# **OPTISONIC V6 Modbus manual**

# **Protocol description & set-up**

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# **1 INTRODUCTION**

### **Scope**

This manual describes how to use the Modbus protocol with the OPTISONIC V6 gas flow meter.

#### **Introduction to Modbus**

Modbus communication is based on the master-slave principle. Only the master can initiate transactions (requests), and only the addressed device (slave) responds. The master can also send a broadcast message ("message to all"); none of the slaves will respond to such a message.

The OPTISONIC V6 flow meter always acts as a Modbus compatible slave when communicating with host systems. Slaves are identified by means of a "device address". Check the documentation to find the preset device address of your OPTISONIC V6 flow meter. In case necessary, the address can be reprogrammed. Contact the manufacturer for information about the procedures and tools that are needed for reprogramming the device address.

The Modbus protocol defines a message structure that Modbus enabled controllers will recognise and use, regardless of the type of network over which they communicate. It describes:

- the process a controller uses to request access to other devices,
- how to respond to requests from the other devices, and
- how errors will be detected and reported.

The Modbus request consists of:

- an address.
- a function code defining the requested action,
- data (if necessary for the requested function), and
- an error check for testing the integrity of the message.

The slave's response contains:

- the slave address.
- data conform the request type, and
- an error check.

If the data integrity test fails, no response is sent back. If a request cannot be processed an exception message is returned.

# **2 PHYSICAL COMMUNICATION LAYER**

The Modbus over serial line protocol is a master-slave protocol. The physical layer can be half-duplex or fullduplex.

In case of the OPTISONIC V6 the physical layer is a half-duplex (two-wire) connection according to RS 485 specifications.

The end of a RS485 line has to be terminated by means of a resistor. This terminating resistor is included in the line driving circuit in the OPTISONIC V6.

Multiple OPTISONIC V6 meters may be connected to the same RS 485 line. In this case only the terminating resistor in the OPTISONIC V6 at the end of the line should be connected. The terminating resistors in the other OPTISONIC V6 meters on the line should be disconnected by means of the switch on the RS 485 driver printed circuit board. Default this switch is set to connect the line terminating resistor.

Because of the half-duplex operation, the RS 485 communication circuit in the OPTISONIC V6 is normally always in data receiving mode. Only in case it is requested to send it will automatically switch to data transmit mode for the time needed.

## **3 SERIAL TRANSMISSION FORMAT**

Two transmission modes are defined for a Modbus data communication link:

- Modbus ASCII
- Modbus RTU.

Both transmission modes are supported, the user can select the desired mode along with the serial communication parameters (baud rate, parity).

The default configuration of the OPTISONIC V6 is Modbus RTU communication mode with "standard" Modbus settings.

Check chapter 7 for a list of programmable parameters and the default settings of these parameters. Except for the device addresses all these parameters must be the same for all controllers in the network.

#### **3.1 ASCII mode**

In the Modbus message each byte of data is coded as 2 ASCII characters; one to represent the upper 4 bits and another to represent the lower 4 bits. Each group of 4 bits is represented by a hexadecimal number, transmitted as an ASCII character from the range 0-9, A-F.

Standard serial communication parameters:



An advantage of ASCII mode is that it allows for a time interval up to 1 second between characters without causing a timeout. A disadvantage of ASCII mode is the larger message length.

### **3.2 RTU mode**

Each byte of data is represented in the message by an equivalent number of bits (8).

The number of bits transmitted in the process of communicating one byte of information is sometimes also referred to as a "character". Note that this is not the same as an ASCII character.

Default serial communication parameters:<br>Baud rate: 19200

Baud rate: 19<br>Data bits: 8 Data bits: Parity: even Stop bits: 1 Error check field: Cyclic Redundancy Check (CRC).

## **4 MODBUS MESSAGE FRAMING**

### **ASCII mode**

In ASCII mode a message starts with a colon character (:) and ends with a carriage return-linefeed.

Intervals up to one second can elapse between characters within the message. If the interval is longer, a timeout error occurs and the message is rejected.

