460MCDS-N34
Protocol Gateway
Product User Guide

Firmware Version 5.2.14
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<td>5.1.1</td>
<td>6/7/16</td>
<td>Features Added</td>
<td>Features Added</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1. Reworked AutoMap functions to automap per device and made default for most</td>
<td>Features Added</td>
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<td><a href="mailto:productsupport@rtautomation.com">productsupport@rtautomation.com</a></td>
<td>Features Added</td>
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<tr>
<td></td>
<td></td>
<td>2. Implemented Automatic reboot and redirect upon startup</td>
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</tr>
<tr>
<td></td>
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<td>3. Modified Template usage so it can be applied easily on a protocol or product</td>
<td>Features Added</td>
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<td></td>
<td></td>
<td>level</td>
<td>Features Added</td>
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<td></td>
<td>4. All imported configurations will force Manual mode for Mapping and AutoServer</td>
<td>Features Added</td>
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<tr>
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<td>functionalities</td>
<td>Features Added</td>
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<td>5. Allow saving/Replacing of configuration via SD Card</td>
<td>Features Added</td>
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<td></td>
<td></td>
<td>6. Added DHCP for Network Settings (default)</td>
<td>Features Added</td>
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<tr>
<td>5.2.1</td>
<td>10/12/16</td>
<td>Features Added</td>
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<td></td>
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<td>1. Replaced Build Date with Revision Number</td>
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<td>2. DF1 Master (DFM) Released</td>
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<td></td>
<td></td>
<td>3. NNA4 Dual RS485 Hardware</td>
<td>Features Added</td>
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<td></td>
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<td>Bug Fixes</td>
<td>Features Added</td>
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<td>1. BACnet/IP Server (BS) Relinquish Default</td>
<td>Features Added</td>
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<td></td>
<td></td>
<td>2. BACnet MS/TP (BMS) Relinquish Default</td>
<td>Features Added</td>
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<td>3. BACnet MS/TP Slave (BMS) CSV Object Parameter</td>
<td>Features Added</td>
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<td>4. Modbus TCP/IP Client (MC) XML Import Bug when Write Only</td>
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<td>5. Modbus TCP/IP Client (MC) Write Directional changed Web Parameters</td>
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<td>5.2.2</td>
<td>1/12/17</td>
<td>Features Added</td>
<td>Features Added</td>
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<td></td>
<td></td>
<td>1. Added ability to add in prefixes to the filename (for BETA and DEMO)</td>
<td>Features Added</td>
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<td></td>
<td></td>
<td>2. Updated Copyright Year to 2017</td>
<td>Features Added</td>
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<tr>
<td>5.2.3</td>
<td>1/19/17</td>
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<td>1. BACnet/IP Server (BS) COV (Change of Value) Notifications with Binary Objects</td>
<td>Bug Fixes</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(both Input and Output)</td>
<td>Bug Fixes</td>
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<tr>
<td>5.2.4</td>
<td>1/25/17</td>
<td>Bug Fixes</td>
<td>Bug Fixes</td>
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<td></td>
<td>Objects</td>
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<tr>
<td>5.2.5</td>
<td>2/16/17</td>
<td>Bug Fixes</td>
<td>Bug Fixes</td>
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<td>2800 across all objects</td>
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<td>2. BACnet MS/TP Slave (BMS) increased the number of COV's supported from 100 to</td>
<td>Bug Fixes</td>
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<td></td>
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<td>2800 across all objects</td>
<td>Bug Fixes</td>
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<tr>
<td>5.2.6</td>
<td>2/21/17</td>
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<td>1. BACnet/IP Server (BS) fixed the auto-server for Binary Objects for non-1 Bit</td>
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<td>Pack Option</td>
<td>Bug Fixes</td>
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<td>2. BACnet MS/TP Slave (BMS) fixed the auto-server for Binary Objects for non-1</td>
<td>Bug Fixes</td>
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<td></td>
<td>Bit Pack Option</td>
<td>Bug Fixes</td>
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<tr>
<td></td>
<td></td>
<td>3. BACnet MS/TP Slave (BMS) fixed the load template for Binary Output Objects</td>
<td>Bug Fixes</td>
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<td></td>
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<td>for 1 Bit Pack Option</td>
<td>Bug Fixes</td>
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<tr>
<td>5.2.9</td>
<td>3/15/17</td>
<td>Bug Fixes</td>
<td>Bug Fixes</td>
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<td></td>
<td></td>
<td>1. Update for Translator Web Display for Mapping Configuration (buffer too small)</td>
<td>Bug Fixes</td>
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<td></td>
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<td>2. Update for String Translator Web Display for Mapping Configuration (buffer</td>
<td>Bug Fixes</td>
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<tr>
<td></td>
<td></td>
<td>too small)</td>
<td>Bug Fixes</td>
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<tr>
<td>5.2.14</td>
<td>5/4/17</td>
<td>Bug Fixes</td>
<td>Bug Fixes</td>
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<td>1. Completely removed unit id from MS protocol. MS will respond to all Unit IDs</td>
<td>Bug Fixes</td>
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<td>2. Removed &quot;Unit ID&quot; description from MS help page</td>
<td>Bug Fixes</td>
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Overview

