

INTERNATIONAL STANDARD

NORME INTERNATIONALE

**Industrial communication networks – Fieldbus specifications –
Part 5-12: Application layer service definition – Type 12 elements**

**Réseaux de communication industriels – Spécifications des bus de terrain –
Partie 5-12: Définition des services de la couche liaison de données –
Éléments de type 12**



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Type 12 elements****FOREWORD**

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International Standard IEC 61158-5-12 has been prepared by subcommittee 65C: Industrial networks, of IEC technical committee 65: Industrial-process measurement, control and automation.

This fourth edition cancels and replaces the third edition published in 2014. This edition constitutes a technical revision.

This edition includes the following significant technical changes with respect to the previous edition:

- Technical corrections; and
- Editorial improvements for clarification.

The text of this International Standard is based on the following documents:

FDIS	Report on voting
65C/947/FDIS	65C/950/RVD

Full information on the voting for the approval of this International Standard can be found in the report on voting indicated in the above table.

This publication has been drafted in accordance with ISO/IEC Directives, Part 2.

A list of all parts of the IEC 61158 series, published under the general title *Industrial communication networks – Fieldbus specifications*, can be found on the IEC web site.

The committee has decided that the contents of this publication will remain unchanged until the stability date indicated on the IEC web site under "<http://webstore.iec.ch>" in the data related to the specific publication. At this date, the publication will be

- reconfirmed,
- withdrawn,
- replaced by a revised edition, or
- amended.

INTRODUCTION

This document is one of a series produced to facilitate the interconnection of automation system components. It is related to other standards in the set as defined by the “three-layer” fieldbus reference model described in IEC 61158-1.

The application service is provided by the application protocol making use of the services available from the data-link or other immediately lower layer. This document defines the application service characteristics that fieldbus applications and/or system management may exploit.

Throughout the set of fieldbus standards, the term “service” refers to the abstract capability provided by one layer of the OSI Basic Reference Model to the layer immediately above. Thus, the application layer service defined in this document is a conceptual architectural service, independent of administrative and implementation divisions.

INDUSTRIAL COMMUNICATION NETWORKS – FIELDBUS SPECIFICATIONS –

Part 5-12: Application layer service definition – Type 12 elements

1 Scope

1.1 General

The fieldbus Application Layer (FAL) provides user programs with a means to access the fieldbus communication environment. In this respect, the FAL can be viewed as a “window between corresponding application programs.”

This part of IEC 61158 provides common elements for basic time-critical and non-time-critical messaging communications between application programs in an automation environment and material specific to Type 12 fieldbus. The term “time-critical” is used to represent the presence of a time-window, within which one or more specified actions are required to be completed with some defined level of certainty. Failure to complete specified actions within the time window risks failure of the applications requesting the actions, with attendant risk to equipment, plant and possibly human life.

This International Standard defines in an abstract way the externally visible service provided by the different Types of the fieldbus Application Layer in terms of

- a) an abstract model for defining application resources (objects) capable of being manipulated by users via the use of the FAL service,
- b) the primitive actions and events of the service,
- c) the parameters associated with each primitive action and event, and the form which they take, and
- d) the interrelationship between these actions and events, and their valid sequences.

The purpose of this document is to define the services provided to

- a) the FAL user at the boundary between the user and the Application Layer of the Fieldbus Reference Model, and
- b) Systems Management at the boundary between the Application Layer and Systems Management of the Fieldbus Reference Model.

This document specifies the structure and services of the IEC fieldbus Application Layer, in conformance with the OSI Basic Reference Model (ISO/IEC 7498) and the OSI Application Layer Structure (ISO/IEC 9545).

FAL services and protocols are provided by FAL application-entities (AE) contained within the application processes. The FAL AE is composed of a set of object-oriented Application Service Elements (ASEs) and a Layer Management Entity (LME) that manages the AE. The ASEs provide communication services that operate on a set of related application process object (APO) classes. One of the FAL ASEs is a management ASE that provides a common set of services for the management of the instances of FAL classes.

Although these services specify, from the perspective of applications, how request and responses are issued and delivered, they do not include a specification of what the requesting and responding applications are to do with them. That is, the behavioral aspects of the applications are not specified; only a definition of what requests and responses they can

send/receive is specified. This permits greater flexibility to the FAL users in standardizing such object behavior. In addition to these services, some supporting services are also defined in this document to provide access to the FAL to control certain aspects of its operation.

1.2 Specifications

The principal objective of this document is to specify the characteristics of conceptual application layer services suitable for time-critical communications, and thus supplement the OSI Basic Reference Model in guiding the development of application layer protocols for time-critical communications.

A secondary objective is to provide migration paths from previously-existing industrial communications protocols. It is this latter objective which gives rise to the diversity of services standardized as the various Types of IEC 61158, and the corresponding protocols standardized in subparts of IEC 61158-6.

This specification may be used as the basis for formal Application Programming-Interfaces. Nevertheless, it is not a formal programming interface, and any such interface will need to address implementation issues not covered by this specification, including

- a) the sizes and octet ordering of various multi-octet service parameters, and
- b) the correlation of paired request and confirm, or indication and response, primitives.

1.3 Conformance

This document does not specify individual implementations or products, nor does it constrain the implementations of application layer entities within industrial automation systems.

There is no conformance of equipment to this application layer service definition standard. Instead, conformance is achieved through implementation of conforming application layer protocols that fulfill any given Type of application layer services as defined in this document.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements 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.

NOTE All parts of the IEC 61158 series, as well as IEC 61784-1 and IEC 61784-2 are maintained simultaneously. Cross-references to these documents within the text therefore refer to the editions as dated in this list of normative references.

IEC 61131-3, *Programmable controllers – Part 3: Programming languages*

IEC 61158-1:2019, *Industrial communication networks – Fieldbus specifications – Part 1: Overview and guidance for the IEC 61158 and IEC 61784 series*

IEC 61158-3-12:2019, *Industrial communication networks – Fieldbus specifications – Part 3-12: Data-link layer service definition – Type 12 elements*

ISO/IEC 646:1991, *Information technology – ISO 7-bit coded character set for information interchange*

ISO/IEC 7498-1, *Information technology – Open Systems Interconnection – Basic Reference Model: The Basic Model*

ISO/IEC 7498-3, *Information technology – Open Systems Interconnection – Basic Reference Model: Naming and addressing*

ISO/IEC/IEEE 8802-3, *Information technology – Telecommunications and information exchange between systems – Local and metropolitan area networks – Specific requirements – Part 3: Standard for Ethernet*

ISO/IEC 9545, *Information technology – Open Systems Interconnection – Application Layer structure*

ISO/IEC 10646, *Information technology – Universal Coded Character Set (UCS)*

ISO/IEC 10731, *Information technology – Open Systems Interconnection – Basic Reference Model – Conventions for the definition of OSI services*

ISO/IEC/IEEE 60559, *Information technology – Microprocessor Systems – Floating-Point arithmetic*

IEEE Std 802.1D, *IEEE standard for local and metropolitan area networks – Media access control (MAC) Bridges*; available at <http://www.ieee.org> [viewed 2018-09-11]

IETF RFC 791, *Internet Protocol darpa internet program protocol specification*; available at <http://www.ietf.org> [viewed 2018-09-11]

3 Terms, definitions, symbols, abbreviations and conventions

For the purposes of this document, the following terms, definitions, symbols, abbreviations and conventions apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- IEC Electropedia: available at <http://www.electropedia.org/>
- ISO Online browsing platform: available at <http://www.iso.org/obp>

3.1 Reference model terms and definitions

This document is based in part on the concepts developed in ISO/IEC 7498-1 and ISO/IEC 7498-3, and makes use of the following terms defined therein:

3.1.1	correspondent (N)-entities	[ISO/IEC 7498-1]
	correspondent AL-entities (N=7)	
3.1.2	(N)-entity	[ISO/IEC 7498-1]
	AL-entity (N=7)	
3.1.3	(N)-layer	[ISO/IEC 7498-1]
	AL-layer (N=7)	
3.1.4	layer-management	[ISO/IEC 7498-1]
3.1.5	peer-entities	[ISO/IEC 7498-1]
3.1.6	primitive name	[ISO/IEC 7498-3]
3.1.7	AL-protocol	[ISO/IEC 7498-1]
3.1.8	AL-protocol-data-unit	[ISO/IEC 7498-1]

3.1.9	reset	[ISO/IEC 7498-1]
3.1.10	routing	[ISO/IEC 7498-1]
3.1.11	segmenting	[ISO/IEC 7498-1]
3.1.12	(N)-service AL-service (N=7)	[ISO/IEC 7498-1]
3.1.13	AL-service-data-unit	[ISO/IEC 7498-1]
3.1.14	AL-simplex-transmission	[ISO/IEC 7498-1]
3.1.15	AL-subsystem	[ISO/IEC 7498-1]
3.1.16	systems-management	[ISO/IEC 7498-1]
3.1.17	AL-user-data	[ISO/IEC 7498-1]

3.2 Service convention terms and definitions

This document also makes use of the following terms defined in ISO/IEC 10731 as they apply to the data-link layer:

3.2.1	acceptor
3.2.2	asymmetrical service
3.2.3	confirm (primitive); requestor.deliver (primitive)
3.2.4	deliver (primitive)
3.2.5	AL-service-primitive; primitive
3.2.6	AL-service-provider
3.2.7	AL-service-user
3.2.8	indication (primitive); acceptor.deliver (primitive)
3.2.9	request (primitive); requestor.submit (primitive)
3.2.10	requestor
3.2.11	response (primitive); acceptor.submit (primitive)
3.2.12	submit (primitive)
3.2.13	symmetrical service

3.3 Application layer and data-link service terms and definitions

For the purposes of this document, the following terms and definitions apply.