#### **RTU mode**

In RTU mode a message starts with a silent time interval equivalent to at least 3.5 characters. The entire message frame must be transmitted as a continuous stream. If a silent interval of more than 3.5 character times occurs before completion of the frame, the receiving device flushes the incoming message and assumes that the next byte will be the address field for the new message.

**Example** of a typical message frame:



#### **4.1 The Address Field (Device Address)**

The address field of a message frame contains: ASCII mode: 2 characters RTU mode: 8 bits

Valid slave addresses are 1 to 247. Address 0 is used for a broadcast to address all slaves.

### **4.2 The Function Field**

The function field of a message frame contains:<br>ASCII mode: 2 characters ASCII mode: RTU mode: 8 bits

Valid function codes lie in a range of 1 to 127.

The function code tells the slave which kind of action to perform.

The supported functions are listed in chapter 5.

A slave response always contains the function code of the request. If a function is not applicable, the slave sends an exception response. An exception is indicated by a returned function code with bit 8 (most significant bit) set.

### **4.3 The Data Field**

The data field contains 8 bit values (bytes) in the range of 0 to FF hexadecimal.

In ASCII mode each 8 bit value is represented by 2 ASCII characters.

The data field of messages contains information which both master and slave use to perform an action. This includes the register address, quantity of registers, and the necessary data.



#### **4.4 Error Checking Methods**

Two error checking methods are defined for the Modbus protocol:

- Optional: an additional bit (parity bit) is appended to each character (or byte) for detecting errors during the transmission of individual characters (or bytes)
- Obligatory: two bytes (or characters) are appended to the message for detecting errors during the transmission of the message

As an even number of bit errors in one character (or byte) will not be detected using a parity bit, the second method is used to check the contents of the entire message.

Both character check and message check are generated in the transmitting device and appended to the message before transmission. The slave checks each character and the entire message frame during receipt.

The contents of the error checking field for the entire message depend on the transmission mode.

#### **4.4.1 Error check in ASCII mode transmission**

For detecting errors in the entire message the error-checking field contains two ASCII characters. The error check characters are the result of a Longitudinal Redundancy Check (LRC) calculation. This is performed on the message contents with exception of the beginning colon, the carriage return and line feed characters. The LRC characters are appended to the message as the last field preceding the CR-LF characters.

#### **4.4.2 Error check in RTU mode transmission**

For detecting errors in the entire message the error-checking field contains a 16-bit value implemented as two bytes. The error check value is the result of a Cyclic Redundancy Check (CRC) calculation performed on the message contents. The CRC field is appended to the message as the last field.

#### **4.5 Transmission gaps**

Gaps that exceed a specific value during the transmission of a message will be qualified as a transmission error.

#### **4.5.1 ASCII mode**

In ASCII mode the maximum time between 2 characters is one second. If a longer interval occurs, the message will be ignored and the search for a starting character (colon) is resumed.

#### **4.5.2 RTU mode**

In RTU mode the entire message frame must be transmitted as a continuous stream. If a silent interval of more than 3.5 character times occurs before completion of the frame, the receiving device ignores the message and assumes the next byte will be the device-address field of a new message.

#### **4.6 Response time out**

The master device has a predetermined time-out interval before aborting a transaction.

This interval shall be set long enough for any slave to respond normally.

## **5 SUPPORTED FUNCTIONS**

A number of functions is available to perform operations on variables in the slave.

An operation can be a "read" operation to obtain the value of a variable or a "write" operation to assign a value to a variable. Variables are identified by means of their register number (address).

Typically in a Modbus slave, data can be stored in multiple areas that can be seen as different memories:

- Discrete Inputs: data from logical (also called binary, Boolean, or ON/OFF) inputs. By nature the data in this area is "read-only": the master has only access to read this data.
- Coils: logical (also called binary, Boolean, or ON/OFF) outputs. The master device may read the current state of an output, but may also set or change the state of an output.
- Input Registers: data, for example originating from electrical inputs of the slave or results from calculations in the slave, can be stored in "input registers". By nature the data in this area is "readonly": the master has only access to read this data.
- Holding Registers: the master has access to this area to read the data but as well to set or change the value of data (write).