The 460MCDS-N34 gateway connects up to 32 Modbus TCP Servers with a DeviceNet Master. By following this guide, you will be able to configure the 460MCDS-N34 gateway.

For further customization and advanced use, please reference the appendices located on the CD or online at: http://www.rtautomation.com/product/460-gateway-support/.

If at any time you need further assistance do not hesitate to call Real Time Automation support.

Support Hours are Monday-Friday 8am-5pm CST

Toll free: 1-800-249-1612
Email: support@rtautomation.com
Hardware Platforms

The 460 Product Line supports a number of different hardware platforms. There are differences in how they are powered, what serial settings are supported, and some diagnostic features supported (such as LEDs). For these sections, be sure to identify the hardware platform you are using.

To find which hardware platform you are using:

1) Look on the front or back label of the unit for the part number.
2) On the webpage inside the gateway, navigate to the dropdown menu under Other and select Utilities. Click the Listing of Revisions button. The full part number is displayed here.

Once you have the full part number, the platform will be the number following the “-N”: 

460 P1P2 -NXXX

Product Platform
Hardware – N34

[Diagram of the N34 hardware with labels for LEDs, Port 0, Port 1, 3.25, 1.00, 4.19, and Panel Mount.]
Powering The Gateway

The following steps will allow you to properly and safely power the gateway.

**Warning** improper wiring will cause unit failure
Use the Barrel Connector **OR** the Screw Terminals power connection, **NOT** both

1) Connect a 24VDC power source to the gateway.
   a. The unit draws 125 mA at 24VDC
   b. The gateway has a voltage operating range from 8-28VDC, 24VDC is recommended.

---

**Hazardous Environment Power & Installation Instructions**

This equipment is suitable for use in Class I, Division 2, Groups A, B, C and D, or non-hazardous locations only.

**WARNING – EXPLOSION HAZARD** - Do not disconnect equipment unless power has been removed or the area is known to be non-hazardous.

**WARNING – EXPLOSION HAZARD** - Substitution of components may impair suitability for Class I, Division 2.

THIS EQUIPMENT IS AN OPEN-TYPE DEVICE AND IS MEANT TO BE INSTALLED IN AN ENCLOSURE SUITABLE FOR THE ENVIRONMENT SUCH THAT THE EQUIPMENT IS ONLY ACCESSIBLE WITH THE USE OF A TOOL.

**WARNING** – POWER JACK (Barrel Connector, J1) IS FOR MAINTENANCE USE ONLY AND MAY ONLY BE USED WHILE THE AREA IS KNOWN TO BE FREE OF IGNITIBLE CONCENTRATIONS OF FLAMMABLE GASES OR VAPORS. IT IS NOT TO BE CONNECTED UNDER NORMAL OPERATION.

In Hazardous Environments the unit must be powered with between 12-24 VDC, 860 mA (6 W) max. Supervised. The unit is certified to be operated at -40°C to 50°C.
**Port Configuration**

The Port Configuration page is where you set port specific parameters. These settings must match the settings of the device(s) that you are connecting to.

When you have completed your port configuration, click the **Save Parameters** button.

The default jumper configurations are setup for the following serial modes:

- **Port 0 – CAN**
- **Port 1 – RS232**

If you require a different serial mode, please refer to the **N34_Hardware_Jumper_Configuration.pdf** on the CD to make jumper changes.
Mounting with a DIN Rail

Installing
Follow these steps to install your interface converter.

