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A Sierra Monitor Company

**Driver Manual**  
(Supplement to the FieldServer Instruction Manual)

**FS-8700-138 DNP3 Serial**

**APPLICABILITY & EFFECTIVITY**

**Effective for all systems manufactured after December 2012**

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## 1 DNP3 SERIAL DESCRIPTION

The DNP3 Serial driver allows the FieldServer to transfer data to and from devices over RS-232 or RS-485 using DNP3 protocol. The FieldServer can emulate either a Server or Client.

The following information was copied from the DNP3 User Group Internet site

*The development of DNP3 was a comprehensive effort to achieve open, standards-based Interoperability between substation computers, RTUs, IEDs (Intelligent Electronic Devices) and master stations (except inter-master station communications) for the electric utility industry. Also important was the time frame; the need for a solution to meet today's requirements. As ambitious an undertaking as this was, we reached this objective. And since the inception of DNP, the protocol has also become widely utilized in adjacent industries such as water / waste water, transportation and the oil and gas industry.*

*DNP3 is based on the standards of the International Electrotechnical Commission (IEC) Technical Committee 57, Working Group 03 who have been working on an OSI 3 layer "Enhanced Performance Architecture" (EPA) protocol standard for telecontrol applications. DNP3 has been designed to be as close to compliant as possible to the standards as they existed at time of development with the addition of functionality not identified in Europe but needed for current and future North American applications (e.g. limited transport layer functions to support 2K block transfers for IEDs, RF and fiber support). DNP3 has been selected as a Recommended Practice by the IEEE C.2 Task Force; RTU to IED Communications Protocol.*

*DNP3 is an open and public protocol. In order to ensure interoperability, longevity and upgradeability of, protocol the DNP3 Users Group has taken ownership of the protocol and assumes responsibility for its evolution. The DNP3 Users Group Technical Committee evaluates suggested modifications or additions to the protocol and then amends the protocol description as directed by the Users Group members.*

*DNP3 Features:*

*DNP3 offers flexibility and functionality that go far beyond conventional communications protocols. Among its robust and flexible features DNP3 includes:*

- *Output options*
- *Secure configuration/file transfers*
- *Addressing for over 65,000 devices on a single link*
- *Time synchronization and time-stamped events*
- *Broadcast messages*
- *Data link and application layer confirmation*

*DNP3 was originally designed based on three layers of the OSI seven-layer model: application layer, data link layer and physical layer. The application layer is object-based with objects provided for most generic data formats. The data link layer provides for several methods of retrieving data such as polling for classes and object variations. The physical layer defines most commonly a simple RS-232 or RS-485 interface.*

*DNP3 is very efficient for a layered protocol while ensuring high data integrity*

*DNP3 Benefits:*

*Because DNP3 is based on the IEC 870-5 requirements, DNP3 is suitable for application in the entire SCADA environment. This includes RTU to IED communications, master to remote communications, and even peer-to-peer instances and network applications.*

*Being an object-based application layer protocol, DNP3 has the flexibility to support multiple operating modes such as poll-response, polled report-by-exception, unsolicited responses and peer-to-peer. It permits multiple masters and encourages distributed intelligence.*

*Users can expect many benefits from using DNP3. In the short term:*

- *Interoperability between multi-vendor devices*
- *Fewer protocols to support in the field*

- *Reduced software costs*
- *No protocol translators needed*
- *Shorter delivery schedules*
- *Less testing, maintenance and training*
- *Improved documentation*
- *Independent conformance testing*
- *Support by independent users group and third-party sources (e.g. test sets, source code)*

### **Nodes Supported**

FieldServer Mode	Nodes	Comments
Client	1-65519	The FieldServer as a client can communicate to multiple Servers (Outstations)
Server (Outstation)	1	The FieldServer can emulate as 1 single Server (Outstation) per port

## **2 DRIVER SCOPE OF SUPPLY**

### 2.1 Supplied by FieldServer Technologies for this driver

FieldServer Technologies PART #	Description
FS-8915-10	UTP cable (7 foot) for RS-232 use
FS-8917-16	Pigtail cable for RJ45 Port

