



Logix5000 Data Access

Purpose

This document describes how to access data from a Logix5000 controller using the following methods:

- CIP Services (inherent Logix5000 mode of communications)
- Programmable Controller Communication Commands (PCCC), for compatibility with PLC and SLC controllers:
 - PLC-2 Commands
 - PLC-5 Commands
 - SLC Commands

When to Use this Document

Use this document when you need to write data to or read data from a Logix5000 controller via an external device.

How to Use this Document

This document uses the following acronyms and definitions:

This term:	Means:
PLC-5	a type of Allen-Bradley Programmable Logic Controller
PLC-2	an older type of Allen-Bradley Programmable Logic Controller
SLC	an Allen-Bradley Small Logic Controller
CIP	Control and Information Protocol
GEN STS	CIP message general status
IOI	Internal Object Identifier (I.e., How to address data in CIP messaging.)
segment	Part of an IOI
tag	character name of data
STS / EXT STS	status of the message transmission
TNS	16 bit unique transaction identifier
address offset	a 2 byte field which indicates byte offset from the start of a file or tag
system address	a multi-byte field which indicates where to start the operation
packet offset	indicates how much further from system address to continue the operation
total transaction	indicates total extent of intended operation

For additional information, refer to the *DF1 Protocol and Command Set Reference Manual*, publication 1770-6.5.16.

AB Parts

Important User Information

Because of the variety of uses for the products described in this publication, those responsible for the application and use of this control equipment must satisfy themselves that all necessary steps have been taken to assure that each application and use meets all performance and safety requirements, including any applicable laws, regulations, codes and standards.

The illustrations, charts, sample programs and layout examples shown in this guide are intended solely for purposes of example. Since there are many variables and requirements associated with any particular installation, Allen-Bradley does not assume responsibility or liability (to include intellectual property liability) for actual use based upon the examples shown in this publication.

Allen-Bradley publication SGI-1.1, *Safety Guidelines for the Application, Installation and Maintenance of Solid-State Control* (available from your local Allen-Bradley office), describes some important differences between solid-state equipment and electromechanical devices that should be taken into consideration when applying products such as those described in this publication.

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Throughout this manual we use notes to make you aware of safety considerations:

ATTENTION



Identifies information about practices or circumstances that can lead to personal injury or death, property damage or economic loss

Attention statements help you to:

- identify a hazard
- avoid a hazard
- recognize the consequences

IMPORTANT

Identifies information that is critical for successful application and understanding of the product.

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Logix5000 Data

The Logix5000 controller stores data in tags, in contrast to a PLC-5 controller, which stores data in data files. Logix5000 tags have these properties:

- name, which identifies the data:
 - up to 40 characters in length
 - *does not* include a file number
- scope:
 - controller (i.e., global), which you can access directly
 - program (i.e., local), which you *can not* access via an external device
- data type, which defines the organization of the data

The Logix5000 controller supports a large variety of data types:

- **atomic**: a bit, byte, 16-bit word, or 32-bit word, each of which stores a single value.
- **structure**: a grouping of different data types that function as a single unit and serves a specific purpose. Depending on the needs of your application, you can create additional structures, which are referred to as user-defined structures.
- **array**: a sequence of elements, each of which is the same data type:
 - You can define data in zero, one, two, or three dimensions, as required. (Zero or one dimension are the most common.)
 - You can use either atomic or structure data types.

The following table identifies the predefined data types:

To store a:	Use this data type:	Structure
Bit	BOOL	
Bit array	BOOLEAN ARRAY (32 bit chunks)	
8 bit integer	SINT	
16 bit integer	INT	
32 bit integer	DINT	
32 bit float	REAL	
32 bits of milliseconds	TIMER	✓
32 bits of range	COUNTER	✓
32 bits of range	CONTROL	✓

CIP Services

The following sections describe the inherent mode of communications and addressing of the Logix5000 controller. You can use the following services to access Logix5000 data:

- CIP Read Data Service
- Read Data Fragmented Format Service
- CIP Write Data Service
- Write Data Fragmented Format Service
- Multi-Request Service
- Get Attributes List Service
- Read Template Service