1) Mount your DIN Rail.
2) Hook the top mounting flange over the DIN Rail.
3) While pressing the 515RTAAIC against the rail, press down to engage the spring loaded upper clip and rotate the unit parallel to the DIN Rail.
4) Release downward pressure.

Removing
Follow these steps to remove your interface converter.

1) Press down on unit to engage the spring loaded upper clip.
2) Swing bottom of unit away from DIN Rail.
Accessing the Main Page

The following steps will help you access the browser based configuration of the gateway. By default, DHCP is enabled. If the gateway fails to obtain an IP address over DHCP it will Auto IP with 169.254.X.Y.

1) Insert the provided CD-ROM into a computer also on the network.

2) Run the IPSsetup.exe program from the CD-ROM.

3) Find unit under “Select a Unit”.
   a. Change Gateway’s IP address to match that of your PC if DHCP has failed.
      i. You will know DHCP has failed if the gateway’s IP address is AutoIP at 169.254.X.Y.
      ii. If successful, it will say DHCP’d at ex: 192.168.0.100 or however your DHCP Client is set up.
   b. If you do not see the gateway in this tool, then your PC is most likely set up as a static IP.
      i. Change your PC’s network settings to be DHCP. If DHCP fails, then it will change to be on the 169.254.x.y network.
      ii. Relaunch the IP Setup tool to see if gateway can be discovered now.

4) Click Launch Webpage. The Main page should appear.

Default setting is set to DHCP. If DHCP fails, default IP Address is 169.254.x.y
**Error: Main Page Does Not Launch**
If the Main Page does not launch, please verify the following:

1) Check that the PC is set for a valid IP Address
   a. Open a MS-DOS Command Prompt
   b. Type “ipconfig” and press enter
   c. Note the PC’s IP Address, Subnet, and Default Gateway

2) The gateway must be on the same Network/Subnet as the PC whether it’s setup for DHCP or Static.

Once you have both devices on the same network, you should be able to ping the gateway using a MS-DOS Command Prompt.

The Screenshot above shows a gateway that is currently set to a static IP Address of 192.168.0.100.

If you are able to successfully ping your gateway, open a browser and try to view the main page of the gateway by entering the IP Address of the gateway as the URL.
Comitting Changes to the Settings

- All changes made to the settings of the gateway in Configuration Mode will not take effect until the gateway is restarted via the webpage. Changes will not be stored if the gateway’s power is removed prior to a reboot.

- **NOTE**: The gateway does not need to be restarted after every change. Multiple changes can be made before a restart, but they will not be committed until the gateway is restarted.

- When all desired changes have been made, press the **Restart Now** button.

- The webpage will redirect to our rebooting page shown below:

  ![Rebooting Page](image)

- The reboot can take up to 20 seconds. You will know the save was successful if the red box is no longer present.
  - If the IP address has not been modified, the gateway will automatically redirect to the main page.
  - If the IP address was modified, a message will appear at the top of the page to instruct the user to manually open a new webpage at that new IP.
Main Page

The main page is where important information about your gateway and its connections are displayed.

Mode (orange box below):

Running Mode:
- Protocol communications are enabled
- Configuration cannot be changed during Running Mode. If changes are needed, click the Configuration Mode button shown in the green box below.

Configuring Mode:
- Protocol communication is stopped and no data is transmitted
- Configuration is allowed

Navigation (green box below):

You can easily switch between modes and navigate between pages (Configuration, Diagnostics, and Other pages) using the buttons on the left hand side.
Device Configuration

The device configuration area is where you assign the device description, IP address, and other network parameters. Changes can only be made when the gateway is in Configuration Mode. Click the Edit button to make these changes.

Once you are done configuring the Description and the Network Settings, click the Save Parameters button.

If you are changing the IP Address of the gateway, the change will not take effect until the unit has been rebooted. After reboot, you must enter the new IP Address into the URL.

It is recommended to leave the DNS Gateway set to 0.0.0.0 and the Ethernet Link as Auto-Negotiate. If configuring the gateway to use E-mail, the DNS Gateway must be set.
Modbus TCP/IP Client Configuration

Click the Modbus TCP/IP Client button to access the configuration page.

1) **Delay Between Messages**: Enter the length of time to delay between read and write scan line requests (ms).

