

**PUBLICLY  
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SPECIFICATION**

**IEC  
PAS 62030**

**Pre-Standard**

First edition  
2004-11

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**Digital data communications  
for measurement and control –  
Fieldbus for use in industrial  
control systems –**

**Section 1:  
MODBUS® Application Protocol  
Specification V1.1a –**

**Section 2:  
Real-Time Publish-Subscribe (RTPS)  
Wire Protocol Specification Version 1.0**

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## CONTENTS

FOREWORD.....	5
Section 1 – MODBUS® Application Protocol Specification V1.1a .....	7
1 MODBUS .....	7
1.1 Introduction .....	7
1.1.1 Scope of this section.....	7
1.1.2 Normative references .....	8
1.2 Abbreviations .....	8
1.3 Context .....	8
1.4 General description .....	9
1.4.1 Protocol description .....	9
1.4.2 Data Encoding .....	11
1.4.3 MODBUS data model .....	12
1.4.4 MODBUS Addressing model.....	13
1.4.5 Define MODBUS Transaction .....	14
1.5 Function Code Categories .....	16
1.5.1 Public Function Code Definition.....	17
1.6 Function codes descriptions .....	17
1.6.1 01 (0x01) Read Coils .....	17
1.6.2 02 (0x02) Read Discrete Inputs .....	19
1.6.3 03 (0x03) Read Holding Registers .....	21
1.6.4 04 (0x04) Read Input Registers .....	22
1.6.5 05 (0x05) Write Single Coil.....	23
1.6.6 06 (0x06) Write Single Register.....	24
1.6.7 07 (0x07) Read Exception Status (Serial Line only) .....	26
1.6.8 08 (0x08) Diagnostics (Serial Line only) .....	27
1.6.9 11 (0x0B) Get Comm Event Counter (Serial Line only).....	30
1.6.10 12 (0x0C) Get Comm Event Log (Serial Line only) .....	32
1.6.11 15 (0x0F) Write Multiple Coils .....	34
1.6.12 16 (0x10) Write Multiple registers .....	35
1.6.13 17 (0x11) Report Slave ID (Serial Line only).....	37
1.6.14 20 / 6 (0x14 / 0x06 ) Read File Record .....	37
1.6.15 21 / 6 (0x15 / 0x06 ) Write File Record .....	39
1.6.16 22 (0x16) Mask Write Register .....	41
1.6.17 23 (0x17) Read/Write Multiple registers.....	43
1.6.18 24 (0x18) Read FIFO Queue .....	45
1.6.19 43 ( 0x2B) Encapsulated Interface Transport.....	46
1.6.20 43 / 13 (0x2B / 0x0D) CANopen General Reference Request and Response PDU .....	47
1.6.21 43 / 14 (0x2B / 0x0E) Read Device Identification .....	48
1.7 MODBUS Exception Responses.....	52
Annex A of Section 1 (informative) MODBUS MESSAGING ON TCP/IP IMPLEMENTATION GUIDE ..	54
A.1 INTRODUCTION .....	54
A.1.1 OBJECTIVES .....	54
A.1.2 CLIENT / SERVER MODEL.....	54