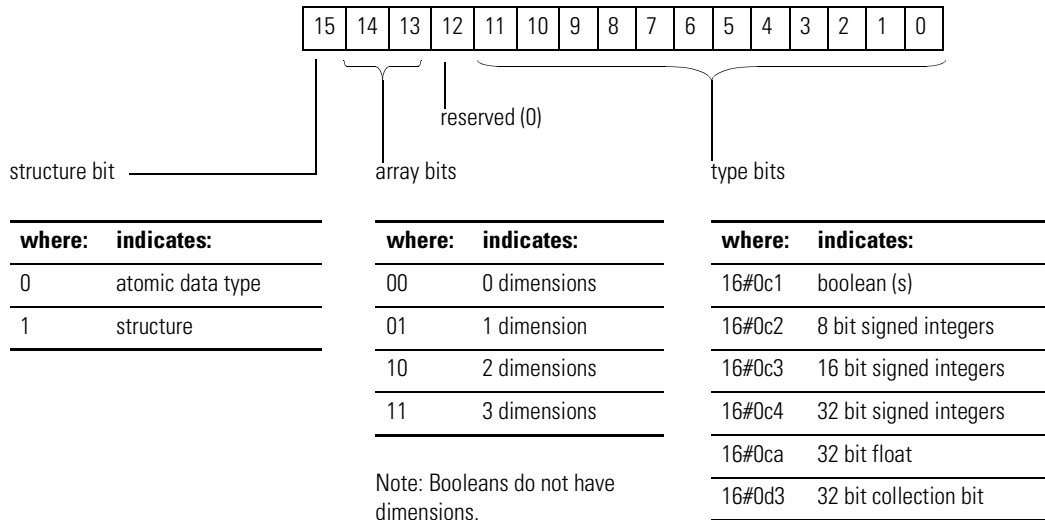
Introduction

Before you use CIP services, review the following introductory information:

- CIP Data Types
- IOI Segments
- Abbreviated Type
- Returned data formats with abbreviated types
- Array Indexing
- CIP Service Errors

CIP Data Types

Data type information is very important in all aspects of CIP communications. The type information is used for reading, writing, and, if necessary, deciphering structures. The following diagram shows the layout of the CIP data types.



A structure stores a group of different data types that function as a single unit and serves a specific purpose (i.e., a combination of values):

- A structure contains one or more members.
- Each member can be an:
 - atomic data type
 - another structure data type
 - array of an atomic data type or structure data type

The template for a structure is divided into the following areas:

header	
member_1 type	member_1 info
member_1 offset	
member_2 type	member_2 info
member_2 offset	
•	
•	
template name	
member_1 name	
member_2 name	
•	
•	

Member data is returned in this order:

1. info 16-bit word, low byte first
2. type 16-bit word, low byte first
3. offset 32-bit word, low byte first

where:

This section:	Contains:								
header	general information about the template: <ul style="list-style-type: none"> • number of members in the template • size of a tag that uses the template • size of the template description information • template handle 								
member_x type	data type of the member. Refer to "CIP Data Types" on page 6.								
member_x info	array information for the member: <table border="1" style="width: 100%; margin-top: 5px;"> <thead> <tr> <th>If type is:</th> <th>Then info word is:</th> </tr> </thead> <tbody> <tr> <td>single element</td> <td>0</td> </tr> <tr> <td>arrayed element</td> <td>array dimension (1 to 65535)</td> </tr> <tr> <td>boolean</td> <td>bit number (0 to 7) in low byte of 16 bits</td> </tr> </tbody> </table>	If type is:	Then info word is:	single element	0	arrayed element	array dimension (1 to 65535)	boolean	bit number (0 to 7) in low byte of 16 bits
If type is:	Then info word is:								
single element	0								
arrayed element	array dimension (1 to 65535)								
boolean	bit number (0 to 7) in low byte of 16 bits								
member_x offset	location, in bytes, where the member appears in the structure								
template name	name of the template, in a NULL terminated string								
member_x name	name of the member, in a NULL terminated string								

To create a tag based on a structure, you have the following options:

- use one of the following predefined structure:
 - AXIS
 - CONTROL
 - COUNTER
 - MESSAGE
 - MOTION_GROUP
 - MOTION_INSTRUCTION
 - PID
 - TIMER
- create your own structure (a user-defined data type)

You can group most structures into arrays or use them in other structures. You *cannot* use the following structures in arrays or other structures:

- AXIS
- MESSAGE
- MOTION_GROUP

IOI Segments

CIP addressing is done through IOI segments. The controller uses the following types of segments (adheres to the ControlNet International specification):

- Class segment versions:
 - One byte version

20	xx
----	----

where:

xx is the class code value.

- Two byte version

21	00	xx	xx
----	----	----	----

where:

xxxx is the class code value, low byte first.

- Instance segment versions:
 - One byte version

24	<i>xx</i>
----	-----------

where:

xx is the instance code value.

- Two byte version

25	00	<i>xx</i>	<i>xx</i>
----	----	-----------	-----------

where:

xx is the instance code value, low byte first.

- Element segment versions:
 - One byte version

28	<i>xx</i>
----	-----------

where:

xx is the element number.

- Two byte version

29	00	<i>xx</i>	<i>xx</i>
----	----	-----------	-----------

where:

xx is the element number, low byte first.

- Four byte version

2A	00	<i>xx</i> lowest	<i>xx</i>	<i>xx</i>	<i>xx</i> highest
----	----	---------------------	-----------	-----------	----------------------

where:

xx is the element number, lowest byte to highest byte.

