI:	System User Interface

Term	Description
TCP/IP, Transmission Control Protocol/Internet Protocol:	TCP/IP is the protocol suite developed by the Advanced Research Projects Agency (ARPA), and is almost exclusively used on the Internet. It is also widely used in corporate internetworks, because of its superior design for WANs. TCP governs how packets are sequenced for transmission. IP provides a connectionless datagram service. "TCP/IP" is often used to generically refer to the entire suite of related protocols.
Wide Area Network (WAN):	A WAN consists of multiple LANs that are tied together via telephone services and/or fiber optic cabling. WANs may span a city, state, a country or even the world.
Wireless LAN:	A wireless LAN does not use cable, but rather radio or infrared to transmit packets through the air. Radio frequency (RF) and infrared are the most common types of wireless transmission.