3.3.1

application

function or data structure for which data is consumed or produced

3.3.2

application objects

multiple object classes that manage and provide a run time exchange of messages across the network and within the network device

3.3.3

basic slave

slave device that supports only physical addressing of data

3.3.4

bit

unit of information consisting of a 1 or a 0

Note 1 to entry: This is the smallest data unit that can be transmitted.

3.3.5

client

<object> object which uses the services of another (server) object to perform a task

3.3.6

client

<message> initiator of a message to which a server reacts

3.3.7

communication object

component that manage and provide a run time exchange of messages across the network

3.3.8

connection

logical binding between two application objects within the same or different devices

3.3.9

cyclic

events which repeat in a regular and repetitive manner

3.3.10

data

generic term used to refer to any information carried over a fieldbus

3.3.11

data consistency

means for coherent transmission and access of the input- or output-data object between and within client and server

3.3.12

data type

relation between values and encoding for data of that type

Note 1 to entry: The data type definitions of IEC 61131-3 apply.

3.3.13

data type object

entry in the object dictionary indicating a data type

3.3.14

default gateway

device with at least two interfaces in two different IP subnets acting as router for a subnet.

3.3.15

device

physical entity connected to the fieldbus composed of at least one communication element (the network element) and which may have a control element and/or a final element (transducer, actuator, etc.)

3.3.16**device profile**

collection of device dependent information and functionality providing consistency between similar devices of the same device

3.3.17**diagnosis information**

all data available at the server for maintenance purposes

3.3.18**distributed clocks**

method to synchronize slaves and maintain a global time base

3.3.19**error**

discrepancy between a computed, observed or measured value or condition and the specified or theoretically correct value or condition

3.3.20**error class**

general grouping for related error definitions and corresponding error codes

3.3.21**error code**

identification of a specific type of error within an error class

3.3.22**event**

instance of a change of conditions

3.3.23**fieldbus memory management unit**

function that establishes one or several correspondences between logical addresses and physical memory

3.3.24**fieldbus memory management unit entity**

single element of the fieldbus memory management unit: one correspondence between a coherent logical address space and a coherent physical memory location

3.3.25**frame**

denigrated synonym for DLPDU

3.3.26**full slave**

slave device that supports both physical and logical addressing of data

3.3.27**index**

address of an object within an application process

3.3.28**interface**

shared boundary between two functional units, defined by functional characteristics, signal characteristics, or other characteristics as appropriate

3.3.29

little endian

method for data representation of numbers greater 8 bit where the least significant octet is transmitted first

3.3.30

master

device that controls the data transfer on the network and initiates the media access of the slaves by sending messages and that constitutes the interface to the control system

3.3.31

mapping

correspondence between two objects in that way that one object is part of the other object

3.3.32

mapping parameters

set of values defining the correspondence between application objects and process data objects

3.3.33

medium

cable, optical fibre, or other means by which communication signals are transmitted between two or more points

Note 1 to entry: "media" is used as the plural of medium.

3.3.34

message

ordered series of octets intended to convey information

Note 1 to entry: Normally used to convey information between peers at the application layer.

3.3.35

network

set of nodes connected by some type of communication medium, including any intervening repeaters, bridges, routers and lower-layer gateways

3.3.36

node

- a) single DL-entity as it appears on one local link
- b) end-point of a link in a network or a point at which two or more links meet

[SOURCE: IEC 61158-2, for option b), with some wording adjustment]

3.3.37

object

abstract representation of a particular component within a device

Note 1 to entry: An object can be

- a) an abstract representation of the capabilities of a device. Objects can be composed of any or all of the following components:
 - 1) data (information which changes with time);
 - 2) configuration (parameters for behavior);
 - 3) methods (things that can be done using data and configuration).
- b) a collection of related data (in the form of variables) and methods (procedures) for operating on that data that have clearly defined interface and behavior.

3.3.38**object dictionary**

data structure addressed by Index and Sub-index that contains descriptions of data type objects, communication objects and application objects

3.3.39**process data**

collection of application objects designated to be transferred cyclically or acyclically for the purpose of measurement and control

3.3.40**process data object**

structure described by mapping parameters containing one or several process data entities

3.3.41**segment**

collection of one real master with one or more slaves

3.3.42**server**

object which provides services to another (client) object

3.3.43**service**

operation or function that an object and/or object class performs upon request from another object and/or object class

3.3.44**slave**

DL-entity accessing the medium only after being initiated by the preceding slave or the master

3.3.45**sub-index**

subaddress of an object within the object dictionary

3.3.46**Sync Manager**

collection of control elements to coordinate access to concurrently used objects.

3.3.47**Sync Manager channel**

single control elements to coordinate access to concurrently used objects.

3.3.48**switch**

MAC bridge as defined in IEEE 802.1D

3.4 Common symbols and abbreviations

AoE	Automation Device Specification (ADS) over Type 12
AL-	Application layer (as a prefix)
ALE	AL-entity (the local active instance of the application layer)
AL	AL-layer
APDU	AL-protocol-data-unit
ALM	AL-management
ALME	AL-management Entity (the local active instance of AL-management)

ALMS	AL-management service
ALS	AL-service
AR	Application relationship
ASE	Application service element
CAN	Controller Area Network
CiA	CAN in Automation
CoE	CAN application protocol over Type 12 services
CSMA/CD	Carrier sense multiple access with collision detection
DC	Distributed clocks
DL	Data-link-layer
DNS	Domain name system (server for name resolution in IP networks)
E ² PROM	Electrically erasable programmable read only memory
EoE	Ethernet tunneled over Type 12 services
ESC	Type 12 slave controller
FCS	Frame check sequence
FIFO	First-in first-out (queuing method)
FMMU	Fieldbus memory management unit
FoE	File access with Type 12 services
HDR	Header
ID	Identifier
IETF	Internet engineering task force
IP	Internet protocol
LAN	Local area network
MAC	Medium access control
OD	Object dictionary
OSI	Open systems interconnection
PDI	Physical device internal interface (a set of elements that allows access to DL-services from the AL)
PDO	Process data object
PhL	Ph-layer
QoS	Quality of service
RAM	Random access memory
Rx	Receive
SDO	Service data object
SII	slave information interface
SM	Synchronization manager
SyncM	Synchronization manager
TCP	Transmission control protocol
Tx	Transmit
UDP	User datagram protocol
WKC	Working counter

3.5 Conventions

This document uses the descriptive conventions given in ISO/IEC 10731.

The service model, service primitives, and time-sequence diagrams used are entirely abstract descriptions; they do not represent a specification for implementation.

Service primitives, used to represent service user/service provider interactions (see ISO/IEC 10731), convey parameters that indicate information available in the user/provider interaction.

This document uses a tabular format to describe the component parameters of the service primitives. The parameters that apply to each group of service primitives are set out in tables throughout the remainder of this document. Each table consists of up to five columns, containing the name of the service parameter, and a column each for those primitives and parameter-transfer directions used by the service:

- the request primitive's input parameters;
- the indication primitive's output parameters;
- the response primitive's input parameters; and
- the confirm primitive's output parameters.

NOTE The request, indication, response and confirm primitives are also known as requestor.submit, acceptor.deliver, acceptor.submit, and requestor.deliver primitives, respectively (see ISO/IEC 10731).

One parameter (or part of it) is listed in each row of each table. Under the appropriate service primitive columns, a code is used to specify the type of usage of the parameter on the primitive and parameter direction specified in the column:

- M** parameter is mandatory for the primitive.
- U** parameter is a User option, and may or may not be provided depending on the dynamic usage of the service-user. When not provided, a default value for the parameter is assumed.
- C** parameter is conditional upon other parameters or upon the environment of the service-user.
- (blank) parameter is never present.

Some entries are further qualified by items in brackets. These may be a parameter-specific constraint:

- (=) indicates that the parameter is semantically equivalent to the parameter in the service primitive to its immediate left in the table.

In any particular interface, not all parameters need be explicitly stated. Some may be implicitly associated with the primitive.

In the diagrams which illustrate these interfaces, dashed lines indicate cause-and-effect or time-sequence relationships, and wavy lines indicate that events are roughly contemporaneous.

4 Concepts

4.1 Common concepts

All of IEC 61158-1, Clause 9 is incorporated by reference, except as specifically overwritten in 4.2.

4.2 Type specific concepts

4.2.1 Operating principle

This document and its companion Type 12 standards describe a real-time Ethernet technology that aims to maximize the utilization of the full duplex Ethernet bandwidth. Medium access

control employs the master/slave principle, where the master node (typically the control system) sends the Ethernet frames to the slave nodes, which extract data from and insert data into these frames.

From an Ethernet point of view, a Type 12 segment is a single Ethernet device, which receives and sends ISO/IEC/IEEE 8802-3 Ethernet frames. However, this Ethernet device is not limited to a single Ethernet controller with downstream microprocessor, but may consist of a large number of Type 12 slave devices. These process the incoming frames directly and extract the relevant user data, or insert data and transfer the frame to the next slave device. The last slave device within the segment sends the fully processed frame back, so that it is returned by the first slave device to the master as response frame.

This procedure utilizes the full duplex capability of Ethernet: both communication directions are operated independently. Communication without switch between a master device and a Type 12 segment consisting of one or several slave devices may be established.

Industrial communication systems have to meet different requirements in terms of the data transmission characteristics. Parameter data is transferred acyclically and in large quantities, whereby the timing requirements are relatively non-critical, and the transmission is usually triggered by the control system. Diagnostic data is also transferred acyclically and event-driven, but the timing requirements are more demanding, and the transmission is usually triggered by a peripheral device.

Process data, on the other hand, is typically transferred cyclically with different cycle times. The timing requirements are most stringent for process data communication. Type 12 AL supports a variety of services and protocols to meet these differing requirements.