- Symbolic segment, one byte character version:

91	<i>len</i>	<i>1st</i>	<i>2nd</i>	<i>last</i>	<i>00 (pad)</i>
----	------------	------------	------------	-------	-------------	-----------------

where:

len is the length of the symbolic string in bytes (not including header or trailing pad).

1st, *2nd*, *3rd* are the characters in order.

The pad is necessary when the number of characters is odd.

Abbreviated Type

CIP data table read and writes require an abbreviated type field. This field identifies the data type:

- For atomic types, there is one byte, which is the type value, followed by a 0 pad byte:

<i>xx</i>	00
-----------	----

where:

xx is value for data type table.

- For structures:
 - First byte indicates that a structure type follows.
 - Second byte indicates the handle for the structure, which identifies the structure for communication purposes.

A0	02	<i>xx</i>	<i>yy</i>
----	----	-----------	-----------

where:

xx yy is the structure handle from the template object.

Returned data formats with abbreviated types

The following shows the data format and abbreviate type returned for all the atomic types and a few of the predefined structures for CIP messaging.

- BOOL

C1	00	xx
----	----	----

where:

xx is 0 if the bit is a 0 and FF if the bit is a 1.

- BIT ARRAY

D3	00	lowest	low	high	highest
----	----	--------	-----	------	---------

The 4 bytes are packed lowest to highest.

- SINT

C2	00	xx
----	----	----

where:

xx is the data value.

- INT

C3	00	low	high
----	----	-----	------

Data bytes packed low byte to high byte.

- DINT

C4	00	lowest	low	high	highest
----	----	--------	-----	------	---------

The 4 bytes are packed lowest to highest.

- REAL

CA	00	lowest	low	high	highest
----	----	--------	-----	------	---------

The 4 bytes are packed lowest to highest.

• TIMER

A0	02	??	??	ctl	ctl	ctl	ctl	pre	pre	pre	pre	acc	acc	acc	acc
----	----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

The ctl, pre, and acc words are all packed lowest byte to highest byte.

• COUNTER

A0	02	??	??	ctl	ctl	ctl	ctl	pre	pre	pre	pre	acc	acc	acc	acc
----	----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

The ctl, pre, and acc words are all packed lowest byte to highest byte.

• CONTROL

A0	02	??	??	ctl	ctl	ctl	ctl	len	len	len	len	pos	pos	pos	pos
----	----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

The ctl, len, and pos words are all packed lowest byte to highest byte.

Array Indexing

The following examples show how two and three dimensional arrays are indexed, first element to last element. All array indices are 0 based.

Two dimensions [3,4]

0	0
0	1
0	2
0	3
1	0
1	1
1	2
1	3
2	0
2	1
2	2
2	3

Three dimensions [2,3,2]

0	0	0
0	0	1
0	1	0
0	1	1
0	2	0
0	2	1
1	0	0
1	0	1
1	1	0
1	1	1
1	2	0
1	2	1

CIP Service Errors

In general, the CIP status is returned as follows:

- good status
- general error with no extended status:

code	00
------	----

Where:	Means:
04	This general status code means that the IOI could not be deciphered. Either it was not formed correctly or the match tag does not exist
05	The particular item referenced (usually instance) could not be found
06	The amount of data requested would not fit into the response buffer. Partial data transfer has occurred.
0A	An error has occurred trying to process one of the attributes
13	Not enough command data / parameters were supplied in the command to execute the service requested
1C	An insufficient number of attributes were provided compared to the attribute count
26	The IOI word length did not match the amount of IOI which was processed
00	SUCCESS!!

- error with extended status:

code	01	extended	code
------	----	----------	------

Where:	Means:
FF 01 05 21	You have tried to access beyond the end of the data object
FF 01 07 21	The abbreviated type does not match the data type of the data object.
FF 01 04 21	The beginning offset was beyond the end of the template

CIP Read Data Service

The CIP read data service reads a block of data starting from the specified address at the IOI string:

- Any data which fits into the reply packet is returned, even if it does not all fit.
- If all the data does not fit into the packet, an error is returned along with the data.

Command format

Service code 4C	IOI string	<i>size</i>
--------------------	------------	-------------

where:

size is the number of elements that you wish to read (16 bits).

Reply format

Service code CC	00	<i>status</i>	<i>abbreviated type</i>	<i>data</i>
--------------------	----	---------------	-----------------------------	-------------

Read Data Fragmented Format Service

This service reads more data than will fit into one packet:

- The application must fragment the data into appropriately sized chunks.
- The client process must then request the next piece of data, in turn.
- The only parameter that changes from one request to the next is the byte offset (32 bits, least-significant bit first).
- With each packet except the last, a size error is returned.

Command format

Service code 52H	IOI string	<i>size</i>	<i>byte offset</i>
---------------------	------------	-------------	--------------------

where:

size is the number of elements that you wish to read (16 bits).