2) **Response Timeout**: Enter the amount of time the gateway should wait before a timeout is issued for a read/write request (ms).

3) **Delay Between Connect Attempts**: Enter the amount of time the gateway should wait between attempts to connect to the PLC.

4) **Dependency Protocol**: If enabled, Modbus TCP/IP communication will stop if communication to the selected protocol is lost.

### Modbus TCP/IP Client Configuration

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Default</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delay Between Messages</td>
<td>10</td>
<td>10-60000 ms</td>
</tr>
<tr>
<td>Response Timeout</td>
<td>500</td>
<td>50-60000 ms</td>
</tr>
<tr>
<td>Delay Between Connect Attempts</td>
<td>1000</td>
<td>1000-60000 ms</td>
</tr>
<tr>
<td>Dependency Protocol</td>
<td>None</td>
<td></td>
</tr>
</tbody>
</table>

[Save Parameters]
Modbus TCP/IP Client Device Configuration

The bottom area of the Modbus TCP/IP Client Configuration page lets you configure up to 32 external Modbus TCP/IP Server devices.

1) To add additional Server connections, click the -Select- dropdown under Modbus TCP/IP Client Device List and select Add Generic Server option.

   Modbus TCP/IP Client Device List
   -Select- Delete Server

   -To remove a device, navigate to the server to delete using the << and >> buttons and click the Delete Server button.

   -To create a new server with the same parameters already configured from another server, click the -Select- dropdown and select the Add from Modbus TCP/IP X option (where X represents the server you wish to copy parameters from). Once created, you can make any additional changes needed to that new server.

2) The Enable check box should be selected for the device.

3) Enter a Device Label to identify the device within the gateway.

4) Enter the unique IP Address that matches the Server. If this value doesn’t match, the gateway will timeout.

5) Enter the TCP Port for the Modbus TCP/IP Client to open a connection on. Default port for Modbus TCP/IP is 502.

7) **Enable 0-Based Addressing**: Check ONLY if the server you are connecting to begins their register numbering at 0 OR they specify that their device addresses are 0-based.

8) **Bit Pack**: Select the formatting of the Coil Status/Input Status. Automa will use this packing size to map coils to/from the other protocol. The bit pack selection here should match that of the other protocol. The starting address is considered Bit 0 and is the low-order bit.

9) To enable data swapping, select the required **Swap Indicator**. If the bytes appear in the wrong order, enable swapping to change the data. This swapping does NOT change Coils and their ordering inside the Bit Pack.

10) Enter the number of Read Scan Lines and Write Scan Lines.

11) Click the **Generate Scan Lines** button to have the read and write scan lines auto-generate for you. You may manually configure the read and write scan lines after they have been generated.
**Configuring Read Scan Lines**
Follow these steps to manually configure Read Scan Lines.

1) Select **View Read Scan Lines** if not already selected.

2) Enter a Unit ID for the Client to communicate to.

3) Select a Point Type for each Scan Line. Options include: Coil Status, Input Status, Input Registers, and Holding Registers.

   **Note:** Input/Holding Registers have a data type associated with them.

   a. **String Point Type** - If the mating protocol supports strings, you may select string as a point type in Modbus. With this point type, 2 characters will be packed into a single register and the first register will be set aside for the length.

   **EX:** 4x Hold Reg (String) with a Starting Address of 1 for a length of 5 Registers

   This means that Register 1 will hold the length of the string and Registers 2-5 will hold the string contents. So this string can contain a max of 8 characters.

4) Enter a Starting Address (This will be 1 based if **Enable 0-Base Addressing** is unchecked, or 0 based if checked).

5) Enter the # of consecutive points to read for that point/data type. See the **Scan Line Data Limit** section at the bottom of the webpage for max values in a scan line.
Configuring Writes Scan Lines
Follow these steps to manually configure Write Scan Lines.

1) Select **View Write Scan Lines** if not already selected.

2) Enter a Unit ID for the Client to communicate to.

3) Select a Point Type to configure. Options include: Coil Status and Holding Registers.

   **Note:** Holding Registers do have a data type associated with them.

   a. String Point Type- If the mating protocol supports strings, you may select string as a point type in Modbus. With this point type, 2 characters will be packed into a single register and the first register will be set aside for the length.