### 2.2 Provided by the Supplier of 3<sup>rd</sup> Party Equipment

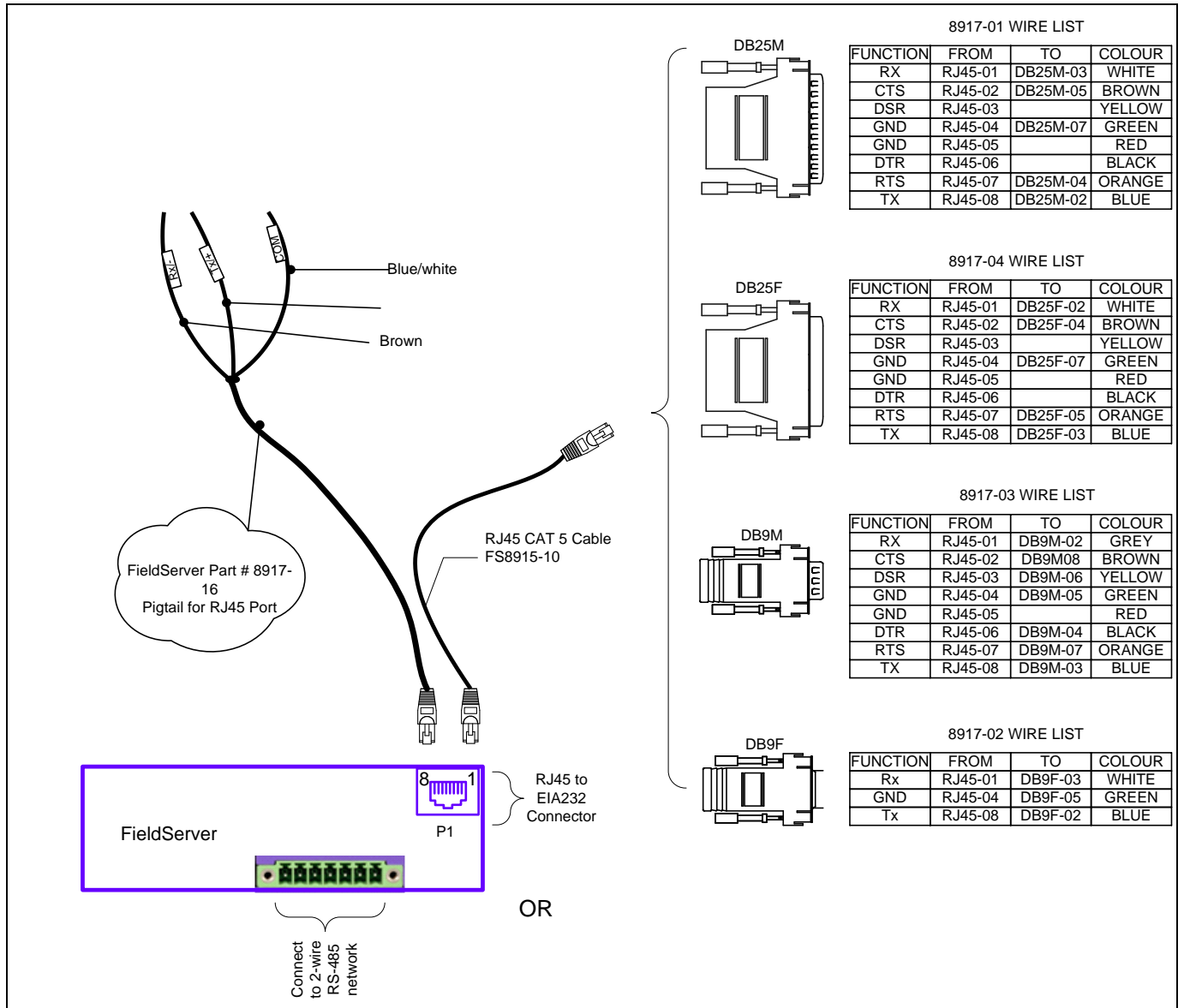
#### 2.2.1 Required 3<sup>rd</sup> Party Configuration

Configure the device to use DNP3 protocol on the port connected to the FieldServer.

### 3 HARDWARE CONNECTIONS

The FieldServer is connected to the DNP3 Serial Device as shown in the connection drawing.

Configure the DNP3 Serial device according to manufacturer’s instructions.



#### 3.1 Connection Notes

The connector FS-8917-16 can be used for RS-485 or RS-232 connection on the X20 series.

**4 DATA ARRAY PARAMETERS**

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.

Section Title		
Data_Arrays		
Column Title	Function	Legal Values
Data_Array_Name	Provide name for Data Array	Up to 15 alphanumeric characters
Data_Array_Format	Provide data format. Each Data Array can only take on one format.	Float, Bit, UInt16, SInt16, Byte, UInt32, SInt32
Data_Array_Length	Number of Data Objects. Must be larger than the data storage area required by the Map Descriptors for the data being placed in this array.	1-10,000

**Example**

```
// Data Arrays
Data_Arrays
Data_Array_Name , Data_Array_Format , Data_Array_Length
DA_BO           , Bit                , 50
DA_BI           , Bit                , 50
DA_AI           , SInt32               , 50
DA_AOS          , SInt16               , 50
DA_CNT          , UInt32               , 50
DA_BO_Status    , Byte                 , 50
DA_BI_Status    , Byte                 , 50
DA_AI_Status    , Byte                 , 50
DA_AO_Status    , Byte                 , 50
DA_CNT_Status   , Byte                 , 50
DA_CNTF_Status  , Byte                 , 50
DA_Crob_Parms   , UInt32               , 200
DA_Softver      , Byte                 , 8
DA_Hardver      , Byte                 , 80
DA_Userid       , Byte                 , 80
DA_Serial       , Byte                 , 80
DA_Prodname     , Byte                 , 80
DA_Manufname    , Byte                 , 80
DA_Allattrib    , Byte                 , 80
DA_Listattrib   , Byte                 , 80
DA_BI_E_TIME    , Byte                 , 300
```

## 5 CONFIGURING THE FIELDSEVER AS A DNP3 SERIAL CLIENT

For a detailed discussion on FieldServer configuration, please refer to the FieldServer Configuration Manual. The information that follows describes how to expand upon the factory defaults provided in the configuration files included with the FieldServer (See “.csv” sample files provided with the FieldServer).

This section documents and describes the parameters necessary for configuring the FieldServer as Client (Master) to communicate with a DNP3 Serial Server (Remote Outstation).

The configuration file tells the FieldServer about its interfaces, and the routing of data required. In order to enable the FieldServer for DNP3 Serial communications, the driver independent FieldServer buffers need to be declared in the “Data Arrays” section, the destination device addresses need to be declared in the “Client Side Nodes” section, and the data required from the servers needs to be mapped in the “Client Side Map Descriptors” section. Details on how to do this can be found below.

Note that in the tables, \* indicates an optional parameter, with the bold legal value being the default.

### 5.1 Client Side Connection Parameters

Section Title		
Connections		
Column Title	Function	Legal Values
Port	Specify which port the device is connected to the FieldServer	P1-P8, R1-R2 <sup>1</sup>
Protocol	Specify protocol used	Dnp3Ser, DNP3_Ser
Baud*	Specify baud rate	300, 600, 1200, 2400, 4800, <b>9600</b> , 19200, 38400, 76800, 115200
Parity*	Specify parity	<b>None</b> , Even, Odd
Data_Bits*	Specify data bits	<b>8</b> , 7
Stop_Bits*	Specify stop bits	<b>1</b> , 2
Poll_Delay*	Time between internal polls	0- 65.535s, <b>0.050s</b>
DNP3_Master_Address*	Specify Master data link address	<b>0</b> – 65519,
DNP3_Broadcast_Address*	Specify the Broadcast destination address. The driver uses this as the destination address when sending the following commands a) Direct operate no ack (0x06) b) Freeze and no ack (0x08) c) Freeze, clear and no ack (0x0A)	<b>65533</b> , 65534, 65535
DNP3_UTC_Correction*	Specify the correction required to set the time to UTC time. Ensure that the local time is set on the FieldServer (using Ruinet)	<b>0</b> , -2147483648 to 2147483647 (ms)
DNP3_Generate_Profile*	Specify if it is required to generate dnp3 xml profile file from FieldServer configuration file.	<b>NO</b> , YES

#### Example

```
// Client Side Connections
Connections
Port , Protocol , Baud , Parity , DNP3_Master_Address , Poll_Delay
P1 , Dnp3Ser , 9600 , None , 100 , 0
```

<sup>1</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.