4.2.2 Communication model overview

The Type 12 application layer distinguishes between master and slave. The communication relationship is always initiated by the master.

A Type 12 segment consists of at least one master device and one or many slave devices. All slave devices support the Type 12 State Machine (ESM) and support the transmission of Type 12 process data.

The application relationship can be modeled independent of communication relationship. The master-slave relationship is the standard application relationship.

4.2.3 Application layer element description

4.2.3.1 Management

The mandatory management consists of a set of object to control the state of a slave. An interface to DL provides read access to all DL registers.

4.2.3.2 Information interface

The mandatory slave information interface (SII) consists of all objects that can be stored persistently.

4.2.3.3 Synchronization support

The optional support of isochronous operation consists of several attributes for synchronization and timestamping of binary signals.

4.2.3.4 Access to slave

The real time entity consists of an interface for network triggered exchange of data and an interface for user triggered access to slave objects. Objects mainly used for network triggered access are called PDO. SDO are the objects that are used for user triggered access.

The access methods for PDO are read and write to a buffer. The communication structure is a producer-consumer relationship as shown in Figure 1 with no direct acknowledgement of the delivery of data. The delivery of data will be monitored by additional elements in the slave and in the master (i.e. watchdog and working counter). The producer can be a master as well as a slave.

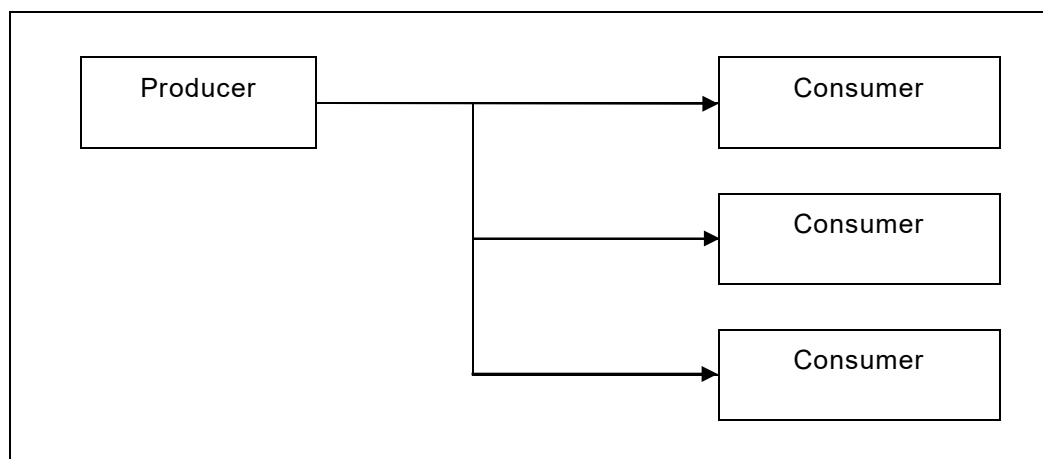


Figure 1 – Producer consumer model

The access to SDO follows the client server principle. The client issues a service invocation to the server. The slave starts the service execution and replies the result afterwards. There is always a response needed to conclude this type of service.

Figure 2 shows the workflow of this communication interaction.

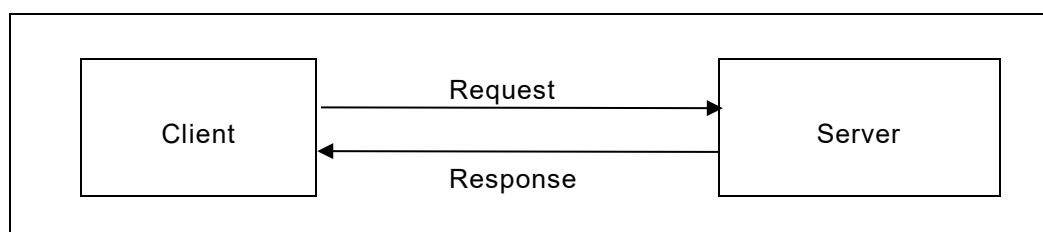


Figure 2 – Client server model

There may be an unsolicited type of server to client interaction as well. This model is used to convey data server triggered. This type of service called notification is shown in Figure 3.

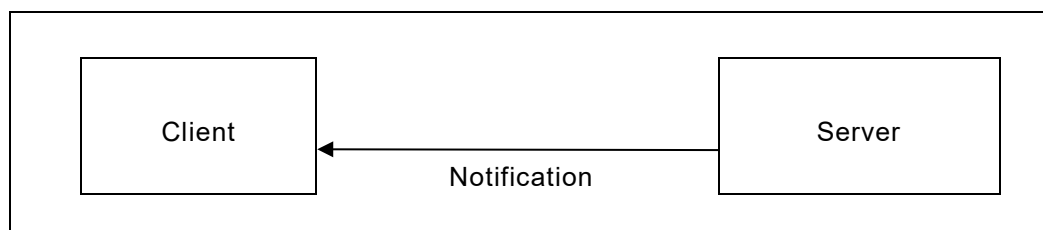


Figure 3 – Server triggered invocation

4.2.3.5 TCP/UDP/IP suite

The optional protocol is dedicated for slaves who will use the standard internet protocol suite. The protocols itself are defined in IETF RFC 791 and 768. EoE describes the mapping of the IP-Protocol (and similar kind of communication) to Type 12 data-link layer. IP is a connectionless communication type with bidirectional data flow.

4.2.3.6 File access

The primary use of the file transfer is the download and upload of program files and configuration data. The file access is done with client server protocol architecture.

4.2.4 Slave reference model

4.2.4.1 Mapping onto OSI basic reference model

Type 12 is described using the principles, methodology and model of ISO/IEC 7498 Information processing systems — Open Systems Interconnection — Basic Reference Model (OSI). The OSI model provides a layered approach to communications standards, whereby the layers can be developed and modified independently. The Type 12 specification defines functionality from top to bottom of a full OSI stack, and some functions for the users of the stack. Functions of the intermediate OSI layers, layers 3 – 6, are consolidated into either the Type 12 data-link layer or the Type 12 application layer. Likewise, features common to users of the Fieldbus application layer may be provided by the Type 12 application layer to simplify user operation, as noted in Figure 4.

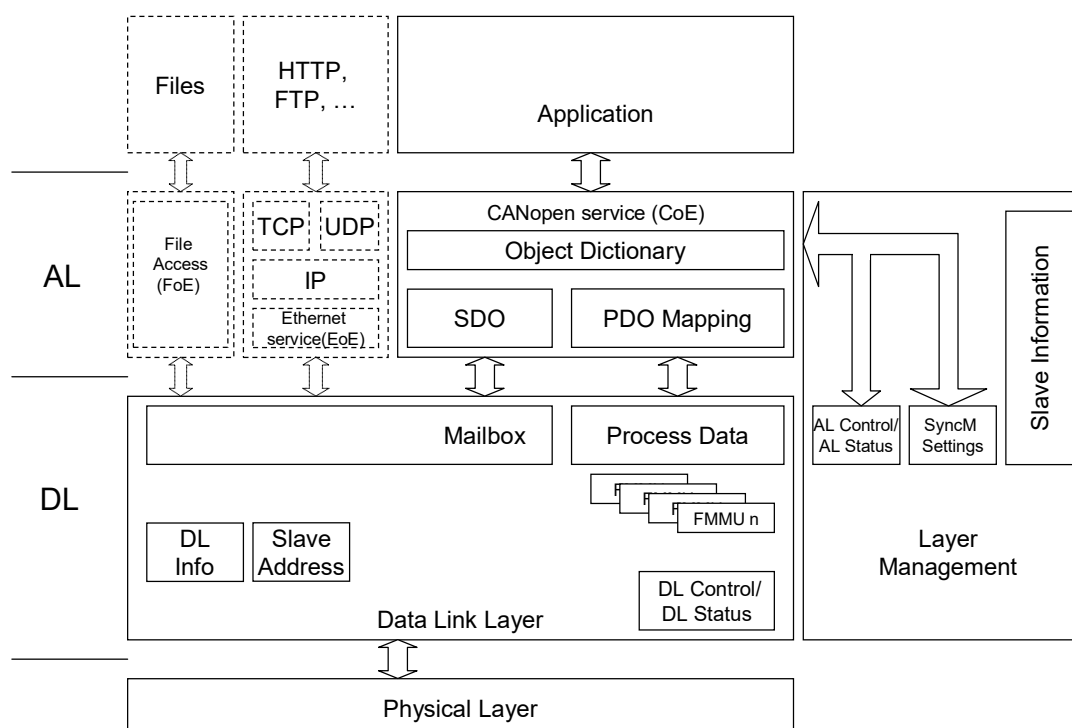


Figure 4 – Slave reference model

4.2.4.2 Data-link layer features

The data-link layer provides basic time critical support for data communications among devices connected via a Type 12 segment. The term “time-critical” is used to describe applications having a time-window, within which one or more specified actions are required to be completed with some defined level of certainty. Failure to complete specified actions within

the time window risks failure of the applications requesting the actions, with attendant risk to equipment, plant and possibly human life.

The data-link layer has the task to compute, compare and generate the frame check sequence and provide communications by extracting data from and/or including data into the Ethernet frame. This is done depending on the data-link layer parameters which are stored at pre-defined memory locations. The application data is made available to the application layer in physical memory, either in a mailbox configuration or within the process data section.

Additionally some data structures in the data-link layer will be used to allow a coordination of the interaction between Master and slave such as AL Control, Status and Event and Sync Manager settings.

4.2.4.3 Slave AL classification

4.2.4.3.1 Simple slave device

From the application layer point of view, slave devices are classified in simple devices without an application controller and complex devices with an application controller.