Reply format

Service code D2H	00	<i>status</i>	<i>abbreviated type</i>	<i>data</i>
---------------------	----	---------------	-----------------------------	-------------

CIP Write Data Service

The CIP write data service writes a block of data starting from the specified address at the IOI string. The data type must match exactly for the write to occur.

Command format

Service code 4D	IOI	<i>abbreviated type</i>	<i>size</i>	<i>data</i>
--------------------	-----	-----------------------------	-------------	-------------

Reply format

Service code CD	00	<i>status</i>
--------------------	----	---------------

Write Data Fragmented Format Service

This service writes more data than will fit into one packet:

- The application must fragment the data into appropriately sized chunks.
- The client process must then send the next piece of data, in turn.
- The only parameter that changes from one write to the next is the byte offset (32 bits, least-significant bit first).

Command format

Service code 53H	IOI	<i>abbreviated type</i>	<i>size</i>	<i>byte offset</i>	<i>data</i>
---------------------	-----	-----------------------------	-------------	--------------------	-------------

Reply format

Service code D3H	00	<i>status</i>
---------------------	----	---------------

AB Parts

Multi-Request Service

The Must-Request service packs more than one request into a packet. Use this service to optimize CIP reads and writes. Reading or writing one tag at a time can be quite time consuming. Most of the time is spent getting the message to the controller and back again, rather than any significant processing time at either end.

Command format

0A	02	20	02	24	01	<i>count</i>
<i>offset #1</i>	<i>offset #2</i>	...	<i>service #1</i>	<i>service #2</i>	...	<i>service #n</i>

where:

count is a two byte field of the number of services to perform.

offset #n is a two byte field which gives the byte offset (from the count field) to where the *n*th service starts.

service #n is one of the services to be executed. Example formats for CIP reads and writes are shown above.

At all times the services and all other header information must fit within the boundaries of a packet.

Reply format

8A	00	Gen STS	00	<i>count</i>	<i>offset #1</i>
<i>offset #2</i>	...	<i>reply #1</i>	<i>reply #2</i>	...	<i>reply #n</i>

where:

count is a two byte field of the number of replies in the response.

offset #n is a two byte field which gives the byte offset (from the count field) to where the *n*th reply starts.

reply #n is the reply to the *n*th service in the request and follows the reply formats shown above for CIP reads and writes.

All services are always processed. Each reply holds the status for its own service. The Gen STS byte indicates that an error occurred somewhere in the processing of the services.

Get Attributes List Service

This service returns the important information about a template:

- structure size
- number of bytes
- number of members
- handle

Multiple reads may be required to get all of the template data.

Command format

03	03	20	6C	25	00	<i>tt</i>	<i>tt</i>	04	00	04	00	03	00	02	00	01	00
----	----	----	----	----	----	-----------	-----------	----	----	----	----	----	----	----	----	----	----

where:

tt tt is the instance number of the template that you are reading, low byte first

Reply format

83	00	00	00	04	00	04	00	00	00	<i>ss</i>	<i>ss</i>	<i>ss</i>	<i>ss</i>	03	00
00	00	<i>bb</i>	<i>bb</i>	02	00	00	00	<i>mm</i>	<i>mm</i>	01	00	00	00	<i>hh</i>	<i>hh</i>

where:

ss ss ss ss is the size of the template structure in 32 bit words.

bb bb is the number of bytes that the structure takes up in memory.

mm mm is the number of members in the structure.

hh hh is the handle of the structure to be used in communications.

Read Template Service

This service returns the information contained within a template about each member's type and where it appears in the structure (byte offset). Many reads may be required to get all of the template data.

Command format

4C	03	20	6C	25	00	<i>tt</i>	<i>tt</i>	<i>rr</i>	<i>rr</i>	<i>rr</i>	<i>rr</i>	<i>bb</i>	<i>bb</i>
----	----	----	----	----	----	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

where:

tt tt is the instance number of the template that you are reading, low byte first

rr rr rr rr is the byte offset to where to start reading. The first byte to read is offset 0.

bb bb is the number of bytes to read.

Reply format

CC	00	00	00	<i>data</i>
----	----	----	----	-------------

Addressing Examples

The following examples show IOI strings for various data accesses:

- In the IOI strings, the first byte is always the word count value.
- In some cases, a PCCC logical ASCII form is also shown (presumes file mapping).

The examples are grouped into the following sections:

- Access Atomic and Pre-Defined Data Types, on page 19
- Access User-Defined Structures, on page 20

Access Atomic and Pre-Defined Data Types

The following examples access tags that use either an atomic or pre-defined data type.