A.1.3 REFERENCE DOCUMENTS .....	55
A.2 ABBREVIATIONS .....	55
A.3 CONTEXT .....	55
A.3.1 PROTOCOL DESCRIPTION .....	55
A.3.2 MODBUS FUNCTIONS CODES DESCRIPTION .....	57
A.4 FUNCTIONAL DESCRIPTION.....	58
A.4.1 MODBUS COMPONENT ARCHITECTURE MODEL.....	58
A.4.2 TCP CONNECTION MANAGEMENT .....	61
A.4.3 USE of TCP/IP STACK .....	65
A.4.4 COMMUNICATION APPLICATION LAYER.....	71
A.5 IMPLEMENTATION GUIDELINE .....	82
A.5.1 OBJECT MODEL DIAGRAM .....	83
A.5.2 IMPLEMENTATION CLASS DIAGRAM.....	87
A.5.3 SEQUENCE DIAGRAMS.....	89
A.5.4 CLASSES AND METHODS DESCRIPTION .....	92
Annex B of Section 1 (Informative) MODBUS RESERVED FUNCTION CODES, SUBCODES AND MEI TYPES.....	96
Annex C of Section 1 (Informative) CANOPEN GENERAL REFERENCE COMMAND .....	96
Section 2 – Real-Time Publish-Subscribe (RTPS) Wire Protocol Specification Version 1.0 .....	97
2 RTPS .....	97
2.1 Basic Concepts .....	97
2.1.1 Introduction.....	97
2.1.2 The RTPS Object Model.....	98
2.1.3 The Basic RTPS Transport Interface .....	99
2.1.4 Notational Conventions.....	100
2.2 Structure Definitions .....	101
2.2.1 Referring to Objects: the GUID.....	101
2.2.2 Building Blocks of RTPS Messages .....	102
2.3 RTPS Message Format.....	105
2.3.1 Overall Structure of RTPS Messages .....	105
2.3.2 Submessage Structure.....	105
2.3.3 How to Interpret a Message .....	106
2.3.4 Header .....	107
2.3.5 ACK.....	108
2.3.6 GAP.....	109
2.3.7 HEARTBEAT .....	110
2.3.8 INFO_DST.....	112
2.3.9 INFO_REPLY.....	112
2.3.10 INFO_SRC.....	113
2.3.11 INFO_TS .....	114
2.3.12 ISSUE .....	114
2.3.13 PAD.....	115
2.3.14 VAR.....	116
2.3.15 Versioning and Extensibility .....	117
2.4 RTPS and UDP/IPv4.....	118
2.4.1 Concepts .....	118
2.4.2 RTPS Packet Addressing .....	118
2.4.3 Possible Destinations for Specific Submessages .....	121

2.5	Attributes of Objects and Metatraffic .....	122
2.5.1	Concept.....	122
2.5.2	Wire Format of the ParameterSequence .....	124
2.5.3	ParameterID Definitions .....	125
2.5.4	Reserved Objects .....	126
2.5.5	Examples.....	130
2.6	Publish-Subscribe Protocol.....	132
2.6.1	Publication and Subscription Objects .....	132
2.6.2	Representation of User Data .....	137
2.7	CST Protocol.....	139
2.7.1	Object Model .....	139
2.7.2	Structure of the Composite State (CS).....	140
2.7.3	CSTWriter.....	140
2.7.4	CSTReader.....	145
2.7.5	Overview of Messages used by CST .....	147
2.8	Discovery with the CST Protocol.....	149
2.8.1	Overview .....	149
2.8.2	Managers Keep Track of Their Managees .....	150
2.8.3	Inter-Manager Protocol .....	150
2.8.4	The Registration Protocol.....	151
2.8.5	The Manager-Discovery Protocol.....	152
2.8.6	The Application Discovery Protocol.....	152
2.8.7	Services Discovery Protocol.....	153
	Annex A of Section 2 (informative) CDR for RTPS.....	155
A.1	Primitive Types.....	155
A.1.1	Semantics.....	155
A.1.2	Encoding .....	155
A.1.3	octet.....	155
A.1.4	boolean.....	156
A.1.5	unsigned short.....	156
A.1.6	short.....	156
A.1.7	unsigned long.....	156
A.1.8	long.....	156
A.1.9	unsigned long long .....	156
A.1.10	long long.....	156
A.1.11	float157.....	
A.1.12	double.....	157
A.1.13	char.....	157
A.1.14	wchar.....	157
A.2	Constructed Types .....	157
A.2.1	Alignment .....	157
A.2.2	Identifiers .....	157
A.2.3	List of constructed types .....	157
A.2.4	Struct .....	158
A.2.5	Enumeration .....	158
A.2.6	Sequence .....	158
A.2.7	Array .....	158
A.2.8	String .....	158
A.2.9	Wstring.....	159