NOTE The DL slave classification in basic slaves and full slaves is independent of the AL view, since DL addressing mechanisms are invisible at the AL interface.

Simple devices have a fixed process data layout, which is described in the device description file. Simple devices may confirm the AL Management services without a reaction within the local application, as noted in Figure 5. There is no special reaction needed for safe state operation (e.g. the value 0 will be processed in the same way as no valid value will be send).

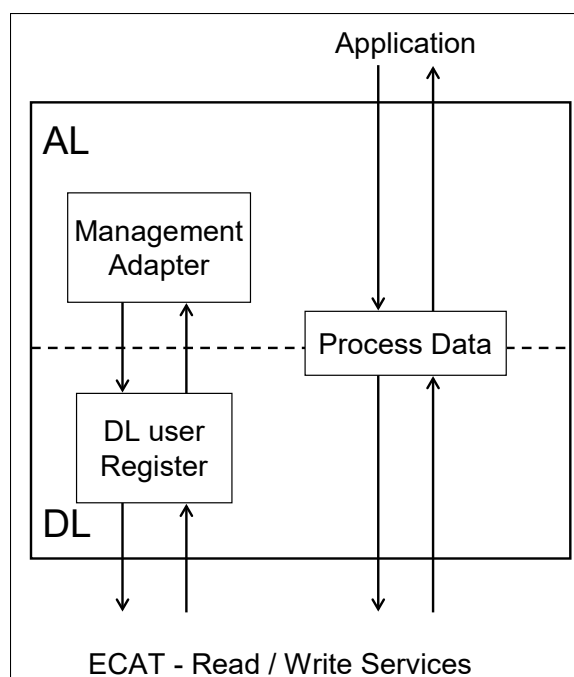


Figure 5 – Simple slave device

4.2.4.3.2 Complex slave device

As noted in Figure 6, complex devices support

- the ESM,
- the Mailbox (optional),

- the CoE object dictionary (recommended if mailbox is supported),
- the SDO services to read and/or write the object dictionary data entries (recommended if mailbox is supported), and
- the SDO information service to read the defined objects in the object dictionary and each entry description in compact format (recommended if mailbox is supported).

For the process data transmission the PDO mapping objects and the Sync Manager PDO assign objects, which describe the process data layout, shall be supported for reading. If an complex device supports configurable process data, the configuration is done by writing the PDO mapping and/or the Sync Manager PDO assign objects.

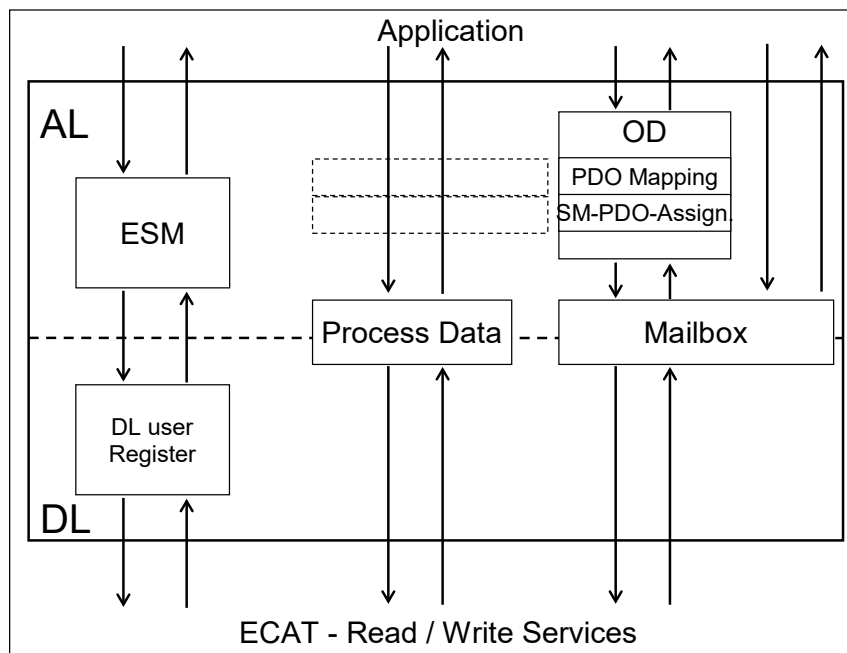


Figure 6 – Complex slave device

There are different interaction types defined in this document:

- CAN application protocol over Type 12 services (CoE);
- Ethernet over Type 12 services (EoE);
- File Access over Type 12 services (FoE).

The different types are used to address different classes of objects. These types can be mixed at a single application relationship.

4.2.5 Master reference model

4.2.5.1 Overview

The master communicates with the slaves by using the services described in the slave chapter. Additionally there is a slave Handler for each slave defined in the master to control the ESM of the slave and a Router which enables slave-to-slave communication via the mailbox, as noted in Figure 7.

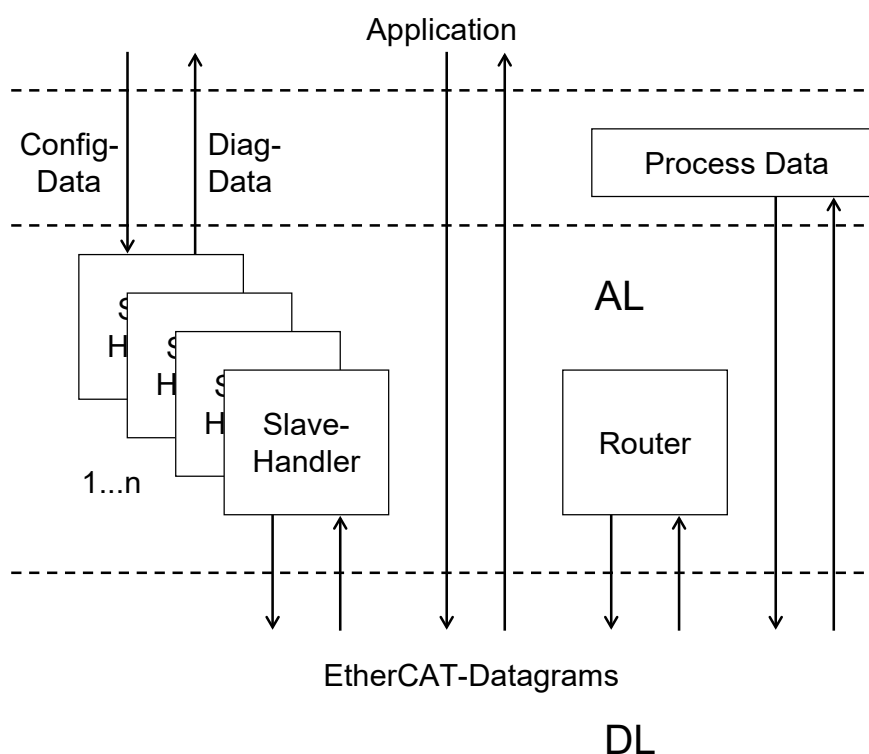


Figure 7 – Master functional overview

4.2.5.2 Slave handler

The master should support a slave handler for each slave using the state services to control the ESM of the slave. The slave Handler is the image of the slave's ESM in the master. Additionally the slave Handler may send SDO services before changing the state of the slave's ESM

Parameter

Position

This parameter specifies the position in the logical ring which is used to address the slave when reading the Identification and writing the Station Address. It is mandatory for all slaves.

Expected Identification

This parameter specifies the expected identification of the slave, which should be read and compared by the master in the Init state. This parameter is mandatory for all slaves.

Station Address

This parameter specifies the station address which is assigned in the Init state to the slave. All further services will use this station address to address the slave. This parameter is mandatory for all slaves.

Mailbox Configuration

This parameter specifies the configuration of the Sync Manager channels 0 and 1 for the mailbox which is written in the Init state to the slave. This parameter is mandatory for complex slaves.

FMMU Configuration

This parameter specifies the configuration of the FMMU channels which is written in the Pre-Operational state to the slave.

Process Data Configuration

This parameter specifies the configuration of the Sync Manager channels which is used for process data and is written in the Pre-Operational state to the slave.

PDO mapping

This parameter specifies the PDO mapping objects which may be written in the Pre-Operational state to the slave.

Sync Manager PDO assign

This parameter specifies the Sync Manager PDO assign objects which may be written in the Pre-Operational state to the slave.

Start Up Objects

This parameter specifies the objects from the object dictionary of the slave which may be written to the slave from the slave Handler during start up.

4.2.5.3 Router

The Router can be used for several applications:

- routing mailbox services from the client slave to the server slave
- routing mailbox service responses from the server slave to the client slave
- forwarding mailbox services from third party devices
- forwarding mailbox service responses to third party devices

The task of the router is to overwrite the address field of the mailbox service with the station address of the client or with a virtual address before routing the mailbox service to the server addressed by the original address field. The address field of the mailbox service response is overwritten by the router with the station address of the server before routing the mailbox service response to the client slave addressed by the original address field or to the corresponding IP Address/ MAC Address in case of a virtual address.

5 Data type ASE

5.1 General

All of IEC 61158-1, 5.1 is incorporated by reference.

5.2 Formal definition of data type objects

All of IEC 61158-1, 5.2 is incorporated by reference.

5.3 FAL defined data types

5.3.1 Fixed length types

5.3.1.1 Boolean types

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	1
2	Data type Name	=	Boolean
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

This data type expresses a Boolean data type with the values TRUE and FALSE.

5.3.1.2 Bitstring types

5.3.1.2.1 BIT2

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	31
2	Data type Name	=	BIT2
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

A BIT2 is an ordered sequence of Boolean data types, numbered from 1 to 2.

5.3.1.2.2 BIT3

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	32
2	Data type Name	=	BIT3
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

A BIT3 is an ordered sequence of Boolean data types, numbered from 1 to 3.