To access:	This entry is specified:	Notes:
single integer tag named "parts"	IOI string 04 91 05 70 61 72 74 73 00 PCCC symbolic "parts"	
6 th element of an array of REALs named "setpoints"	IOI string 07 91 09 73 65 74 70 6f 69 7e 74 73 00 28 05 PCCC ASCII \$F8:6 PCCC symbolic "setpoints[6]"	
single integer [2,5,257] of a three dimensional array named "profile"	IOI string 09 91 07 70 72 6f 66 69 6c 65 00 28 02 28 05 29 00 01 01 PCCC ASCII \$N7:2:5:257 PCCC symbolic "profile[2,5,257]"	
single timer tag named "dwell3"	IOI string 04 91 06 64 77 65 6c 6c 33 PCCC symbolic "dwell3"	Returns 12 bytes of data.
two dimensional array of counters [5,0] named "counts"	IOI string 06 91 06 63 6f 75 6e 74 73 28 05 28 00 PCCC ASCII \$C5:5:0 PCCC symbolic "counts[5,0]"	Requires last dimension with a value of 0.
accumulated value of a timer named "dwell3"	IOI string 07 91 06 64 77 65 6c 6c 33 91 03 61 63 63 00 PCCC ASCII \$T4:0:2	Append the "acc" string to the IOI as another symbolic segment. ".ACC" does not work.
preset value of a two dimensional array of counters [5,0] named "counts"	IOI string 09 91 06 63 6f 75 6e 74 73 28 05 28 00 91 03 70 72 65 00 PCCC ASCII \$C5:5:0:1	".PRE" does not work.

AB Parts

Access User-Defined Structures

The next set of examples access the following user-defined structures:

Structure name: STRUCT_A		Structure name: STRUCT_B	
Member:	Data type:	Member:	Data type:
limit4	Bit	pilot_on	Bit
limit7	Bit	hourlyCount	INT[12]
travel	DINT	rate	REAL
errors	DINT		
wear	REAL		

Structure name: STRUCT_C		Structure name: STRUCT_D	
Member:	Data type:	Member:	Data type:
hours_full	Bit	myint	INT
today	STRUCT_B	myfloat	REAL
sampleTime	TIMER	myarray	STRUCT_C[8]
shipped	COUNTER	mypid	PID

To access:	This IOI string is specified:
singular STRUCT_A tag "struct1"	05 91 07 73 74 72 75 63 74 31 00
"wear" member inside the singular STRUCT_A structure "struct1"	08 91 07 73 74 72 75 63 74 31 00 91 04 77 65 61 72
"travel" member inside a single dimensioned[9] array of STRUCT_A structure "str1Array"	0B 91 09 73 74 72 31 41 72 72 61 79 00 28 09 91 06 74 72 61 76 65 6c
5 th "hourlyCount" element of a single STRUCT_B structure "struct2"	0D 91 07 73 74 72 75 63 74 32 00 91 0B 68 6f 75 72 6c 79 43 6f 75 6e 74 00 28 05
"rate" member of STRUCT_B inside STRUCT_C "struct3"	0C 91 07 73 74 72 75 63 74 33 00 91 05 74 6f 64 61 79 00 91 04 72 61 74 65
STRUCT_D is created with two dimensions "my2Dstruct4" the TIMER of the 4 th STRUCT_C within the STRUCT_D "my2Dstruct4" element [4,5]	15 91 0B 6d 79 32 44 73 74 72 75 63 74 34 00 28 04 28 05 91 07 6d 79 61 72 72 61 79 00 28 04 91 0A 73 61 6d 70 6c 65 54 69 6d 65
3 rd integer of "hourlyCount" member of STRUCT_B inside the 6 th "myarray" member of STRUCT_C of the 2 dimensional array of STRUCT_D "my2Dstruct4" element [3,2]	1B 91 0B 6d 79 32 44 73 74 72 75 63 74 34 00 28 03 28 02 91 07 6d 79 61 72 72 61 79 00 28 06 91 05 74 6f 64 61 79 00 91 0B 68 6f 75 72 6c 79 43 6f 75 6e 74 00 28 03

PLC-2 Commands

Use the PLC-2 commands to access one tag (only one tag) in a Logix5000 controller. In addition to sending the command, you must also map the message to an INT (16 bit integer) tag in the Logix5000 controller. Refer to “Appendix A: Map an Address” on page 33.

Logix5000 controllers support the following PLC-2 commands:

- Unprotected Read
- Protected Write
- Unprotected Write
- Protected Bit Write
- Unprotected Bit Write

Unprotected Read

This command provides the read capability for the PLC-2 commands.

Command format

CMD	STS	TNS	TNS	<i>address</i>	<i>offset</i>	<i>size</i>
-----	-----	-----	-----	----------------	---------------	-------------

where:

address offset must be on a 16 bit boundary.

size must be an even number of bytes.

Reply format

CMD	STS	TNS	TNS	<i>data</i>
-----	-----	-----	-----	-------------

where:

data is up to 244 bytes.

Protected Write

This command provides a protected write capability for the PLC-2 commands.