## INTERNATIONAL ELECTROTECHNICAL COMMISSION

**DIGITAL DATA COMMUNICATIONS FOR MEASUREMENT AND CONTROL –  
FIELDBUS FOR USE IN INDUSTRIAL CONTROL SYSTEMS –****Section 1: MODBUS®\* Application Protocol Specification V1.1a –  
Section 2: Real-Time Publish-Subscribe (RTPS) Wire Protocol  
Specification Version 1.0**

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The text of this PAS is based on the following document:

This PAS was approved for publication by the P-members of the committee concerned as indicated in the following document

Draft PAS	Report on voting
65C/341A/NP	65C/347/RVN

Following publication of this PAS, which is a pre-standard publication, the technical committee or subcommittee concerned will transform it into an International Standard.

\* MODBUS is a trademark of Schneider Automation Inc.

It is foreseen that, at a later date, the content of this PAS will be incorporated in the future new edition of the IEC 61158 series according to its structure.

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## Overview

This PAS has been divided into two sections. Section 1 deals with MODBUS<sup>®</sup> Application Protocol Specification V1.1a while Section 2 covers the Real-Time Publish-Subscribe (RTPS) Wire Protocol Specification Version 1.0.

It is intended that the content of this PAS will be incorporated in the future new editions of the various parts of IEC 61158 series according to the structure of this series.

## Section 1 – MODBUS<sup>®</sup> Application Protocol Specification V1.1a

### 1 MODBUS

#### 1.1 Introduction

##### 1.1.1 Scope of this section

MODBUS is an application layer messaging protocol, positioned at level 7 of the OSI model, that provides client/server communication between devices connected on different types of buses or networks.

The industry's serial de facto standard since 1979, MODBUS continues to enable millions of automation devices to communicate. Today, support for the simple and elegant structure of MODBUS continues to grow. The Internet community can access MODBUS at a reserved system port 502 on the TCP/IP stack.

MODBUS is a request/reply protocol and offers services specified by **function codes**. MODBUS function codes are elements of MODBUS request/reply PDUs. The objective of this PAS is to describe the function codes used within the framework of MODBUS transactions.

MODBUS is an application layer messaging protocol for client/server communication between devices connected on different types of buses or networks.

It is currently implemented using:

- TCP/IP over Ethernet. See Annex A of Section 1: MODBUS MESSAGING ON TCP/IP IMPLEMENTATION GUIDE.
- Asynchronous serial transmission over a variety of media (wire : EIA/TIA-232-E, EIA-422-A, EIA/TIA-485-A, fiber, radio, etc.)
- MODBUS PLUS, a high speed token passing network.

NOTE The "Specification" is Clause 1 of this PAS.

NOTE MODBUS Plus is not in this PAS.