5.3.1.2.3 BIT4

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	33
2	Data type Name	=	BIT3
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

A BIT4 is an ordered sequence of Boolean data types, numbered from 1 to 4.

5.3.1.2.4 BIT5

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	34
2	Data type Name	=	BIT5
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

A BIT5 is an ordered sequence of Boolean data types, numbered from 1 to 5.

5.3.1.2.5 BIT6

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	35
2	Data type Name	=	BIT6
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

A BIT6 is an ordered sequence of Boolean data types, numbered from 1 to 6.

5.3.1.2.6 BIT7**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	36
2	Data type Name	=	BIT7
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

A BIT7 is an ordered sequence of Boolean data types, numbered from 1 to 7.

5.3.1.2.7 BIT8**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	37
2	Data type Name	=	BIT8
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

A BIT8 is an ordered sequence of Boolean data types, numbered from 1 to 8.

5.3.1.2.8 BITARR8**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	45
2	Data type Name	=	BITARR8
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

A BITARR8 is an ordered sequence of bits, numbered from 1 to 8.

5.3.1.2.9 BITARR16**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	46
2	Data type Name	=	BITARR16
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	2

A BITARR16 is an ordered sequence of bits, numbered from 1 to 15.

5.3.1.2.10 BITARR32**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	47
2	Data type Name	=	BITARR32
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	4

A BITARR32 is an ordered sequence of bits, numbered from 1 to 31.

5.3.1.3 Currency types

There are no Currency types defined for Type 12.

5.3.1.4 Date/Time types

5.3.1.4.1 TimeOfDay

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	12
2	Data type Name	=	TimeOfDay
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	6

This data type is composed of two elements of unsigned values and expresses the time of day and the date. The first element is an Unsigned32 data type and gives the time after the midnight in milliseconds. The second element is an Unsigned16 data type and gives the date counting the days from January 1, 1984.

5.3.1.4.2 TimeDifference

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	13
2	Data type Name	=	TimeDifference
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	4 or 6

This data type is composed of two elements of unsigned values that express the difference in time. The first element is an Unsigned32 data type that provides the fractional portion of one day in milliseconds. The optional second element is an Unsigned16 data type that provides the difference in days.

5.3.1.5 Enumerated types

There are no Enumerated types defined for Type 12.

5.3.1.6 Handle types

There are no Handle types defined for Type 12.

5.3.1.7 Numeric types

5.3.1.7.1.1 float

This data type is the same as Float32.

5.3.1.7.1.2 Float32

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	8
2	Data type Name	=	Float32
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	4

This type has a length of four octets. The format for float32 is that defined by ISO/IEC/IEEE 60559 as single precision.

5.3.1.7.1.3 double

This data type is the same as Float64.

5.3.1.7.1.4 Float64

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	17
2	Data type Name	=	Float64
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	8

This type has a length of eight octets. The format for float64 is that defined by ISO/IEC/IEEE 60559 as double precision.

5.3.1.7.2 Integer types

5.3.1.7.2.1 Integer8

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	2
2	Data type Name	=	Integer8
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

This integer type is a two's complement binary number with a length of one octet.

5.3.1.7.2.2 SINT

This IEC 61131-3 type is the same as Integer8.

5.3.1.7.2.3 char

This data type is the same as Integer8.

5.3.1.7.2.4 Integer16

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	3
2	Data type Name	=	Integer16
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	2

This integer type is a two's complement binary number with a length of two octets.

5.3.1.7.2.5 INT

This IEC 61131-3 type is the same as Integer16.

5.3.1.7.2.6 short

This data type is the same as Integer16.

5.3.1.7.2.7 Integer24

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	16
2	Data type Name	=	Integer24
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	3

This integer type is a two's complement binary number with a length of three octets.

5.3.1.7.2.8 Integer32

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	4
2	Data type Name	=	Integer32
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	4

This integer type is a two's complement binary number with a length of four octets.

5.3.1.7.2.9 DINT

This IEC 61131-3 type is the same as Integer32.

5.3.1.7.2.10 long

This data type is the same as Integer32.

5.3.1.7.2.11 Integer40

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	18
2	Data type Name	=	Integer40
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	5

This integer type is a two's complement binary number with a length of five octets.

5.3.1.7.2.12 Integer48

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	19
2	Data type Name	=	Integer48
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	6

This integer type is a two's complement binary number with a length of six octets.

5.3.1.7.2.13 Integer56

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	20
2	Data type Name	=	Integer56
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	7

This integer type is a two's complement binary number with a length of seven octets.

5.3.1.7.2.14 Integer64**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	21
2	Data type Name	=	Integer64
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	8

This integer type is a two's complement binary number with a length of eight octets.

5.3.1.7.2.15 LINT

This IEC 61131-3 type is the same as Integer64.

5.3.1.7.3 Unsigned types**5.3.1.7.3.1 Unsigned8****CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	5
2	Data type Name	=	Unsigned8
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	1

This type is a binary number. The most significant bit of the most significant octet is always used as the most significant bit of the binary number; no sign bit is included. This type has a length of one octet.

5.3.1.7.3.2 USINT

This IEC 61131-3 type is the same as Unsigned8.

5.3.1.7.3.3 Unsigned char

This data type is the same as Unsigned8.

5.3.1.7.3.4 BYTE

This data type is the same as USINT.

5.3.1.7.3.5 Unsigned16**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	6
2	Data type Name	=	Unsigned16
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	2

This type is a binary number. The most significant bit of the most significant octet is always used as the most significant bit of the binary number; no sign bit is included. This unsigned type has a length of two octets.

5.3.1.7.3.6 UINT

This IEC 61131-3 type is the same as Unsigned16.

5.3.1.7.3.7 WORD

This type is used in the same way as UINT.

5.3.1.7.3.8 Unsigned24

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	22
2	Data type Name	=	Unsigned24
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	3

This type is a binary number. The most significant bit of the most significant octet is always used as the most significant bit of the binary number; no sign bit is included. This unsigned type has a length of three octets.

5.3.1.7.3.9 Unsigned32

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	7
2	Data type Name	=	Unsigned32
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	4

This type is a binary number. The most significant bit of the most significant octet is always used as the most significant bit of the binary number; no sign bit is included. This unsigned type has a length of four octets.

5.3.1.7.3.10 UDINT

This IEC 61131-3 type is the same as Unsigned32.

5.3.1.7.3.11 Unsigned40

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	24
2	Data type Name	=	Unsigned40
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	5

This type is a binary number. The most significant bit of the most significant octet is always used as the most significant bit of the binary number; no sign bit is included. This unsigned type has a length of five octets.

5.3.1.7.3.12 Unsigned48

CLASS: Data type

ATTRIBUTES:

1	Data type Numeric Identifier	=	25
2	Data type Name	=	Unsigned48
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	6

This type is a binary number. The most significant bit of the most significant octet is always used as the most significant bit of the binary number; no sign bit is included. This unsigned type has a length of six octets.

5.3.1.7.3.13 Unsigned56**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	26
2	Data type Name	=	Unsigned56
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	7

This type is a binary number. The most significant bit of the most significant octet is always used as the most significant bit of the binary number; no sign bit is included. This unsigned type has a length of seven octets.

5.3.1.7.3.14 Unsigned64**CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	27
2	Data type Name	=	Unsigned64
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	8

This type is a binary number. The most significant bit of the most significant octet is always used as the most significant bit of the binary number; no sign bit is included. This unsigned type has a length of eight octets.

5.3.1.7.3.15 ULINT

This IEC 61131-3 type is the same as Unsigned64.

5.3.1.8 Pointer types

There are no Pointer types defined for Type 12.

5.3.1.9 OctetString types

There are no OctetString types of fixed length defined for Type 12.

5.3.1.10 VisibleString character types

There are no VisibleString types of fixed length defined for Type 12.

5.3.2 String types**5.3.2.1 OctetString****CLASS:** Data type**ATTRIBUTES:**

1	Data type Numeric Identifier	=	10
2	Data type Name	=	OctetString
3	Format	=	STRING
4.1	Octet Length	=	1 to n

An OctetString is an ordered sequence of octets, numbered from 1 to n. For the purposes of discussion, octet 1 of the sequence is referred to as the first octet.

NOTE IEC 61158-6-12 defines the order of transmission.

5.3.2.2 VisibleString

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	9
2	Data type Name	=	VisibleString
3	Format	=	STRING
4.1	Octet Length	=	1 to n

This type is defined as the ISO/IEC 646 string type.

5.3.2.3 UnicodeString

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	11
2	Data type Name	=	UnicodeString
3	Format	=	STRING
4.1	Octet Length	=	1 to n

This type is defined as the ISO/IEC 10646 string type.

5.3.3 GUID Types

5.3.3.1 GUID

CLASS:		Data type	
ATTRIBUTES:			
1	Data type Numeric Identifier	=	29
2	Data type Name	=	GUID
3	Format	=	FIXED LENGTH
4.1	Octet Length	=	16

A GUID is a globally unique identifier with a length of 128 Bit.

5.4 Data type ASE service specification

All of IEC 61158-1, 5.4 is incorporated by reference.

6 Communication model specification

6.1 ASEs

6.1.1 Process data ASE

6.1.1.1 Overview

In the Type 12 application layer environment, each application process of slave can contain several objects for each application process instance to convey process data. It is structured by means of PDOs. The contents of the process data can be described by the PDO Mapping and the Sync Manager PDO assign objects of the CoE ASE. For simple slave devices the process data is fixed and is defined in the device description file.

For the process data communication usually the application memory of the buffered type is used that master and slave always have access to the process data.

Additional services are provided to read acyclically the values of the process data objects and to indicate new values for the input data object and the output data object.