Command format

CMD	STS	TNS	TNS	<i>address</i>	<i>offset</i>	<i>data</i>
-----	-----	-----	-----	----------------	---------------	-------------

Reply format

CMD	STS	TNS	TNS
-----	-----	-----	-----

Unprotected Write

This command provides a basic write capability for the PLC-2 commands

Command format

CMD	STS	TNS	TNS	<i>address</i>	<i>offset</i>	<i>data</i>
-----	-----	-----	-----	----------------	---------------	-------------

Reply format

CMD	STS	TNS	TNS
-----	-----	-----	-----

Protected Bit Write

This command provides a protected bit write capability for the PLC-2 commands.

Command format

				← repeatable up to 61 times →		
CMD 02	STS	TNS	TNS	<i>PLC-2 address</i>	<i>set mask</i>	<i>reset mask</i>

where:

PLC-2 address is the typical two byte offset.

set mask is one byte.

reset mask is one byte.

Reply format

CMD 42	STS	TNS	TNS
-----------	-----	-----	-----

Unprotected Bit Write

This command provides a bit write capability for the PLC-2 commands.

Command format

				← repeatable up to 61 times →		
CMD 05	STS	TNS	TNS	<i>PLC-2 address</i>	<i>set mask</i>	<i>reset mask</i>

where:

PLC-2 address is the typical two byte offset.

set mask is one byte.

reset mask is one byte.

Reply format

CMD 45	STS	TNS	TNS
-----------	-----	-----	-----

PLC-5 Commands

Each PLC-5 command requires a system address in one of the following forms:

- logical binary or logical ASCII, which addresses data by “file,” “element,” etc:
 - The first level of the logical binary must always be 0. This is required to access controller-scoped tags.
 - The second level is the “file” number. This is also the level following the letter(s) in the logical ASCII form.
 - The next 1, 2, or 3 levels correspond to the array dimension indices as follows: data[1][2][3].
 - Any subsequent levels of logical address access parts of the complex types. Refer to “CIP Data Types” on page 6.

Refer to “Appendix A: Map an Address” on page 33.

- symbolic, which addresses data directly by a tag name:
 - The symbol string starts with a NULL character and ends with a NULL character.
 - In the simplest case, the symbol string consists of just the tag name.
 - To address an array, delimit the array indices with square brackets.

The following examples depict symbolic addresses.

EXAMPLE

Symbolic addresses

- tag_name
 - tag_name[x]
 - tag_name[x,y,z]
 - tag_name[x][y][z]
-

Logix5000 controllers support the following PLC-5 commands:

- Read Modify Write
- Read Modify Write N
- Typed Read
- Typed Write
- Word Range Read
- Word Range Write
- Bit Write

IMPORTANT

For the typed read and typed write commands, you can only access the following data types:

- SINT
- INT
- DINT
- REAL

Read Modify Write

The PLC-5 system address field specifies the word that is to be modified. Each PLC-5 system address is followed by an AND mask field and an OR mask field (two bytes each, low byte first). You can use more than one of these sets of fields to specify more than one word to modify.

For each three field sequence (address, AND mask, OR mask), perform the following procedure:

1. Copy the specified word.
2. Reset the bits specified in the AND mask.
3. Set the bits specified in the OR mask.
4. Write the word back.

Command format

					← Repeatable up to 243 bytes →					
CMD OF	STS	TNS	TNS	FNC 26	<i>PLC-5 system address</i>	<i>AND</i>	<i>mask</i>	<i>OR</i>	<i>mask</i>	

where:

AND mask specifies which bits in the word to reset (0).

OR mask specifies which bits in the word to set (1).

Reply format

CMD 4F	STS	TNS	TNS	EXT STS
-----------	-----	-----	-----	------------

Read Modify Write N

The PLC-5 system address specifies which word will be modified. A length field follows each address. Valid lengths are 2 bytes and 4 bytes. The AND mask and the OR mask follow the length field, respectively. These four fields can be repeated up to a length of 243 bytes.

For each four field sequence (address, mask length, AND mask, OR mask), perform the following procedure:

1. Copy the specified word
2. Reset the bits specified in the AND mask
3. Set the bits specified in the OR mask
4. Write the word back

Command format

						← Repeatable up to 243 bytes →			
CMD 0F	STS	TNS	TNS	FNC 79	<i>no. of sets</i>	<i>PLC-5 system address</i>	<i>mask length</i>	<i>AND mask</i>	<i>OR mask</i>

where:

AND mask specifies which bits in the word to reset (0).

OR mask specifies which bits in the word to set (1).

Reply format

Repeatable for each set, high word if necessary

EXT STS		Reply		
------------	--	-------	--	--

Typed Read

The typed read command reads a block of data from the controller starting at the PLC-5 system address plus the packet offset.