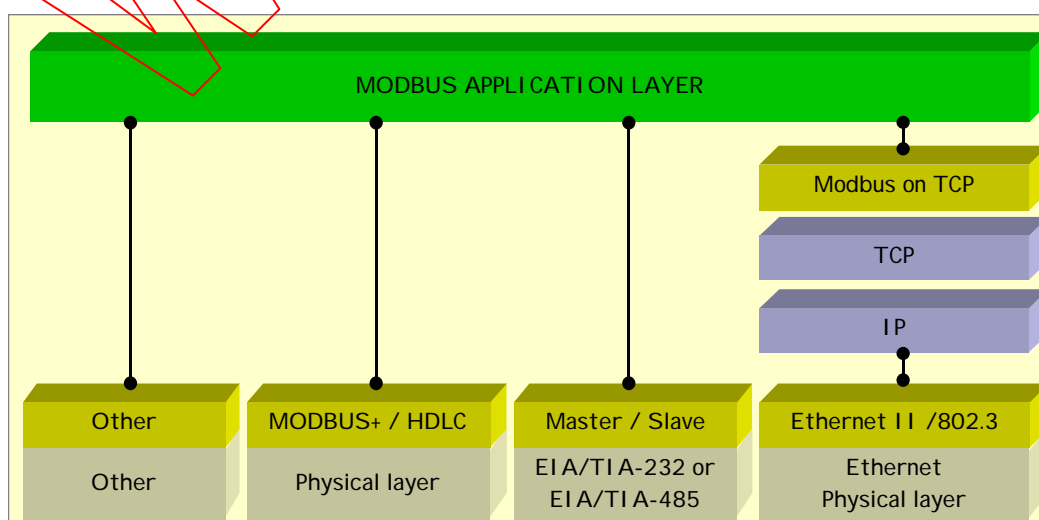


Figure 1 – MODBUS communication stack

This Figure 1 represents conceptually the MODBUS communication stack.

### 1.1.2 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

IEC 61131 (all parts): Programmable controllers

EIA\*/TIA\*\*-232-E: *Interface between Data Terminal Equipment and Data Circuit-Terminating Equipment Employing Serial Binary data Interchange*

EIA-422-A: *Electrical Characteristics-Balanced Voltage Digital Interface Circuit*

EIA/TIA-485-A: *Electrical Characteristics of Generators and Receivers for Use in balanced Digital Multipoint Systems*

RFC 791, *Interne Protocol*, Sep81 DARPA

### 1.2 Abbreviations

<b>ADU</b>	Application Data Unit
<b>HDLC</b>	High level Data Link Control
<b>HMI</b>	Human Machine Interface
<b>IETF</b>	Internet Engineering Task Force
<b>I/O</b>	Input/Output
<b>IP</b>	Internet Protocol
<b>MAC</b>	Medium Access Control
<b>MB</b>	MODBUS Protocol
<b>MBAP</b>	MODBUS Application Protocol
<b>PDU</b>	Protocol Data Unit
<b>PLC</b>	Programmable Logic Controller
<b>TCP</b>	Transport Control Protocol

### 1.3 Context

The MODBUS protocol allows an easy communication within all types of network architectures.

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\* EIA: Electronic Industries Alliance.

\*\* TIA: Telecommunication Industry Association.