5.2 Client Side Node Parameters

Section Title		
Nodes		
Column Title	Function	Legal Values
Node_Name	Provide name for Node	Up to 32 alphanumeric characters
Node_ID	Specify Remote Server's (Outstation's) data link address	0 - 65519
Protocol	Specify Protocol used	Dnp3Ser, Dnp3_Ser
Connection	Specify through which port the device is connected to the FieldServer	P1-P8, R1-R2 <sup>2</sup>
DNP3_Level*	Specify DNP3 level	1, 2, 3 or 4
DNP3_Enable_Unsolicited*	Specify if Unsolicited responses are enabled on the Server (Outstation) <sup>3</sup>	OFF, ON or NO, YES
DNP3_Dll_Confirm*	Specify if CONFIRM DATA function should be used. Dnp3 devices mostly use UNCONFIRMED DATA function i.e. send request or response without verifying the state of the other device, but some legacy devices may require the use of the CONFIRM DATA function.	NO, YES
DNP3_Dll_Retries*	Specify the number of retries to verify the communication state of the other device. This parameter will be used only if DNP3_DLL_Confirm is in use.	0 - 255
DNP3_Self_Address_Support*	Specify whether the remote Server (outstation) supports the Self Address feature. If supported, the data link address of the Server can be detected. The Driver will print the Server's data link address and then disable this feature in both devices and update the configuration file to use the known data link address under the Node_ID parameter.	NO, YES
DNP3_User_Id_Code*	Specify the user id code to be written to the Server (outstation)	Any text string up to 199 characters. <b>Default is the 'title' of the FieldServer in the configuration file.</b>

**Example**

```
// Client Side Nodes
Nodes
Node_Name , Node_ID, , Protocol , Connection , DNP3_Level
Node_A , 4 , Dnp3Ser , P1 , 2
```

<sup>2</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.

<sup>3</sup> This parameter should not have a value of 'ON' or 'YES' if connection is R1 or R2 (RS485)



## 5.3 Client Side Map Descriptor Parameters

### 5.3.1 FieldServer Related Map Descriptor Parameters

Column Title	Function	Legal Values
Map_Descriptor_Name	Name of this Map Descriptor	Up to 32 alphanumeric characters
Data_Array_Name	Name of Data Array where data is to be stored in the FieldServer	One of the Data Array names from Section 4.
Data_Array_Offset	Starting location in Data Array	0 to (Data_Array_Length-1) as specified in Section 4.
Function	Function of Client Map Descriptor	Rdbc, Wrbc, Wrbx, Passive

### 5.3.2 Driver Related Map Descriptor Parameters

Column Title	Function	Legal Values
Node_Name	Name of Node to fetch data from	One of the Node names specified in Section 5.2
Length	Length of Map Descriptor. (The number of object instances)	1,2,3 etc
Address	Specify object's index number	0, 1, 2, etc
DNP3Group*	Specify DNP3 Group number. This is a numeric representation of the Object Data Type. Refer to Appendix B.1	0, Refer to Appendix B.1
DNP3Variation*	Specify format or additional information relevant to DNP3Group.	0, Refer to Appendix B.1
DNP3Function*	Specify function as read, write, operate etc 1 read 2 write 3, 4 select & operate 5 direct operate 6 direct operate and no ack 7 Freeze 8 Freeze no ack 9 Freeze clear 10 Freeze, clear and no ack 13 cold restart	Refer to Appendix B.1 for default values and all options.
DNP3Qualifier*	Specify the way driver encodes object index and length in DNP3 request. For example 0 start-stop ; driver will encode the range (address to address+length-1 ) as start and stop address and it will use 1 byte to encode start and 1 byte to encode stop  0 (start-stop 1 byte each) 1 (start-stop 2 bytes each) 6 (no range or all) 7 (limited quantity, 1 byte indicates length) 8 (limited quantity, 2 bytes indicate length) 23 (each index encoded - use 1 byte ) 40 ( each index encoded - use 2 bytes )	Refer to Appendix B.1 for default values and all options.

Column Title	Function	Legal Values
DA_Float_Name*	DNP3 Event timestamp represents the number of milliseconds since 1 Jan 1970. If Data_Array_Format of data array is UINT32, driver will use 2 offsets to store time stamp: The first offset will indicate number of seconds and next offset will represent number of milliseconds. If data format is not UINT32, driver will use 6 locations to store raw bytes for time stamp.	-, One of the Data Array names from Section 4.
DA_Byte_Name*	Specify the name of the Data Array where a point's status should be stored in the FieldServer	-, One of the Data Array names from Section 4.

### 5.3.3 Timing Parameters

Column Title	Function	Legal Values
Scan_Interval	Rate at which data is polled	≥0.001s

## 5.4 Map Descriptor Example. READ

### 5.4.1 Binary Output (DNP3Group 10)

Map_Descriptors										
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DA_BYTE_NAME	
ReadBO1	, 5s	, DA_BO	, 0	, Rdbc	, Node_A	, 10	, 0	, 25	, DA_BO_Status	

All Binary outputs will be read every 5s

Binary output value will be stored here.

Only Index 0-24 will be stored. If more Binary outputs exist at the Server, increase length or add additional Passive Map Descriptors.

Status flags will be stored here.