Command format

CMD 0F	STS	TNS	TNS	FNC 68	<i>packet</i>	<i>offset</i>	<i>total</i>	<i>trans- action</i>	<i>PLC-5 system addr</i>	<i>size</i>
-----------	-----	-----	-----	-----------	---------------	---------------	--------------	--------------------------	----------------------------------	-------------

where:

size is the number of elements to read.

Reply format:

CMD 4F	STS	TNS	TNS	<i>a</i>	<i>b</i>
-----------	-----	-----	-----	----------	----------

where:

a indicates the type information or extended status if the command errors.

b is the data bytes.

Typed Write

The typed write command writes a block of data to the controller starting at the PLC-5 system address plus the packet offset.

Command format

CMD 0F	STS	TNS	TNS	FNC 67	<i>packet</i>	<i>offset</i>	<i>total</i>	<i>trans- action</i>	<i>PLC5 sys addr</i>	<i>a</i>	<i>b</i>
-----------	-----	-----	-----	-----------	---------------	---------------	--------------	--------------------------	------------------------------	----------	----------

where:

packet offset is in number of elements.

total transaction is in number of elements.

a indicates how many elements to write.

AB Parts

b is the data byte.

Reply format

Extended status exists only if there is an error

CMD 4F	STS	TNS	TNS	EXT STS
-----------	-----	-----	-----	------------

Word Range Read

The word range read command reads a block of words from the controller starting at the PLC-5 system address plus the word offset.

Command format

CMD 0F	STS	TNS	TNS	FNC 01	<i>packet</i>	<i>offset</i>	<i>total</i>	<i>trans- action</i>	<i>PLC-5 system addr</i>	<i>size</i>
-----------	-----	-----	-----	-----------	---------------	---------------	--------------	--------------------------	----------------------------------	-------------

where:

packet offset is in numbers of 16 bit words.

total transaction is in numbers of 16 bit words.

size is in number of bytes and must be even in number.

Reply Format

CMD 0F	STS	TNS	TNS	<i>data</i>
-----------	-----	-----	-----	-------------

where:

data is up to 244 bytes.

Word Range Write

The word range write command will write a block of words from the controller starting at the PLC-5 system address plus the word offset.

Command format

CMD 0F	STS	TNS	TNS	FNC 00	<i>packet</i>	<i>offset</i>	<i>total</i>	<i>trans-act ion</i>	<i>PLC-5 system addr</i>	<i>data</i>
-----------	-----	-----	-----	-----------	---------------	---------------	--------------	--------------------------	----------------------------------	-------------

where:

packet offset is in numbers of 16 bit words.

total transaction is in numbers of 16 bit words.

Reply format

CMD 4F	STS	TNS	TNS	EXT STS
-----------	-----	-----	-----	------------

Bit Write

This command will set and reset bits in a single word specified by the PLC-5 logical address. It can only change a single word in any given command.

Command format

CMD 0F	STS	TNS	TNS	FNC 02	<i>PLC-5 system address</i>	<i>set</i>	<i>mask</i>	<i>reset</i>	<i>mask</i>
-----------	-----	-----	-----	-----------	-------------------------------------	------------	-------------	--------------	-------------

Reply format

CMD 4F	STS	TNS	TNS	EXT STS
-----------	-----	-----	-----	------------

SLC Commands

The SLC commands use strictly a logical form of addressing (i.e. file / element / sub-element). Refer to “Appendix A: Map an Address” on page 33.

SLC logical addressing has a limited number of logical address levels so there are some special concerns:

In a:	The element number is used as the:
one-dimension array	dimension index for addressing (data[elem])
two-dimensional array	index of the second dimension and the first dimension index is always 0 (data[0][elem])
three-dimensional array	index of the third dimension and the first and second dimension indices are both 0 (data[0][0][elem])

The following restrictions apply:

- You can only use the SLC file types. For SLC type information, refer to the *DF1 Protocol and Command Set Reference Manual*, publication 1770-6.5.16.
- For the typed read and typed write commands, you can only access the following data types:
 - SINT
 - INT
 - DINT
 - REAL

Logix5000 controllers support the following SLC commands:

- SLC Protected Typed Logical Read with 3 Address Fields
- SLC Protected Typed Logical Write with 3 Address Fields
- SLC Protected Typed Logical Read with 2 Address Fields
- SLC Protected Typed Logical Write with 2 Address Fields

SLC Protected Typed Logical Read with 3 Address Fields

The service is supported for compatibility with SLC modules.

Command format

CMD 0F	STS	TNS	TNS	FNC A2	<i>byte size</i>	<i>file number</i>	<i>file type</i>	<i>element number</i>	<i>sub- element number</i>
-----------	-----	-----	-----	-----------	----------------------	------------------------	----------------------	---------------------------	------------------------------------

Reply format

CMD 4F	STS	TNS	TNS	EXT STS	<i>data</i>
-----------	-----	-----	-----	------------	-------------

SLC Protected Typed Logical Write with 3 Address Fields

This service is supported for compatibility with older modules.