As these register groups are located in apparently different memories, the addresses may overlap: for example, an input register having address 100 can exist and at the same time a holding register having address 100. These are not the same: which one will be selected for an operation is implied from the function code, referring to an input register or to a holding register, for example.

The OPTISONIC V6 does not use Discrete Inputs or Coils, but only Input Registers and Holding Registers.

Variables are grouped according to data type and dependant of being input registers (read-only data) or being holding registers (read/write data). An address range is assigned to each variable type, subdivided in input registers (read-only) and holding registers (read/write).

The OPTISONIC V6's address ranges of Input Registers and Holding Registers do not overlap. Accessing a specific register address is therefore unambiguous. The functions "read register" and "read input" could both be used to effectively access the same register/address. However, in this application, functions shall still be used consistent with the type of memory they are intended to be used for.

In the master and the slave register addresses are referenced (counted) starting from 1. However, the address range used in the message during in the transmission starts from 0. As an example, when referencing address 4001, the address actually present in the message will be 4000.

On an application level the user will not notice this, as during the coding and decoding of the message this offset of 1 will be taken into account. However, when the message – as it is transmitted – is analyzed and checked one has to be aware of this offset.

When functions which do not support broadcast requests, are accessed with a broadcast address, the request will be ignored.

### **5.1 Function 01: READ COILS**

Function 01 reads the status of 1 to 2000 contiguous logical (Boolean or ON/OFF) variables.

This function is not used, as in this application Boolean (or logical) variables are not used as individual entities. Boolean variables are represented by means of specific bits packed in 32 bit data word (type "Long").

### **5.2 Function 02: READ DISCRETE INPUTS**

Function 02 reads the status of 1 to 2000 contiguous logical (Boolean or ON/OFF) variables.

This function is not used, as in this application Boolean (or logical) variables are not used as individual entities. Boolean or logical variables are represented by means of specific bits packed in 32 bit data word (type "Long").



#### **5.3 Function 03: READ HOLDING REGISTERS**

Function 03 reads the contents of 1 to 125 contiguous holding registers in the slave.

The maximum number of registers at each request is limited to 125 16-bit registers: 125 integers, 62 long integers, 62 floats, 31 doubles or 31 long longs.

#### **Request**

The request message specifies the starting register and the quantity of registers to be read. Registers are addressed starting from zero. Registers 1-16 are addressed as 0-15.

#### **Example**

A request to read from slave device 17, registers 40108-40110 (decimal), or starting from 9CAC (hex):



#### **Response:**



For each register the first byte contains the high order byte, the second the low order byte.

The contents of register 40108 are shown as the two byte values of 02 2B hex (555 decimal). The contents of register 40109 is 00 00 hex (0 decimal) and of register 40110 is 00 64 hex (100 decimal).

If the request is not applicable, an exception response will be sent. **See chapter 5.10 for exception responses.**

#### **5.4 Function 04: READ INPUT REGISTERS**

Function 04 performs a "read" operation, similar to function 03. The difference is that function 04 addresses input registers (which are "read-only"), whereas function 03 addresses holding registers (which are "read/write").

#### **5.5 Function 05: WRITE SINGLE COIL**

Function 05 writes the status of a logical (Boolean or ON/OFF) variable.

This function is not used, as in this application Boolean variables are not used as individual entities. Boolean variables are represented by means of specific bits packed in 32 bit data word (type "Long").

#### **5.6 Function 06: WRITE SINGLE HOLDING REGISTER**

Function 06 presets a value into a single holding register.

When the address is a broadcast, all slaves will process the request.

#### **Request**

The request specifies the register reference to be written. Registers are addressed starting from zero.

Registers 1-16 are addressed as 0-15. The value to be written is specified in the data field, which is a 16-bit value.

#### **Example**

Request for slave 17 to preset register 40002 (decimal), 9C42 (hex) to 00 03 (hex).



#### **Response**

The response message is an echo of the request, returned after the register contents has been written.



If the request is not applicable, an exception response will be sent. **See chapter 5.10 for exception responses.**

#### **5.7 Function 8: DIAGNOSTICS**

Function 8 provides a test for checking the communication system between the master and the slave.