### 5.4.2 Binary Input (DNP3Group 1)

Events read by the Master or sent by the Server in unsolicited responses will also be stored by this Map Descriptor.

Map_Descriptors										
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DA_Float_Name	DA_BYTE_NAME
ReadBI1	, 5s	, DA_BI	, 0	, Rdbc	, Node_A	, 1	, 0	, 25	, DA_BI_E_Time	, DA_BI_Status

All Binary inputs will be read every 5s

Binary input value will be stored here.

Only Index 0-24 will be stored. If more Binary Inputs exist at the Server, increase length or add additional Passive Map Descriptors.

Event Time will be stored here if provided by Server.

Status flags will be stored here.

### 5.4.3 Analog Input (DNP3Group 30)

Events read by the Master or sent by the Server in unsolicited responses will also be stored by this Map Descriptor.

Map_Descriptors										
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DA_BYTE_NAME	
ReadAI1	, 5s	, DA_AI	, 0	, Rdbc	, Node_A	, 30	, 0	, 25	, DA_AI_Status	

All Analog Inputs will be read every 5s

Analog Input value will be stored here.

Only Index 0-24 will be stored. If more Analog Inputs exist at the Server, increase length or add additional Passive Map Descriptors.

Status flags will be stored here.

5.4.4 Analog Output (DNP3Group 40)

Map_Descriptors									
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DA_BYTE_NAME
ReadAOS1	, 5s	, DA_AOS	, 0	, Rdbc	, Node_A	, 40	, 0	, 25	, DA_AO_Status

All Analog Outputs will be read every 5s

Analog Output value will be stored here.

Only Index 0-24 will be stored. If more Analog Outputs exist at the Server, increase length or add additional Passive Map Descriptors.

Status flags will be stored here.

5.4.5 Counter (DNP3Group 20)

Map_Descriptors									
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DA_BYTE_NAME
ReadCNT1	, 5s	, DA_CNT1	, 0	, Rdbc	, Node_A	, 20	, 0	, 25	, DA_CNT_Status

All Counters will be read every 5s

Counter value will be stored here.

Only Index 0-24 will be stored. If more Counters exist at the Server, increase length or add additional Passive Map Descriptors.

Status flags will be stored here.

5.4.6 Frozen Counter (DNP3Group 21)

Map_Descriptors									
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DA_BYTE_NAME
ReadCNT1	, 5s	, DA_CNT_F	, 0	, Rdbc	, Node_A	, 21	, 0	, 25	, DA_CNTF_Status

Frozen Counter value will be stored here.

Only Index 0-24 will be stored. If more Counters exist at the Server, increase length or add additional Passive Map Descriptors.

Status flags will be stored here.

5.5 Map Descriptor Example. Command Analog Output (DNP3Group 41)

The following Map Descriptors are used to command Analog Outputs. There are 3 ways an Analog Output can be commanded in DNP3.

- Direct Operate: DNP3Function 5 or unspecified will send the operate command directly and will wait for Ack from Server.
- Direct Operate no ack: DNP3Function 6 driver will send the operate command and not wait for Ack from Server.
- Select and Operate: DNP3Function 3 driver will send a command to select the particular object index on the Server. Once the Server Acks the command, the driver will issue an operate command to actually operate the point.

The Driver will read and store the new Analog Output Status to Map Descriptors of DNP3Group 40.

Map_Descriptors	Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DNP3Function
	MD_CAO_AO1	, DA_CAO	, 1	, Wr bx	, Node_A	, 41	, 1	, 1	, -
	MD_CAO_AO2	, DA_CAO	, 2	, Wr bx	, Node_A	, 41	, 2	, 1	, 6
	MD_CAO_AO3	, DA_CAO	, 3	, Wr bx	, Node_A	, 41	, 3	, 1	, 3

5.6 Map Descriptor Example. Command Binary Output (DNP3 Group 12)

The following Map Descriptors are used to command Binary Outputs. There are 3 ways to command Binary Outputs in DNP3.

- Direct Operate: DNP3Function 5 or unspecified will send the operate command directly and will wait for Ack from Server.
- Direct Operate no ack: DNP3Function 6 driver will send the operate command and not wait for Ack from Server.
- Select and Operate: DNP3Function 3 driver will send a command to select the particular object index on the Server. Once the Server Acks the command, the driver will issue an operate command to actually operate the point.

To send a Binary Output command driver needs 4 parameters

- a) command at specified offset on Map Descriptor
- b) Number of cycles at next offset (1 )in data array
- c) ONTIME at next offset (2)
- d) OFFTIME at next offset (3)

Where ONTIME is the number of milliseconds for which the Output point will be active and OFFTIME is the number of milliseconds for which the Output will be deactivated and number of cycles is the number of times this on-off cycle will be executed. The Command is the raw value to be sent which is dependent upon the type of Binary Output the Server (outstation) supports i.e. Activation model, Complementary Latch Model or Complementary two-output model. This driver is designed to send any raw value. In testing it is found that irrespective of the model of the device, Output is turned ON if the command value is 1 and OFF if the command value is 4.

The Driver reads and stores the new Binary Output to Map Descriptors of DNP3Group 10.

Map_Descriptors								
Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DNP3Function
MD_CROB1	DA_CROB0	0	Wr bx	Node_A	12	1	1	-
MD_CROB2	DA_CROB1	0	Wr bx	Node_A	12	2	1	6
MD_CROB3	DA_CROB2	0	Wr bx	Node_A	12	3	1	3

### 5.7 Map Descriptor Example. Freeze Counters

The following Map Descriptor will issue the command to freeze counter objects. Whenever the value at the specified offset is updated, the driver will trigger this Map Descriptor. Refer to the description of the DNP3Function for counters in Section 0.

Map_Descriptors							
Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Length	DNP3Function
FreezeCNT1	DA_CNT_FR	0	Wr bc	Node_A	20	1	7

DNP3Function	Actions
7 Freeze	Server will copy the counter values to the frozen counters
8 Freeze no ack	As 7 but Server will not send a response to the Client
9 Freeze clear	Server will copy the counter values to the frozen counters and clear the counters
10 Freeze, clear and no ack	As 10 but Server will not send a response to the Client

The following Map Descriptor will issue the command to freeze counter objects every 50s.