Command format

CMD 0F	STS	TNS	TNS	FNC AA	<i>byte size</i>	<i>file num</i>	<i>file type</i>	<i>elem num</i>	<i>sub- elem num</i>	<i>data</i>
-----------	-----	-----	-----	-----------	----------------------	---------------------	----------------------	---------------------	------------------------------	-------------

Reply format

CMD 4F	STS	TNS	TNS	EXT STS
-----------	-----	-----	-----	------------

SLC Protected Typed Logical Read with 2 Address Fields

This read command provides a simpler version for reading data.

Command format

CMD 0F	STS	TNS	TNS	FNC A1	<i>byte size</i>	<i>file number</i>	<i>file type</i>	<i>element number</i>
-----------	-----	-----	-----	-----------	----------------------	------------------------	----------------------	---------------------------

Reply format

CMD 4F	STS	TNS	TNS	EXT STS	<i>data</i>
-----------	-----	-----	-----	------------	-------------

SLC Protected Typed Logical Write with 2 Address Fields

This write command provides a simpler version for writing data.

Command format

CMD 0F	STS	TNS	TNS	FNC A9	<i>byte size</i>	<i>file num</i>	<i>file type</i>	<i>elem num</i>	<i>data</i>
-----------	-----	-----	-----	-----------	----------------------	---------------------	----------------------	---------------------	-------------

Reply format

CMD 4F	STS	TNS	TNS	EXT STS
-----------	-----	-----	-----	------------

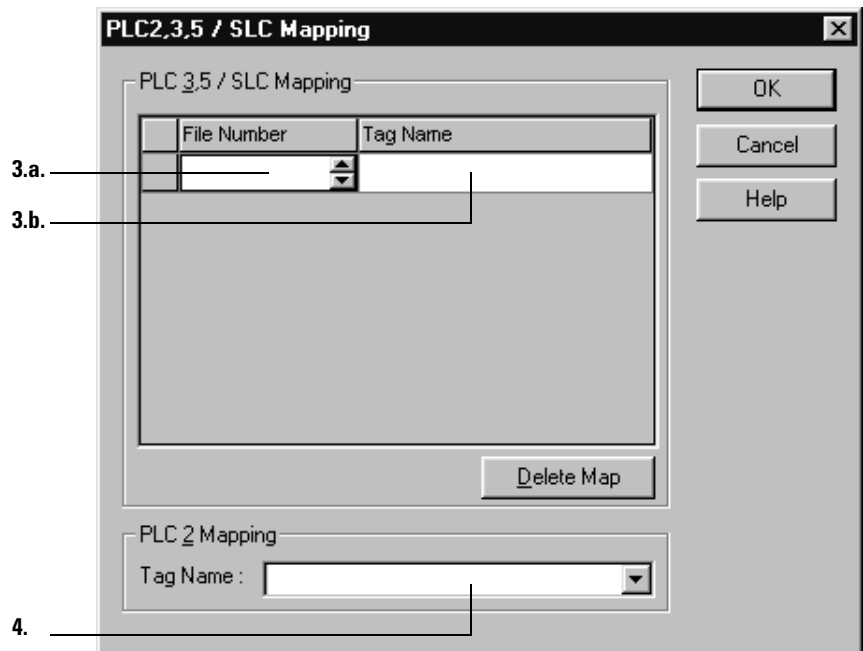
Appendix A: Map an Address

To access data in a Logix5000 controller using PLC or SLC commands, you must map files to tags:

- You only have to map the file numbers that are used in messages; the other file numbers do not need to be mapped.
- The mapping table is loaded into the controller and is used whenever a “logical” address accesses data.
- You can only access controller-scoped tags (global data).

To map an address:

1. In RSLogix 5000 software, open the project file for the controller whose data you want to access.
2. From the Logic menu, select **Map PLC/SLC Messages**.



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3. For each file that is referenced in a PLC-5 or SLC command, make a map entry:
 - a. Type the file number of the logical address.
 - b. Type or select the controller-scoped (global) tag that supplies or receives data for the file number. (You can map multiple files to the same tag.)
4. For PLC-2 commands, specify the tag that supplies or receives the data.
5. Click **OK**.

AB Parts

Notes:



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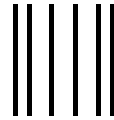
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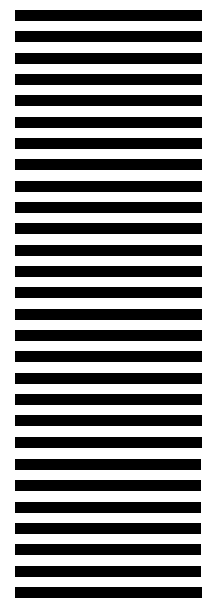
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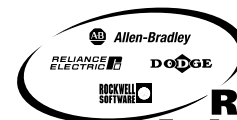
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