#### **Request**

The function uses a two-byte sub-function field in the request to define the test to be performed:



All sub-functions are supported.

#### **5.8 Function 15: WRITE MULTIPLE COILS**

Function 15 writes the status of 1 to 2000 contiguous logical (Boolean or ON/OFF) variables.

This function is not used, as in this application Boolean variables are not used as individual entities. Boolean variables are represented by means of specific bits packed in 32 bit data word (type "Long").

#### **5.9 Function 16: WRITE MULTIPLE HOLDING REGISTERS**

Function 16 writes the contents of 1 to 123 contiguous holding registers in the slave.

When the address is a broadcast, the function pre-sets the same register references in all attached slaves.

#### **Request**

The request message specifies the register references to be pre-set. Registers are addressed starting at zero (register 1 is addressed as 0).

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#### **Example**

An example of a request for slave device 17 to pre-set two registers starting at 40002 (decimal), 9C42 (hexadecimal) to 00 0A end 01 02 hex:



#### **Response**

The normal response returns the slave address, the function code, starting address, and quantity of registers pre-set:



If the request is not applicable, an exception response will be sent. **See chapter** 5.10 **for exception responses**.

#### **5.10 Exception Responses**

Except for broadcast messages, a master device expects a normal response, when it sends a request to a slave device. One of the four possible events can occur upon the master device's request:

- If the slave device receives the request without a communication error and can handle the request normally, it returns a normal response.
- If the slave does not receive the request due to a communication error, no response is returned. The master program will eventually process a timeout condition for the request.
- If the slave receives the request, but detects a communication error (parity, CRC, LRC), no response is returned. The master program will eventually process a timeout condition for the request.
- If the slave receives the request without a communication error, but cannot handle it, the slave will return an exception response informing the master of the nature of the error.

The exception response message has two fields that differentiate it from a normal response.

#### **Function Code Field**

In a normal response the slave echoes the function code of the original request in the function code field of the response. In an exception response the slave sets the most significant bit of the function code to 1.

The master recognises the exception response by means of this bit and can examine the data field for the exception code.

#### **Data field**

In an exception response the slave returns an exception code in the data field. By means of this exception code the slave reports a reason for not being able to respond normally.

The exception response message:



#### **Exception codes**





## **6 HANDLING OF LARGE DATA TYPES**

The standard Modbus specification does not explain how data types larger than 16 bits should be handled. As larger data types are stored in a multiple of 16 bit registers, such data can be accessed by means of "read" or "write" operation on a series of consecutive 16 bit registers.

Function 03 (read multiple holding registers), function 04 (read input registers), function 06 (write single holding register), and function 16 (write multiple holding registers) are used to read or modify these data types.

Taking the data type into account, the addressing can be "optimized" accordingly, this is implemented in an addressing mode not compatible with the original Modicon concept:

- In the original "Modicon compatible mode" one address is assigned and counted for each 16 bit register. To hold for example a 64-bit integer value, 4 addresses would be occupied. Therefore, in order to address the next variable of this type, the address has to be incremented by 4.
- In "not-Modicon compatible mode" addresses are incremented by 1 for each next variable. For example, in order to read or write the next 64-bit variable, the register area to be read will automatically be shifted by 4 16 bit registers.

The OPTISONIC V6 is by default configured for Modicon compatible addressing.

The supported data types are:

- Integer (16 bit)
- Long integer (32 bit)
- Float (single precision floating-point, 32 bit)
- Double (double precision floating-point, 64 bit)
- Long long (64-bit Integer)

The register ranges for each data type:



Note that in **Modicon compatible mode** each data type larger than 16 bits should be addressed as an appropriate number of 16-bit registers. For instance the first float is located at address 7000/7001; the next float is located at address 7002/7003.

A double would be accessed by four 16-bit registers, so the first double 6000/6001/6002/6003 and the next double 6004/6005/6006/6007.

The data in the chapter 8, "MODBUS REGISTER MAPPING", is printed both as it should be addressed in Modicon compatible and as well as in **not-Modicon compatible mode**.