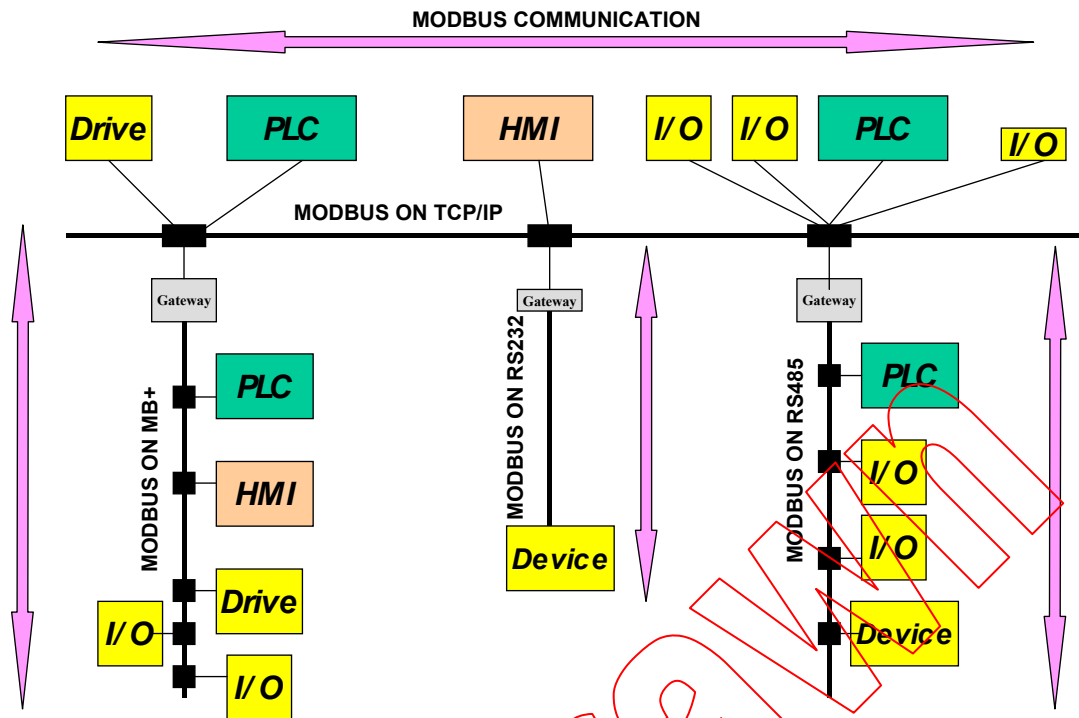


Figure 2 – Example of MODBUS Network Architecture

Every type of devices (PLC, HMI, Control Panel, Driver, Motion control, I/O Device...) can use MODBUS protocol to initiate a remote operation.

The same communication can be done as well on serial line as on an Ethernet TCP/IP networks. Gateways allow a communication between several types of buses or network using the MODBUS protocol.

#### 1.4 General description

##### 1.4.1 Protocol description

The MODBUS protocol defines a simple protocol data unit (PDU) independent of the underlying communication layers. The mapping of MODBUS protocol on specific buses or network can introduce some additional fields on the application data unit (ADU).

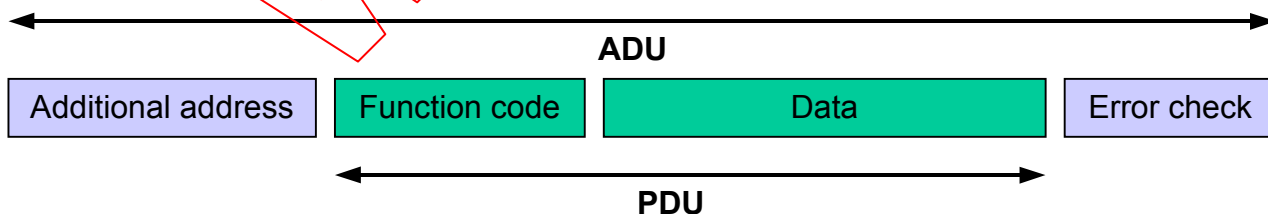


Figure 3 – General MODBUS frame

The MODBUS application data unit is built by the client that initiates a MODBUS transaction. The function indicates to the server what kind of action to perform. The MODBUS application protocol establishes the format of a request initiated by a client.

The function code field of a MODBUS data unit is coded in one byte. Valid codes are in the range of 1 ... 255 decimal (128 – 255 reserved for exception responses). When a message is sent from a Client to a Server device the function code field tells the server what kind of action to perform. Function code "0" is not valid.

Sub-function codes are added to some function codes to define multiple actions.

The data field of messages sent from a client to server devices contains additional information that the server uses to take the action defined by the function code. This can include items like discrete and register addresses, the quantity of items to be handled, and the count of actual data bytes in the field.

The data field may be nonexistent (of zero length) in certain kinds of requests, in this case the server does not require any additional information. The function code alone specifies the action.

If no error occurs related to the MODBUS function requested in a properly received MODBUS ADU the data field of a response from a server to a client contains the data requested. If an error related to the MODBUS function requested occurs, the field contains an exception code that the server application can use to determine the next action to be taken.

For example a client can read the ON / OFF states of a group of discrete outputs or inputs or it can read/write the data contents of a group of registers.

When the server responds to the client, it uses the function code field to indicate either a normal (error-free) response or that some kind of error occurred (called an exception response). For a normal response, the server simply echoes to the request the original function code.