Descriptors								
Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Length	DNP3Function	Scan_Interval
FreezeCNT1	DA_CNT_FR	0	Wr bc	Node_A	20	1	7	50s

## 6 CONFIGURING THE FIELDSEVER AS A DNP3 SERIAL SERVER

For a detailed discussion on FieldServer configuration, please refer to the FieldServer Configuration Manual. The information that follows describes how to expand upon the factory defaults provided in the configuration files included with the FieldServer (See “.csv” sample files provided with the FieldServer).

This section documents and describes the parameters necessary for configuring the FieldServer to communicate with a DNP3 Serial Client (Master).

The configuration file tells the FieldServer about its interfaces, and the routing of data required. In order to enable the FieldServer for DNP3 Serial communications, the driver independent FieldServer buffers need to be declared in the “Data Arrays” section, the FieldServer virtual node(s) needs to be declared in the “Server Side Nodes” section, and the data to be provided to the client needs to be mapped in the “Server Side Map Descriptors” section. Details on how to do this can be found below.

Note that in the tables, \* indicates an optional parameter, with the bold legal value being the default.

### 6.1 Server Side Connection Parameters

Section Title		
Connections		
Column Title	Function	Legal Values
Baud*	Specify baud rate	300, 600, 1200, 2400, 4800, <b>9600</b> , 19200, 38400, 76800, 115200
Parity*	Specify parity	<b>None</b> , Even, Odd
Data_Bits*	Specify data bits	<b>8</b> , 7
Stop_Bits*	Specify stop bits	<b>1</b> , 2
Server_Hold_Timeout*	Specifies time FieldServer will reserve the Server side connection while waiting for the Client side to update data in the Data_Array	>1.0s, <b>5s</b>
DNP3_Master_Address*	Specify Remote Master’s data link address. If unspecified, the driver will default to 0, but will dynamically update it as soon it gets any message from the Master. If specified, and it gets a different Master address in a message, the driver will print the message with Master’s data link address, and then update the configuration file.	<b>0</b> – 65519.
Protocol	Specify protocol used	Dnp3Ser, <b>DNP3_Ser</b>
DNP3_Generate_Profile*	Specify if it is required to generate dnp3 xml profile file from FieldServer configuration file.	<b>NO</b> , YES

#### Example

```

// Server Side Connections

Connections
Port      , Protocol  , Baud   , Parity  DNP3_Master_Address
P1       , Dnp3Ser  , 9600  , None   , -
```

## 6.2 Server Side Node Parameters

Section Title	Nodes	
Column Title	Function	Legal Values
Node_Name	Provide name for Node	Up to 32 alphanumeric characters
Node_ID	Specify this Server's (Outstation's) data link address	0 - 65519
Protocol	Specify Protocol used	Dnp3Ser, Dnp3_Ser
Timeout*	Specify timeout in seconds. This timeout is used for various timeouts. For example confirmation timeout, 'select' timeout etc	0-65.534, 2
DNP3_Level*	Specify DNP3 level	1, 2, 3 or 4
DNP3_Enable_Unsolicited*	Specify if Unsolicited responses are enabled or not. <sup>4</sup>	OFF, ON or NO, YES
DNP3_Unsol_Retries*	Specify the number of times the driver should re-transmit unsolicited responses if it does not get confirmation from Master. 4294967295 is considered infinite.	0 - 4294967295
DNP3_DLL_Confirm*	Specify if CONFIRM DATA function should be used or not. Dnp3 devices mostly use UNCONFIRMED DATA function i.e. send request or response without verifying the state of the other device, but some legacy devices may require the use of the CONFIRM DATA function.	NO, YES
DNP3_DLL_Retries*	Specify the number of retries to verify the communication state of the other device. This parameter will be used only if DNP3_DLL_Confirm is in use.	0 - 255
DNP3_User_Id_Code*	Specify the custom user id code text	Any text string up to 199 characters. <b>Default is the 'title' of the FieldServer in the configuration file.</b>
DNP3_Max_Events*	Specify the event queue length. This is the maximum, number of unconfirmed events that driver can keep in queue. If the master remains unable to confirm the events, the new events will be discarded. The driver will keep the Bit set in every response from the Master to indicate event queue overflow.	0 - 65535, 50
DNP3_Self_Address_Support*	Enable/disable Self Address support feature. This feature is normally used to discover the data link address of the Server (outstation) if it is unknown during installation and the Outstation supports this feature. This is redundant in explicitly configurable FieldServers because the correct data link address (Node_ID) is required in the configuration file to enable/disable this feature.	NO, YES
DNP3_Time_Sync_Expire*	Specify the time in minutes after which the driver will set the 'Need Time' bit to indicate to the Master to set the	2-28800, 60 (minutes)

<sup>4</sup> This parameter should not have a value of 'ON' or 'YES' if connection is R1 or R2 (RS485)



Section Title		
Nodes		
Column Title	Function	Legal Values
	time at the Server (outstation)	
DNP3_MX_Fragment_Size*	Specify the maximum number of bytes of application layer to be used for a single fragment response.	2-2048
DNP3_Need_Time_Synch*	Specify if Server should set/unset 'Need Time Synch' internal indication. By default FieldServer will request time synchronization from Client. If this parameter is 'NO' FieldServer won't request time synchronization from Client.	YES, -, NO

**Example**

```
// Server Side Nodes

Nodes
Node_Name , Node_ID , Protocol , Port , DNP3_Level , DNP3_Enable_Unsolicited , Timeout
Node_A , 10 , Dnp3Ser , P1 , 2 , Yes , 5s
```