#### **6.1 Integer (16 bit), Transmit Sequence**

**Integers** are transmitted and stored with the most significant part first.

#### **Example**

Integer value 1790 decimal (6FE hexadecimal) is transmitted as:



#### **6.2 Long integer (32 bit), Transmit Sequence**

#### **Example**

Long integer value 305419896 (12345678 hexadecimal).

**Long integers** could be transmitted in two possible ways. The transmit order in both modes:



#### **6.3 Single precision floating-point (32 bit), Transmit Sequence**

Single precision floating-point numbers are stored in 32-bit registers, represented using the IEEE 754 encoding. In IEEE 754-2008 the 32-bit base 2 format is officially referred to as **binary32**. It was called **single** in IEEE 754-1985.

The IEEE 754 standard specifies a binary32 as having:

- Sign bit: 1 bit
- Exponent width: 8 bits
- Significand (also known as mantissa) precision: 24 (23 explicitly stored)

The true significand (mantissa) includes an implicit leading bit with value 1 unless the exponent is stored with all zeros. Thus only 23 bits of the significand (mantissa) appear in the memory format but the total precision is 24 bits (equivalent to  $log 10(2^{24}) \approx 7.225$  decimal digits). The bits are laid out as follows:



The single precision binary floating-point exponent is encoded using an offset binary representation, with the zero offset being 127; also known as exponent bias in the IEEE 754 standard.

#### **Example:**

The float number 4.125977 will give the IEEE 754representation.



A positive sign

A biased exponent of 129 (81 hexadecimal) is exponent 2. Mantissa =  $4 + 1/8 + 1/1024$ . Note that the first bit is not stored!

**Floats** could be transmitted in two ways. The transmit order in both modes:



#### **6.4 Double precision floating-point (64 bit), Transmit Sequence**

Double precision floating-point numbers are stored in 64-bit registers, represented using the IEEE 754 encoding. In IEEE 754-2008 the 64-bit base 2 format is officially referred to as **binary64**. It was called **double** in IEEE 754-1985.

The IEEE 754 standard specifies a binary64 as having:

- Sign bit: 1 bit
- Exponent width: 11 bits
- Significand (also known as mantissa) precision: 53 (52 explicitly stored)

The true significand (mantissa) includes an implicit leading bit with value 1 unless the exponent is stored with all zeros. Thus only 52 bits of the significand (mantissa) appear in the memory format but the total precision is 53 bits (equivalent to  $log10(2^{53}) \approx 16$  decimal digits). The bits are laid out as follows:



#### **Example**

The double number 4.125000001862645 will give the IEEE representation:



A positive sign

A biased exponent of 1025 (401 hexadecimal) is exp. 2

Mantissa =  $4 + 1/8 + 1/536870912$ . Note that the first bit is not stored!

**Doubles** could be transmitted in two ways. The transmit order in both modes:



#### **6.5 Long long (64 bit integer), Transmit Sequence**

#### **Example**

64 bit integer value 4.616.330.355.545.210.880 (= 4010 8000 0020 0000 hexadecimal).

**64 bit integers** could be transmitted in two ways. The transmit order in both modes:



#### **6.6 Maximum number requested items**

The maximum amount of data that can be sent in a single response limits the amount of items that can be requested in a single query. The table below shows the maximum number of items per data type:



## **7 DEFAULT SETTINGS**

By means of a number of parameters the Modbus communication link can be adjusted to one's needs or preferences. When the OPTISONIC V6 meter is delivered these parameters are set to default values as listed below:

### Port 0:





Note: The relative addresses listed in the tables below are addresses relative to the starting address of the designated register group.

## **8.1 Input Registers (read-only): Integer (16-bit); address range 3000-3499**







#### **Alarm / status events**









## **8.4 Holding Registers (read/write): Long integer (32-bit), address range 5500-5999**







## **8.6 Holding Registers (read/write): Double (64-bit floating-point), address range 6500-6999**









## **Calculated flow variables**





becomes available. The series of measurements values then contains the most recent values and shifts with each acquired sample (measurement data), like a running average.





## **8.8 Holding Registers (read/write): Float (32-bit) floating-point, address range 7500-7999**











## **Viscosity configuration**







### **Totalisers**