The process data objects are implicitly addressed through the related services. The granularity of input or output data in a server/provider is according to the correspondent configuration attributes.

The process data ASE uses the producer/consumer access model. That means that the update of the process data with the values of the inputs and the update of the outputs with the process data are decoupled from the conveyance of the data. The receipt of a new value is indicated by the Process Output Data indication service primitive.

The primitives of the Process Output Data services are mapped to the buffered type application memory primitives described in the DL. It is recommended but not required to use FMMU entities. Configured with FMMU a single Process Output Data request can result in multiple Process Output Data indications. The process data confirmation will show the master the success or failure of the update procedure.

Figure 8 shows the primitives between master and the slaves for a Process Output Data sequence.

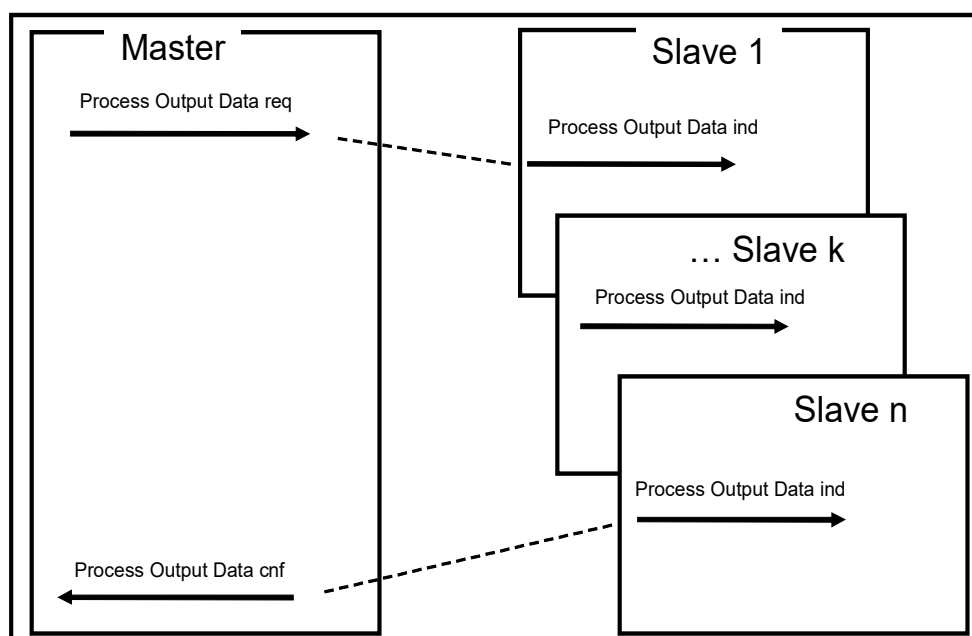


Figure 8 – Process output data sequence

The master usually sends process output data to several slaves issuing a DL write or RW service. Each slave gets the AL Event of the corresponding Sync Manager. The slave's AL controller may read the process output data at any time from the related application memory.

The primitives of the Process Input Data services are mapped to the buffered type application memory primitives described in the DL.

Figure 9 shows the primitives between master and the slaves for a Process Input Data sequence.

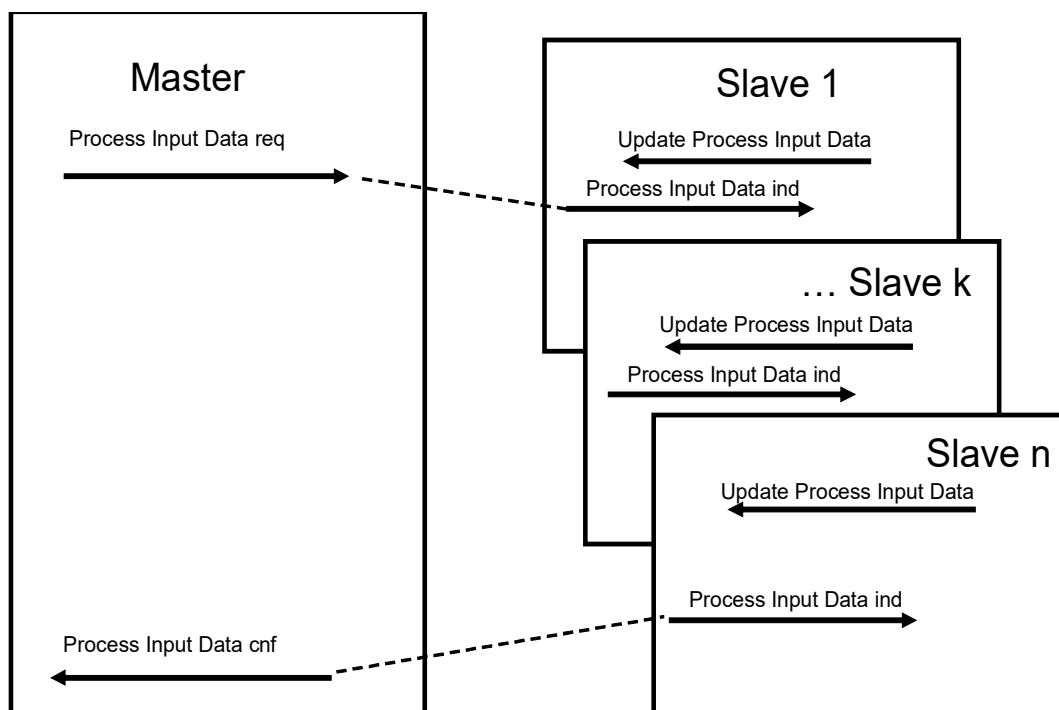


Figure 9 – Process input data sequence

The master usually reads process input data from several slaves with a logical read or RW service. The master gets the data from the previously written buffer. Each slave gets the AL Event of the corresponding Sync Manager if the input data are read out. The slave's AL controller may write the process input data at any time in the related application memory.

The formal model of the process data ASE is described next, followed by a description of its services. Furthermore, the process data ASE represents the real input and output structure of a device.

For all service primitives, parameter memory areas that are written by concurrently active service primitives should not overlap.

6.1.1.2 Process data class specification

6.1.1.2.1 Formal model

The process data object is described by the following template:

ASE:	Process Data ASE
CLASS:	Process Data
CLASS ID:	not used
PARENT CLASS:	TOP
ATTRIBUTES:	
1. (m) Key Attribute:	Implicit
2. (m) Attribute:	List of Buffer
2.1 (m) Attribute:	BufferType
2.2 (m) Attribute:	List of PDO
2.2.1 (m) Attribute:	PDO Index
2.2.2 (m) Attribute:	List of Entry
2.2.2.1 (m) Attribute:	Index
2.2.2.2 (m) Attribute:	Subindex
2.2.2.3 (m) Attribute:	Bitlen
SERVICES:	
1. (o) OpService:	Process Output Data
2. (o) OpService:	Process Input Data
3. (o) OpService:	Update Process Input Data

Objects for structuring and additional access can be found in CoE ASE.

6.1.1.2.2 Attributes

Implicit

The attribute Implicit indicates that the process data object is implicitly addressed by the services.

List of buffer

One Buffer is composed of the following list elements:

Buffertype

This attribute specifies the type of the buffer.

Allowed values: Input or Output.

List of PDO

One Buffer Element is composed of the following list elements:

PDO index

This attribute specifies to the index of the the process data object. Its permissible range is 0x1600 to 0x17FF and 0x1A00 to 0x1BFF.

List of entry

This attribute consists of the following attributes.

Index

This attribute specifies to the reference to the object. Its permissible range is 1 to 0x7FFF.

Subindex

This attribute specifies to the reference to the object entry. Its permissible range is 0 to 0xFF.

Bitlen

This attribute specifies to the length in bits of the object entry value. Its permissible range is 1 to 255.

6.1.1.2.3 Services

Process output data

This optional service is used by masters to convey output data to the slave.

Process input data

This optional service is used by slaves to publish input data.

Update process Input data

This optional service is used by slaves to provide input data to publish.

6.1.1.3 Process data ASE service specification

6.1.1.3.1 Supported services

The process data ASE defines the services

Process Output Data

Process Input Data

Update Process Input Data

6.1.1.3.2 Process output data service

6.1.1.3.2.1 Service overview

The Process Output Data service is used to convey data from the master to the slave.

6.1.1.3.2.2 Service primitives

Table 1 shows the parameters of the service.

Table 1 – Process output data

Parameter name	Req	Ind	Cnf
Argument			
List of Slave Address	M	M (=)	
List of RxPDO	M	M (=)	
Output Data	M	M (=)	
Result(+)			S
Result(–)			S
NOTE The method by which a confirm primitive is correlated with its corresponding preceding request primitive is a local matter. See 1.2.			

Argument

The argument conveys the service specific parameters of the service request.

List of slave address

This parameter specifies the identifier for the slaves.

List of RxPDO

This parameter specifies a predefined fixed set of RxPDOs.

Output data

This parameter specifies the value of the Output Data object elements.

The allocation of the entries is done in that way, that the entries will be placed in sequential order. If the bit length is less than 8 and the number of bits fits in the unused bit of the actual octet, the object will be mapped onto the actual octet with the first bit positioned in the first unused bit.

NOTE The structuring of the output data is not fixed and can be changed with the use CoE services and FMMUs.

Result(+)

This selection type parameter indicates that the service request succeeded.

Result(-)

This selection type parameter indicates that the service request failed.

6.1.1.3.2.3 Service procedure

According to the cyclic buffer to buffer transportation characteristics the following behavior is possible:

- The Process Output Data requests are issued faster than the contents of the buffers are transported over the network. In this case the values provided with the latest Process Output Data service are conveyed over the network.
- The Process Output Data requests are issued slower than the contents of the buffers are transported over the network. In this case the values provided with each Process Output Data service are conveyed more than once over the network.
- If the Process Output Data requests are issued synchronous with the transport of the contents of the buffers the values provided with each Process Output Data service are conveyed once over the network.