**6.3 Server Side Map Descriptor Parameters**

**6.3.1 FieldServer Specific Map Descriptor Parameters**

Column Title	Function	Legal Values
Map_Descriptor_Name	Name of this Map Descriptor	Up to 32 alphanumeric characters
Data_Array_Name	Name of Data Array where data is to be stored in the FieldServer	One of the Data Array names from Section 4
Data_Array_Offset	Starting location in Data Array	0 to (Data_Array_Length-1) as specified in Section 4
Function	Function of Server Map Descriptor	Passive

**6.3.2 Driver Specific Map Descriptor Parameters**

Column Title	Function	Legal Values
Node_Name	Name of Node to fetch data from	One of the Node Names specified in Section 6.2
Length	Length of Map Descriptor (Number of object instances)	1,2,3 etc
Address	Specify object's index number	0, 1, 2, etc
DNP3Group*	Specify DNP3 Group number (numeric data type of object).	0, Refer to 0
DNP3Variation*	Specify format of DNP3GROUP	0, Refer to 0
DNP3Qualifier*	Specify the way driver could encode object index and length in DNP3 request. For example 0 start-stop ; driver will encode the range (address to address+length-1 ) as start and stop address and it will use 1 byte to encode start and 1 byte to encode stop	Refer to 0 for default values and all options.

Column Title	Function	Legal Values
DNP3DataClass*	Specify the data class of the object. 0 – Static data (current value), no events will be generated for this data 1, 2, 3 – Event classes, events will be generated for this data. 255 – Class None. When class0 data is requested, driver will provide static data from class0, class1, class2 and class3. There isn't any special consideration or priority for various event classes like Class1, class2 or class3, but normally applications assign Binary Input as class1, Analog Input as class2 and Counter as class3 data.	0, 1, 2, 3, 255
DNP3EventVariation*	Similar to DNP3Variation, but applicable only for Event objects. Default event variation will be used when sending events in unsolicited response or when the parameter is not specified.	Refer to 0 for default values and all options.
DNP3EventQualifier*	Similar to DNP3Qualifier, but applicable only for Event objects.	
Event_Deadband*	Specify the deadband. If value changes in this band, event will not be generated. This is applicable to Analog Input and Counter objects	0, -2147483648 to 2147483647
DA_Float_Name*	Specify the name of the Data Array to configure the FieldServer to accept commands on Binary Output objects	-, One of the Data Array names from Section 4.
DNP3TimeDA*	Used to store the event time reported from the remote device. If this parameter is not defined, the FieldServer calculates the event time as per its own clock. To override the default event time, specify the name of a Data Array to hold the event time.	One of the Data Array names from Section 4.
DNP3StatusDA*	Used to store status flags for the objects from the remote device. If this parameter is not defined, the FieldServer uses the status of the data array objects. To override the default status, specify the name of a Data Array which holds the objects status.	One of the Data Array names from Section 4

### 6.3.3 Map Descriptor Example.

The following Map Descriptors will serve 50 objects having index 0-49 as Binary Inputs (DNP3Group 1), Analog Input (DNP3Group 30), Analog Output (DNP3Group41), Counter (DNP3Group 20) and Frozen Counter (DNP3Group 21) implicitly below Counter objects.

Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DNP3DataClass
SMD_BI1	, DA_BI	, 0	, Passive	, Node_A	, 1	, 0	, 50	, 1
SMD_AI1	, DA_AI	, 0	, Passive	, Node_A	, 30	, 0	, 50	, 2
SMD_AOS1	, DA_AOS	, 0	, Passive	, Node_A	, 40	, 0	, 50	, 0
SMD_CNT1	, DA_CNT	, 0	, Passive	, Node_A	, 20	, 0	, 30	, 3

Data Array declared in Section 4, data will be served to these data arrays and for analog commands new analog values will be updated in DA\_AOS

Specified Data array offset holds data in data array for the specified address (object index)

Node Name as declared in Section 6.2

Specify the type of the object  
 1- Binary Input  
 30- Analog Input  
 40- Analog Output  
 20- Counter

Specify the starting number of object index

Assign data class. Event will be generated for class 1, 2 and 3

Specify the number of objects of specified type (DNP3Group)

6.3.4 Binary Output (DNP3Group 10)

The following Map Descriptors will serve 50 objects having index 0-49 as Binary Output (DNP3Grop 10), but here another parameter DA\_Float\_Name is required to reference another Data Array for Binary Outputs to accept commands.

The length of DA\_CROB\_PARMS should be 4 times the length i.e. in this case this data array length should be at least 200. The Driver uses DA\_CROB\_PARMS internally to compute when to turn Binary Output ON or OFF. The Driver implements the activation model for all Binary Outputs.

The Driver will operate binary output if the command value is one of: 0x01, 0x03, 0x04, 0x41 or 0x81

The Driver will keep Binary Output ON for ONTIME and OFF for OFFTIME for number of specified cycles in the command.

Map_Descriptors								
Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Address	Length	DA_Float_Name
SMD_BO1	DA_BO	0	Passive	Node_A	10	0	50	DA_CROB_PARMS

Appendix A. USEFUL FEATURES

Appendix A.1. Map Descriptor Example. Device Attribute Read

The following set of Map Descriptors are required to read/write Server device attributes.

Map Descriptor *AllAttriRqst* attribute 254 sends a request to read all device attributes, but nothing is stored in associated Data Array DA\_ALLATTRIB because the data is parsed and will be stored on other Map Descriptors depending upon the data type (DNP3Variation). For example software version (variation 242) will be stored in DA\_SOFTVER; User ID Code (variation 246) will be stored in DA\_USERID and so on.

List Map Descriptor *ListAttrVar* attribute 255 sends a request to read available attributes at the Server and their read/write nature, but not the actual values of attributes. The Attribute variation number and its read/write flag will be stored as a pair in DA\_LISTATTRIB. E.g. offset 0 holds variation number and offset 1 its read/write flag, offset 2 will hold next variation number and offset 3 its read/write flag and so on.

Attribute variation 246 is optionally writable. Use the function Wrbx and update DA\_USERID to write new user id code attribute 246 to Server.

To read each attribute individually, change the functions from Passive to Rdbc.