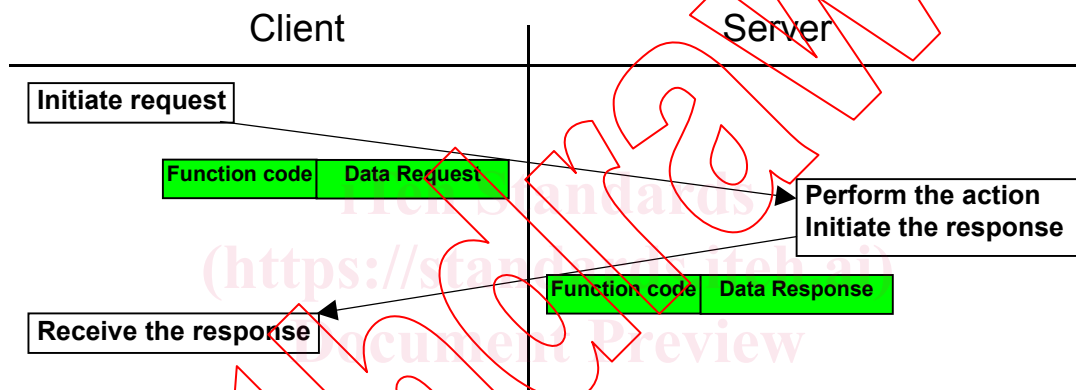


Figure 4 – MODBUS transaction (error free)

For an exception response, the server returns a code that is equivalent to the original function code from the request PDU with its most significant bit set to logic 1.

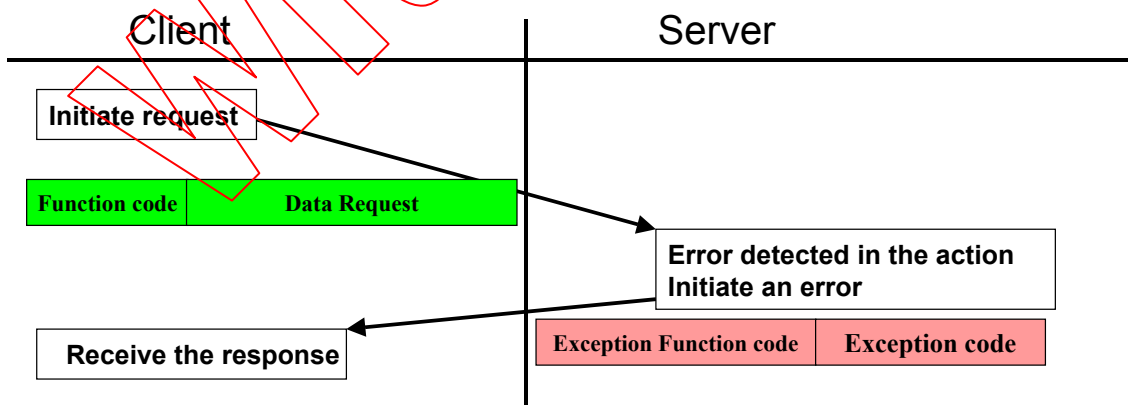


Figure 5 – MODBUS transaction (exception response)

NOTE It is desirable to manage a time out in order not to indefinitely wait for an answer which will perhaps never arrive.

The size of the MODBUS PDU is limited by the size constraint inherited from the first MODBUS implementation on Serial Line network (max. RS485 ADU = 256 bytes).

Therefore:

**MODBUS PDU for serial line communication** = 256 - Server address (1 byte) - CRC (2 bytes) = **253 bytes**.

Consequently:

RS232 / RS485 **ADU** = 253 bytes + Server address (1 byte) + CRC (2 bytes) = **256 bytes**.

TCP MODBUS **ADU** = 253 bytes + MBAP (7 bytes) = **260 bytes**.

The MODBUS protocol defines three PDUs. They are :

- MODBUS Request PDU, mb\_req\_pdu
- MODBUS Response PDU, mb\_rsp\_pdu
- MODBUS Exception Response PDU, mb\_excep\_rsp\_pdu

The mb\_req\_pdu is defined as:

mb\_req\_pdu = {function\_code, request\_data}, where  
 function\_code = [1 byte] MODBUS function code corresponding to the desired MODBUS function code or requested through the client API,  
 request\_data = [n bytes] This field is function code dependent and usually contains information such as variable references, variable counts, data offsets, sub-function codes etc.