6.1.1.3.3 Process input data service

6.1.1.3.3.1 Service overview

The Process Input Data service is used to convey data from the slave to the master.

6.1.1.3.3.2 Service primitives

Table 2 shows the parameters of the service.

Table 2 – Process input data

Parameter name	Req	Ind	Cnf
Argument			
List of Slave Address	M	M (=)	
List of TxPDO	M	M (=)	
Result(+)			S
Input Data			M
Result(-)			S
NOTE The method by which a confirm primitive is correlated with its corresponding preceding request primitive is a local matter. See 1.2.			

Argument

The argument conveys the service specific parameters of the service request.

List of slave address

This parameter specifies the identifier for the slaves.

List of TxPDO

This parameter specifies a predefined fixed set of TxPDOs.

Result(+)

This selection type parameter indicates that the service request succeeded.

Input data

This parameter specifies the value of the Input Data object elements.

The allocation of the entries is done in that way, that the entries will be placed in sequential order. If the bit length is less than 8 and the number of bits fits in the unused bit of the actual octet, the object will be mapped onto the actual octet with the first bit positioned in the first unused bit.

NOTE The structuring of the input data is not fixed and can be changed with the use CoE services and FMMUs.

Result(–)

This selection type parameter indicates that the service request failed.

6.1.1.3.3.3 Service procedure

According to the cyclic buffer to buffer transportation characteristics the following behavior is possible.

- The Process Input Data requests issued faster than the contents of the buffers are transported over the network. In this case only the values provided with the latest Update Process Input Data service are conveyed over the network.
- The Process Input Data requests issued slower than the contents of the buffers are transported over the network. In this case the values provided with each Update Process Input Data service are conveyed more than once over the network.
- If the Process Input Data requests are issued synchronous with the transport of the contents of the buffers the values provided with each Update Process Input Data service are conveyed once over the network.

6.1.1.3.4 Update process input data service

6.1.1.3.4.1 Service overview

The Update Process Input Data service is used to update input data buffer in the slave.

6.1.1.3.4.2 Service primitives

Table 3 shows the parameters of the service.

Table 3 – Update process input data

Parameter name	Req	Cnf
Argument		
List of TxPDO	M	
Input Data	M	
Result(+)		S
Result(–)		S
NOTE The method by which a confirm primitive is correlated with its corresponding preceding request primitive is a local matter. See 1.2.		

Argument

The argument conveys the service specific parameters of the service request.

List of TxPDO

This parameter specifies a predefined fixed set of TxPDOs.

Input data

This parameter specifies the value of the Input Data object elements.

Result(+)

This selection type parameter indicates that the service request succeeded.

Result(–)

This selection type parameter indicates that the service request failed.

6.1.1.3.4.3 Service procedure

The service Procedure is described with the Process Input Data service.

6.1.2 SII ASE

6.1.2.1 Overview

In the Type 12 application layer environment, each application process of a slave has a SII which contains all information needed for identification of a device. The slave information interface is stored persistently and specifies the boot configuration data and the application information data. The boot configuration data contain the settings to initialize the interface of the slave controller during power on. The application information data contain the product code that can be used by the master to find the corresponding configuration file for the device. The slave information interface registers define the access to the slave information interface which is supported by the slave controller (ESC).

The formal model of the SII ASE is described next, followed by a description of its services. Furthermore, the SII ASE represents the real input and output structure of a device.

6.1.2.2 SII class specification

6.1.2.2.1 Formal model

The SII object is described by the following template:

ASE:	SII ASE
CLASS:	SII
CLASS ID:	not used
PARENT CLASS:	TOP
ATTRIBUTES:	
1. (m) Key Attribute:	Implicit
2. (m) Attribute:	PDI Control
2.1 (m) Attribute:	PDI Type
2.2 (m) Attribute:	AL State Control
2.3 (o) Attribute:	Specific Settings
2.4 (o) Attribute:	Sync Impulse Length
2.4 (o) Attribute:	Configured station address
3. (m) Attribute:	Device Identification
3.1 (m) Attribute:	Vendor ID
3.2 (m) Attribute:	Product Code
3.3 (m) Attribute:	Revision Number
3.4 (o) Attribute:	Serial Number
4. (o) Attribute:	Mailbox Configuration
4.1 (o) Attribute:	Bootstrap
4.1.1 (o) Attribute:	Receive Memory Offset
4.1.2 (o) Attribute:	Receive Size
4.1.3 (o) Attribute:	Send Memory Offset
4.1.4 (o) Attribute:	Send Size

4.2	(o)	Attribute:	Standard
4.2.1	(o)	Attribute:	Receive Memory Offset
4.2.2	(o)	Attribute:	Receive Size
4.2.3	(o)	Attribute:	Send Memory Offset
4.2.4	(o)	Attribute:	Send Size
4.2.5	(o)	Attribute:	Mailbox Protocols
5.	(m)	Attribute:	SII information
5.1	(m)	Attribute:	Size
5.2	(o)	Attribute:	Version
6.	(o)	Attribute:	Additional Parameter
6.1	(o)	Attribute:	Delay Correccion 1
6.1.1	(o)	Attribute:	Port0 Delay
6.1.1	(o)	Attribute:	Port1 Delay
6.2	(o)	Attribute:	Delay Correccion 2
6.2.1	(o)	Attribute:	Port0 Tx Delay
6.2.2	(o)	Attribute:	Port1 Tx Delay
6.2.3	(o)	Attribute:	Port2 Tx Delay
6.2.4	(o)	Attribute:	Port3 Tx Delay
6.2.5	(o)	Attribute:	Port0 Rx Delay
6.2.6	(o)	Attribute:	Port1 Rx Delay
6.2.7	(o)	Attribute:	Port2 Rx Delay
6.2.8	(o)	Attribute:	Port3 Rx Delay
6.3	(o)	Attribute:	Delay Correccion 3
6.3.1	(o)	Attribute:	Forward Port 0 to next Port
6.3.2	(o)	Attribute:	Forward non-Port 0 to next Port
6.3.3	(o)	Attribute:	Additive forward time closed Port
7.	(o)	Attribute:	Categories
7.1	(o)	Attribute:	List of Strings
7.1.1	(o)	Attribute:	Strings
7.2	(o)	Attribute:	General information
7.2.1	(o)	Attribute:	Group Name
7.2.2	(o)	Attribute:	Image
7.2.3	(o)	Attribute:	Order information
7.2.4	(o)	Attribute:	Name
7.2.5	(o)	Attribute:	Physical Layer
7.2.6	(o)	Attribute:	CoE Details
7.2.7	(o)	Attribute:	FoE Details
7.2.8	(o)	Attribute:	EoE Details
7.2.9	(o)	Attribute:	NoLWR
7.2.10	(o)	Attribute:	Power Budget
7.3	(o)	Attribute:	List of FMMU
7.3.1	(o)	Attribute:	Entry
7.4	(o)	Attribute:	List of Sync Manager
7.4.1	(o)	Attribute:	Sync Manager
7.5	(o)	Attribute:	List of TxPDO
7.5.1	(o)	Attribute:	Index
7.5.2	(o)	Attribute:	Related Sync Manager
7.5.3	(o)	Attribute:	Reference to DC
7.5.4	(o)	Attribute:	Name
7.5.5	(o)	Attribute:	List of Entries
7.5.5.1	(o)	Attribute:	Index
7.5.5.2	(o)	Attribute:	Subindex
7.5.5.3	(o)	Attribute:	Name

7.5.5.4	(o)	Attribute:	Data type
7.5.5.5	(o)	Attribute:	Data type
7.6	(o)	Attribute:	List of RxPDO
7.6.1	(o)	Attribute:	Index
7.6.2	(o)	Attribute:	Related Sync Manager
7.6.3	(o)	Attribute:	Reference to DC
7.6.4	(o)	Attribute:	Name
7.6.5	(o)	Attribute:	List of Entries
7.6.5.1	(o)	Attribute:	Index
7.6.5.2	(o)	Attribute:	Subindex
7.6.5.3	(o)	Attribute:	Name
7.6.5.4	(o)	Attribute:	Data type
7.6.5.5	(o)	Attribute:	Data Length
7.7	(o)	Attribute:	DC Settings
7.7.1	(o)	Attribute:	DC area

SERVICES:

1. (o) OpsService: Read SII
2. (o) OpsService: Write SII
3. (o) OpsService: Reload SII

Objects for structuring and additional access can be found in CoE ASE.

6.1.2.2.2 Attributes

Implicit

The attribute Implicit indicates that the SII object is implicitly addressed by the services.

PDI control

This object is composed of the following elements:

PDI type

This attribute, defined in 6.2.2, specifies the initialization value for the PDI Type of AR ASE.

AL state control

This attribute, defined in 6.2.2, specifies the initialization value for the AL State Control of AR ASE.

Specific settings

This optional attribute, defined in 6.2.2, specifies the initialization value for the Specific Settings of AR ASE.

Sync impulse length

This optional attribute specifies the value for the Sync Impulse.

Configured station address

This optional attribute specifies the initialization value for the configured station address, as specified in IEC 61158-3-12.

Device identification

This object is composed of the following elements:

Vendor ID

This attribute specifies the initialization Vendor ID as detailed in 6.1.4.1.2.3.6. Its length is four octets.

Product code

This attribute specifies the initialization Product Code as detailed in 6.1.4.1.2.3.6. Its length is four octets.

Revision number

This attribute specifies the initialization Revision Number as detailed in 6.1.4.1.2.3.6. Its length is four octets.

Serial number

This attribute specifies the initialization Serial Number as detailed in 6.1.4.1.2.3.6. Its length is four octets.