Map_Descriptors	Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	DNP3Variation	Length	DNP3Function
ManfSoftVer		, 100s	, DA_SOFTVER	, 0	, Passive	, Node_A	, 0	, 242	, 8	, -
ManfHardVer		, 100s	, DA_HARDVER	, 0	, Passive	, Node_A	, 0	, 243	, 80	, -
UserIDcodenum		, 100s	, DA_USERID	, 0	, Wrbx	, Node_A	, 0	, 246	, 80	, 2
SerialNum		, 100s	, DA_SERIAL	, 0	, Passive	, Node_A	, 0	, 248	, 80	, -
ProdNameModel		, 100s	, DA_PRODNAME	, 0	, Passive	, Node_A	, 0	, 250	, 80	, -
ManfName		, 100s	, DA_MANUFNAME	, 0	, Passive	, Node_A	, 0	, 252	, 80	, -
AllAttriRqst		, 100s	, DA_ALLATTRIB	, 0	, Rdbc	, Node_A	, 0	, 254	, 80	, -
ListAttriVar		, 100s	, DA_LISTATTRIB	, 0	, Rdbc	, Node_A	, 0	, 255	, 80	, -

Appendix A.2. Map Descriptor Example. Event Read

Appendix A.2.1. Binary Input Event (DNP3Group 2)

The Map Descriptor *Poller\_BI\_Events* will read all Binary Input events every 3s. (Qualifier is not specified).

The Map Descriptor *Poller\_BI\_Events10* and *10b* will read up to 10 Binary Input events every 3s. Qualifier 7 will cause the length to be encoded in 1 byte, while Qualifier 8 will cause the length to be encoded in 2 bytes.

The response data from these requests will be stored on other Map Descriptors described with DNP3Group 1 (Binary Inputs)

Map_Descriptors								
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Length	DNP3Qualifier
Poller_BI_Events	, 3s	, DA_BI_E_Poller	, 0	, Rdbc	, Node_A	, 2	, 1	, -
Poller_BI_Events10	, 3s	, DA_BI_E_Poller7	, 0	, Rdbc	, Node_A	, 2	, 10	, 7
Poller_BI_Events 10b	, 3s	, DA_BI_E_Poller8	, 0	, Rdbc	, Node_A	, 2	, 10	, 8

The following Map Descriptors will read all Binary Input events for the variation specified if the qualifier is not specified or is specified as 6 every 3s. If the qualifier is specified as 7 or 8 it will request only a limited number of events as per specified length. The response data from these requests will be stored on other Map Descriptors described with DNP3Group 1 (Binary Inputs)

Variation 1 – Without Time

Variation 2 – With Absolute Time

Variation 3 – With Relative Time

Map_Descriptors									
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Length	DNP3Variation	DNP3Qualifier
Poller_BI_Events1	, 3s	, DA_BI_E_Poller1	, 0	, Rdbc	, Node_A	, 2	, 1	, 1	, -
Poller_BI_Events2	, 3s	, DA_BI_E_Poller2	, 0	, Rdbc	, Node_A	, 2	, 10	, 2	, 7
Poller_BI_Events3	, 3s	, DA_BI_E_Poller3	, 0	, Rdbc	, Node_A	, 2	, 10	, 3	, 8

Appendix A.2.2. Analog Input Event (DNP3Group 32)

The Map Descriptor *Poller\_AI\_Events* will read all Analog Input events every 3s. (Qualifier is not specified).

The Map Descriptors *Poller\_AI\_Events10* and *10b* will read up to 10 Analog Input events every 3s. Qualifier 7 will cause the length to be encoded in 1 byte, while Qualifier 8 will cause the length to be encoded in 2 bytes.

The response data from these requests will be stored on other Map Descriptors described with DNP3Group 30 (Analog Inputs)

Map_Descriptors								
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Length	DNP3Qualifier
Poller_AI_Events	, 3s	, DA_AI_E_Poller	, 0	, Rdbc	, Node_A	, 32	, 1	, -
Poller_AI_Events10	, 3s	, DA_AI_E_Poller7	, 0	, Rdbc	, Node_A	, 32	, 10	, 7
Poller_AI_Events 10b	, 3s	, DA_AI_E_Poller8	, 0	, Rdbc	, Node_A	, 32	, 10	, 8

Appendix A.2.3. Counter Event (DNP3Group 22)

The Map Descriptor *Poller\_CNT\_Events* will read all Counter events every 3s. (Qualifier is not specified).

The Map Descriptors *Poller\_CNT\_Events10* and *10b* will read up to 10 Counter events every 3s. Qualifier 7 will cause the length to be encoded in 1 byte, while Qualifier 8 will cause the length to be encoded in 2 bytes.

The response data from these requests will be stored on other Map Descriptors described with DNP3Group 20 (Counters)

Map_Descriptors								
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	Length	DNP3Qualifier
Poller_CNT_Events	, 3s	, DA_CNT_E_Poller	, 0	, Rdbc	, Node_A	, 22	, 1	, -
Poller_CNT_Events10	, 3s	, DA_CNT_E_Poller7	, 0	, Rdbc	, Node_A	, 22	, 10	, 7
Poller_CNT_Events 10b	, 3s	, DA_CNT_E_Poller8	, 0	, Rdbc	, Node_A	, 22	, 10	, 8

Appendix A.3. Map Descriptor Example. Class Data Read

In the DNP3 Server (Outstation), almost all of the data has been assigned to 1 of the 4 classes. Class 0 holds all the static data and the other classes hold events data. Thus the Client can read all data using the following 4 Map Descriptors. DNP3Group 60 represents class data object. Variation 1 means class0, variation 2 represents class1.

The response data will be stored on other Map Descriptors described earlier to hold data for various objects like Binary Inputs, Binary Input Events, Binary Outputs, Analog Inputs, Analog Inputs Events, Analog Outputs, Counters, Counters Events, Frozen Counters etc.