The mb\_rsp\_pdu is defined as:

mb\_rsp\_pdu = {function\_code, response\_data}, where  
 function\_code = [1 byte] MODBUS function code  
 response\_data = [n bytes] This field is function code dependent and usually contains information such as variable references, variable counts, data offsets, sub-function codes, etc.

The mb\_excep\_rsp\_pdu is defined as:

mb\_excep\_rsp\_pdu = {function\_code, request\_data}, where  
 exception-function\_code = [1 byte] MODBUS function code + 0x80  
 exception\_code = [1 byte] MODBUS Exception Code Defined in table "MODBUS Exception Codes" (see 1.7).

#### 1.4.2 Data Encoding

- MODBUS uses a 'big-Endian' representation for addresses and data items. This means that when a numerical quantity larger than a single byte is transmitted, the most significant byte is sent first. So for example

Register size	value	
16 - bits	0x1234	the first byte sent is 0x12 then 0x34

NOTE For more details, see [1] in 1.1.2.

**1.4.3 MODBUS data model**

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

Primary tables	Object type	Type of	Comments
Discretes Input	Single bit	Read-Only	This type of data can be provided by an I/O system.
Coils	Single bit	Read-Write	This type of data can be alterable by an application program.
Input Registers	16-bit word	Read-Only	This type of data can be provided by an I/O system
Holding Registers	16-bit word	Read-Write	This type of data can be alterable by an application program.

The distinctions between inputs and outputs, and between bit-addressable and word-addressable data items, do not imply any application behavior. It is perfectly acceptable, and very common, to regard all four tables as overlaying one another, if this is the most natural interpretation on the target machine in question.

For each of the primary tables, the protocol allows individual selection of 65536 data items, and the operations of read or write of those items are designed to span multiple consecutive data items up to a data size limit which is dependent on the transaction function code.

It's obvious that all the data handled via MODBUS (bits, registers) must be located in device application memory. But physical address in memory should not be confused with data reference. The only requirement is to link data reference with physical address.

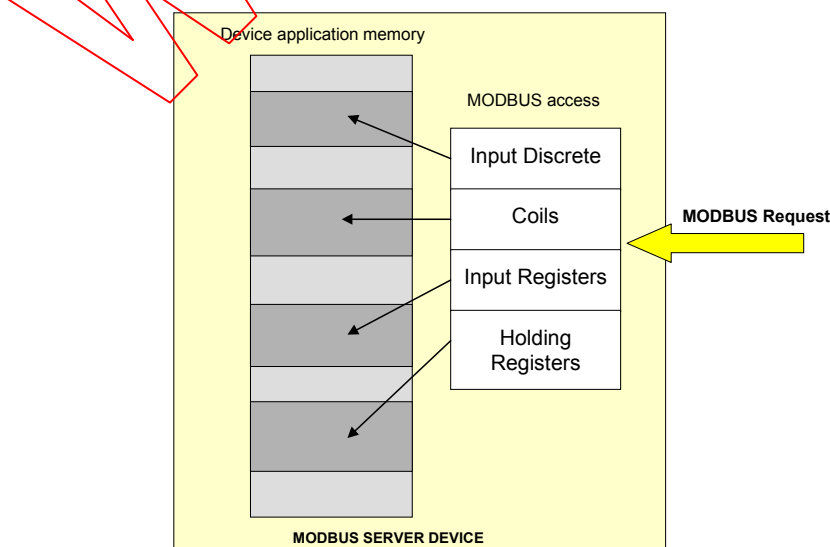
MODBUS logical reference number, which are used in MODBUS functions, are unsigned integer indices starting at zero.

• **Implementation examples of MODBUS model**

The examples below show two ways of organizing the data in device. There are different organizations possible, but not all are described in this document. Each device can have its own organization of the data according to its application

**Example 1 : Device having 4 separate blocks**

The example below shows data organization in a device having digital and analog, inputs and outputs. Each block is separate because data from different blocks have no correlation. Each block is thus accessible with different MODBUS functions.



**Figure 6 – MODBUS Data Model with separate block**