Mailbox configuration

This object is composed of the following elements:

Bootstrap

This optional object is composed of the following elements:

Receive memory offset

This attribute specifies the offset to the memory area. Its permissible range is 0x1000 to 0xFFDA.

Receive size

This attribute specifies the receive mailbox size. Its permissible range is 38 to 1486 octets.

Send memory offset

This attribute specifies the offset to the memory area. Its permissible range is 0x1000 to 0xFFDA.

Send size

This attribute specifies the receive mailbox size. Its permissible range is 38 to 1486 octets.

Standard

This optional object is composed of the following elements:

Receive memory offset

This attribute specifies the offset to the memory area. Its permissible range is 0x1000 to 0xFFDA.

Receive size

This attribute specifies the receive mailbox size. Its permissible range is 38 to 1486 octets.

Send memory offset

This attribute specifies the offset to the memory area. Its permissible range is 0x1000 to 0xFFDA.

Send size

This attribute specifies the receive mailbox size. Its permissible range is 38 to 1486 octets.

Mailbox protocols

This attribute specifies the mailbox protocols supported. Its allowed values are EoE, CoE, FoE, and profile and application specific encodings.

SII information

This object is composed of the following elements:

Size

This attribute specifies the size of the SII structure in units of 1 Kibit (1 024 bits). Its range is 1 to 65 536 units of 1 Kibit each, represented as 0 to 0xFFFF.

Version

This attribute specifies the SII structure version; its value is 1

Additional parameter

This object is composed of the following elements:

Delay correction 1

This attribute consists of the following elements, each with a granularity of 100 ps.

Port0 delay

This attribute specifies a correction factor for line delay to be added if master is behind Port 0.

Port1 delay

This attribute specifies a correction factor for line delay to be added if master is behind Port 1.

Delay correction 2

This attribute consists of the following elements, each with a granularity of 100 ps.

Port0 Tx delay

This attribute specifies a correction factor for delay to be added if Port0 as sender is involved in a path. It represents the time difference between signal at the PhL media and the entry at PhL.

Port1 Tx delay

This attribute specifies a correction factor for delay to be added if Port1 as sender is involved in a path. It represents the time difference between signal at the PhL media and the entry at PhL.

Port2 Tx delay

This attribute specifies a correction factor for delay to be added if Port2 as sender is involved in a path. It represents the time difference between signal at the PhL media and the entry at PhL.

Port3 Tx delay

This attribute specifies a correction factor for delay to be added if Port3 as sender is involved in a path. It represents the time difference between signal at the PhL media and the entry at PhL.

Port0 Rx delay

This attribute specifies a correction factor for delay to be added if Port0 as receiver is involved in a path. It represents the time difference between the entry at PhL and signal at the PhL media.

Port1 Rx delay

This attribute specifies a correction factor for delay to be added if Port1 as receiver is involved in a path. It represents the time difference between the entry at PhL and signal at the PhL media.

Port2 Rx delay

This attribute specifies a correction factor for delay to be added if Port2 as receiver is involved in a path. It represents the time difference between the entry at PhL and signal at the PhL media.

Port3 Rx delay

This attribute specifies a correction factor for delay to be added if Port3 as receiver is involved in a path. It represents the time difference between the entry at PhL and signal at the PhL media.

Delay correction 3

This attribute consists of the following elements, each with a granularity of 100 ps.

Forward port 0 to next port

This attribute specifies a correction factor for delay to be added if Port0 as receiver is involved in a path. It represents the time difference between PhL to DL at Port 0 and that of DL to PhL at the next port.

Forward non-port 0 to next port

This attribute specifies a correction factor for delay to be added if a port other than Port0 as receiver is involved in a path. It represents the time difference between PhL to DL at the port that is not Port 0 and that of DL to PhL at the next port.

Additive forward time closed port

This attribute specifies a correction factor for delay to be added if a port is in the closed state. The basic time is "Additive forward time closed Port" if Port 0 is involved as virtual receiver.

Categories

This object is composed of the following elements:

List of strings

This attribute consists of the following list elements:

Strings

This attribute specifies textual elements that are reference by their list position in the following category elements.

General information

This attribute consists of the following elements:

Group name

This attribute specifies a reference to a string in the Strings collection. It is used to specify a group name for the device.

Image

This attribute specifies a reference to a string in the Strings collection. It is used to specify a name of a pictorial representation for the device.

Order information

This attribute specifies a reference to a string in the Strings collection. It is used to specify the order information for the device.

Name

This attribute specifies a reference to a string in the Strings collection. It is used to specify the name information for the device.

Physical layer

This attribute specifies the main physical layer technology of the device.

CoE details

This attribute specifies a structure with CoE information.

FoE details

This attribute specifies a structure with FoE information.

NoLRW

This Boolean attribute is true if use of the DL-service LogicalReadWrite is not supported by this device.

Power budget

This attribute specifies the operating current required by this device. Negative values indicate that the device provides power. This attribute's range is -128 to +127 mA.

List of FMMU

This attribute consists of the following list elements:

Entry

This attribute specifies the preferred use of an FMMU. A maximum of three uses can be supported.

List of Sync Manager

This attribute consists of the following list elements:

Sync Manager

This attribute specifies the preferred use of a Sync Manager, as defined in IEC 61158-3-12.

List of TxPDO

This optional attribute is present if there are a limited number of PDO selections that are always available for this type of device. It consists of the following list of elements:

Index

This attribute specifies the Index of a PDO. Its permissible range is 0x1A00 to 0x1BFF.

Related Sync Manager

This attribute specifies the allocation of the PDU to a Sync Manager. Its permissible range is 0 to 15.

Reference to DC sync

This attribute specifies one of up to sixteen Sync Methods as specified in the CoE object dictionary.

Name

This attribute specifies the Name as Reference to a string

List of entries

This attribute consists of the following list elements:

Index

This attribute specifies the Index of an object.

Subindex

This attribute specifies the Subindex of an object.

Name

This attribute specifies the Name as Reference to a string

Data type

This attribute specifies the data type as index to a CoE object directory.

Data length

This attribute specifies the length of the object in bits.

List of RxPDO

This optional attribute is present if there are a limited number of PDO selections that are always available for this type of device. It consists of the following list of elements:

Index

This attribute specifies the Index of a PDO in the range 0x1600 to 0x17FF

Related Sync Manager

This attribute specifies the allocation to a Sync Manager; its range is 0 to 15

Reference to DC sync

This attribute specifies the Sync Method as specified in CoE object dictionary; its range is 0 to 15

Name

This attribute specifies the Name as Reference to a string

List of entries

This attribute consists of the following list elements:

Index

This attribute specifies the Index of an object.

Subindex

This attribute specifies the Subindex of an object.

Name

This attribute specifies the Name as Reference to a string

Data type

This attribute specifies the data type as index to a CoE object directory.

Data length

This attribute specifies the length of the object in bits.

DC settings

This attribute consists of the following element:

DC area

This attribute specifies an octet string the contents will be defined in the device profiles.

6.1.2.2.3 Services

Write SII

This optional service is used by masters to convey 2 octets of data to the slave SII.

Read SII

This optional service is used by masters to convey 4 octets of data from the slave SII to the master.

Reload SII

This optional service is used by masters to convey 2 octets of data to the slave SII and update the mirror register in the Slave DL.

6.1.2.3 SII ASE service specification**6.1.2.3.1 Supported services**

The SII ASE defines the services

Read SII

Write SII

Reload SII

6.1.2.3.2 SII read service**6.1.2.3.2.1 Service overview**

The SII Read service is used to transfer of up to 4 octets of data from the server to client. The server answers with the result of the read operation.

6.1.2.3.2.2 Service primitives

Table 4 shows the service primitives and parameter of the SII Read service.

Table 4 – SII read

Parameter name	Req	Ind	Rsp	Cnf
Argument				
Address	M	M (=)		
Word Index	M	M (=)		
Result(+)			S	S
Data			M	M (=)
Result(-)			S	S
NOTE The method by which a confirm primitive is correlated with its corresponding preceding request primitive is a local matter. See 1.2.				

Argument

The argument conveys the service specific parameters of the service request.

Address

This parameter specifies the station address of the slave.

Word Index

This parameter specifies the word index to the SII area which is to be read.

Result(+)

This selection type parameter indicates that the service request succeeded.

Data

This parameter specifies the object value read.

Result(–)

This selection type parameter indicates that the service request failed.

6.1.2.3.3 SII write service

6.1.2.3.3.1 Service overview

The SII Write service is used to transfer of up to 2 octets of data from the client to server. The server answers with the result of the write operation.

6.1.2.3.3.2 Service primitives

Table 5 shows the service primitives and parameter of the SII Write service.

Table 5 – SII write

Parameter name	Req	Ind	Rsp	Cnf
Argument				
Address	M	M (=)		
Word Index	M	M (=)		
Data	M	M (=)		
Result(+)			S	S
Result(–)			S	S
NOTE The method by which a confirm primitive is correlated with its corresponding preceding request primitive is a local matter. See 1.2.				

Argument

The argument conveys the service specific parameters of the service request.

Address

This parameter specifies the station address of the slave.

Word Index

This parameter specifies the word index to the SII area which is to be written.

Data

This parameter specifies the object value which is to be written.

Result(+)

This selection type parameter indicates that the service request succeeded.

Result(–)

This selection type parameter indicates that the service request failed.

6.1.2.3.4 SII reload service

6.1.2.3.4.1 Service overview

The SII Reload service is used to transfer of up to 2 octets of data from the client to server and refresh the DL registers associated with the new SII values. The server answers with the result of the reload operation.

6.1.2.3.4.2 Service primitives

Table 6 shows the service primitives and parameter of the SII Reload service.