Map_Descriptors								
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	DNP3Variation	Length
CMD_Class0_Poller	, 16s	, DA_Poller0	, 0	, Rdbc	, Node_A	, 60	, 1	, 1
CMD_Class1_Poller	, 16s	, DA_Poller1	, 0	, Rdbc	, Node_A	, 60	, 2	, 1
CMD_Class2_Poller	, 16s	, DA_Poller2	, 0	, Rdbc	, Node_A	, 60	, 3	, 1
CMD_Class3_Poller	, 16s	, DA_Poller3	, 0	, Rdbc	, Node_A	, 60	, 4	, 1

The following Map Descriptors send requests to read a limited number of events (10) for any class. Response data will be stored on other Map Descriptors described earlier.

Map_Descriptors									
Map_Descriptor_Name	Scan_Interval	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Group	DNP3Variation	Length	DNP3Qualifier
CMD_Class1_Poller	, 16s	, DA_Poller1	, 0	, Rdbc	, Node_A	, 60	, 2	, 10	, 7
CMD_Class2_Poller	, 16s	, DA_Poller2	, 0	, Rdbc	, Node_A	, 60	, 3	, 10	, 8
CMD_Class3_Poller	, 16s	, DA_Poller3	, 0	, Rdbc	, Node_A	, 60	, 4	, 10	, 7

#### Appendix A.4. Map Descriptor Example. Cold Restart Server

The following Map Descriptor issues the command to cold restart the remote server (outstation). When the value at the specified offset is updated, the Map Descriptor is triggered.

Map_Descriptors						
Map_Descriptor_Name	Data_Array_Name	Data_Array_Offset	Function	Node_Name	DNP3Function	Length
MD_COLD_RESTART	, DA_COLDRES	, 0	, Wrbc	, Node_A	, 13	, 1



Appendix B. REFERENCE

Appendix B.1. Legal Values for FieldServer as a Master

Note that in the tables, default values are indicated using bold type.

Object Data Type	DNP3Functions	DNP3Group	DNP3Variation	DNP3Qualifier
Device Attributes		0	242 (Software version) 243 (Hardware version) 246 (User assigned ID code/number) 248 (Serial number) 250 (Product name and model) 252 (Manufacturer's name) 254 (Non-specific all attribute read request) 255 (List of attribute variations) 0 (invalid)	1 for DNP3Variation 242, 243, 246, 248, 250, 252, 254, 255  2 Also available for 246
Binary Input		1	0 (Any) 1 (Packed Format) 2 (With flags)	0, 1, 6
Binary Input Event		2	0 (Any) 1 (Without time) 2 (With Absolute time) 3 (With Relative time)	6, 7, 8
Binary Output		10	0 (Any )	6
Binary command- Control Relay Output block CROB	3, 4, 5, 6	12	1 (Control Relay Output block CROB)	23, 40
Counter		20	0 (Any)	6
Frozen Counter		21	0 (Any)	1
Counter Event		22	0 (Any)	6, 7, 8
Analog Input		30	0 (Any) 1 (32bit with flag) 2 (16bit with flag) 3 (32bit without flag) 4 (16bit without flag) 5 (single precision floating point with flag)	6, 0, 1

Object Data Type	DNP3Functions	DNP3Group	DNP3Variation	DNP3Qualifier
Analog Input Event		32	0 (Any) 1 (32bit without flag) 2 (16bit without flag) 3 (32bit with flag) 4 (16bit with flag) 5 (single precision floating point without flag) 7 (single precision floating point with flag)	6, 7, 8
Analog Output Status		40	0 (Any)	6
Analog Output	3, 4, 5, 6	41	2 (16 bit)	5, 3, 6
Time & Date –Absolute Time		50		
Class Object		60		
Internal Indications		80		

Appendix B.2. Legal values for FieldServer as a Remote Outstation

Note that in the tables, default values are indicated using bold type.

Object Data Type	DNP3Group	DNP3Variation	DNP3Qualifier	DNP3EventVariation	DNP3EventQualifier
Device Attributes	0		0 (1Byte start-stop)		
Binary Input	1	1 – Bit Packed 2 – Bit with flag	0 (1Byte start-stop) 1 (2Byte start-stop)		
Binary Input Events	2			1 – Without Time 2 – With Absolute time 3 – With Relative time	40 – (each index will be encoded and each will use 2 bytes) 23 – (each index will be encoded and each will use 1 byte)
Binary Output	10	2 – Output Status with flags	0 (1Byte start-stop) 1 (2Byte start-stop)		
Counter	20	1 – 32 Bit with Flag	0 (1Byte start-stop)		
Frozen Counter	21	2- 16 Bit with Flag 5– 32 Bit without flag 6– 16 Bit without flag	1 (2Byte start-stop)		
Counter Event	22			1 –32-bit for 32-bit Counter (i.e. if variation is 1 or 5) 2 –16-bit for 16-bit Counter (i.e. if variation is 2 or 6)	40 – (each index will be encoded and each will use 2 bytes) 23 – (each index will be encoded and each will use 1 byte)

Object Data Type	DNP3Group	DNP3Variation	DNP3Qualifier	DNP3EventVariation	DNP3EventQualifier
Analog Input	30	1 – 32 Bit with Flag 2- 16 Bit with Flag 3– 32 Bit without flag 4– 16 Bit without flag 5 (Single precision floating point with flag)	0 (1Byte start-stop) 1 (2Byte start-stop)		
Analog Input Events	32			1 (32bit without time) (default if variation is 1 or 3) 2 (16bit without time) 3 (32bit with time) (default if variation is 2 or 4) 4 (16bit with time) 5 (single precision floating point without time) (default if variation is 5) 7 (single precision floating point with time)	40 – (each index will be encoded and each will use 2 bytes) 23 – (each index will be encoded and each will use 1 byte)
Analog Output Status	40	2- 16 Bit with Flag	0 (1Byte start-stop) 1 (2Byte start-stop)		
Time & Date CTO (Common Time Object)	51		7 (limited quantity 1 Byte)		
Time Delay	52		7 (limited quantity 1 Byte)		