   EX: 4x Hold Reg (String) with a Starting Address of 1 for a length of 5 Registers

   This means that Register 1 will hold the length of the string and Registers 2-5 will hold the string contents. So this string can contain a max of 8 characters.

4) Enter a Starting Address (This will be 1 based if **Enable 0-Base Addressing** is unchecked, or 0 based if checked).

5) Enter the # of consecutive points to write. This will allocate the number of that data type selected. See the **Scan Line Data Limit** chart at the bottom of the webpage for max values.

---

**Write Scan Lines (460 to Modbus TCP/IP)**

<table>
<thead>
<tr>
<th>Line #</th>
<th>Unit ID</th>
<th>Point Type</th>
<th>Starting Address</th>
<th># of Points</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Ox Coil Status</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

---

Real Time Automation, Inc. 21 1-800-249-1612
Configuring Read and Write Scan Lines (cont.)

If you are configuring multiple devices click << or >> to navigate to another device. If this is the only device you are configuring, click the **Save Parameters** button.

Below is the Scan Line Data Limit for each Point Type and the max Length Range associated to them.

**Note:** If the first address of the Modbus TCP/IP Server device starts at 0 (Register/Coil starting addresses can be found in the Modbus TCP Server’s documentation), be sure to check the *Enable 0-Base Addressing* box in the gateway to ensure proper communication. If improperly configured, expected addressing may be off by +/- 1.

### Scan Line Data Limit

<table>
<thead>
<tr>
<th>Point Type</th>
<th>Length Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coil Status</td>
<td>512</td>
</tr>
<tr>
<td>Input Status</td>
<td>512</td>
</tr>
<tr>
<td>Input Register (16 Bit Int/Uint)</td>
<td>125</td>
</tr>
<tr>
<td>Input Register (32 Bit Int/Uint/Float)</td>
<td>62</td>
</tr>
<tr>
<td>Input Register (64 Bit Int/Uint/Float)</td>
<td>31</td>
</tr>
<tr>
<td>Input Register (String - 2 char/reg)</td>
<td>125</td>
</tr>
<tr>
<td>Holding Register (16 Bit Int/Uint)</td>
<td>125</td>
</tr>
<tr>
<td>Holding Register (32 Bit Int/Uint/Float)</td>
<td>62</td>
</tr>
<tr>
<td>Holding Register (64 Bit Int/Uint/Float)</td>
<td>31</td>
</tr>
<tr>
<td>Holding Register (String - 2 char/reg)</td>
<td>125</td>
</tr>
</tbody>
</table>
DeviceNet Slave Configuration

Click the **DeviceNet Slave** button to access the configuration page.

1) **Physical Port**: Select which physical port is being used for communication. This port must be configured on the Port Configuration page. If it has not yet been configured, it will display *Disabled* after the Port descriptions in this dropdown.

   Physical Port: Port 0 (T-Strip) Disabled

2) **Device Label**: Enter a label to identify the device within the gateway.

3) **MAC ID**: Enter a unique DeviceNet MAC ID for the device on the network.

4) **CAN Baud Rate**: Select a CAN baud rate for the network. This must match the other devices on the network.

---

**DeviceNet Slave Configuration**

<table>
<thead>
<tr>
<th>Physical Port</th>
<th>Port 0 (T-Strip) Disabled</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device Label</td>
<td>DS01</td>
</tr>
<tr>
<td>MAC ID</td>
<td>0</td>
</tr>
<tr>
<td>CAN Baud Rate</td>
<td>125K</td>
</tr>
</tbody>
</table>
DeviceNet Slave Data Group Configuration

The middle area of the DeviceNet Slave Configuration page lets you configure multiple Input and Output Groups.

1) **Input Instance:** Select the Input Instance to communicate to.

2) **Output Instance:** Select the Output Instance to communicate to.

3) Data Size is fixed at 16 Bytes per group.

4) Data Format sets the formatting of the data. Automap will use this packing size to map data to/from the other protocol.

There are three ways to configure this protocol:

- Auto-Configure Group by Device (Default)
- Auto-Configure Group by Data Type
- Manual Mode

**NOTE:** You may go back and forth between modes, but when reverting from Manual Mode to either of the two Auto-Configure Modes, all changes made in Manual Mode will be discarded.
DeviceNet Slave Data Group Configuration: Auto-Configure

While in either of the two Auto-Configure Modes, the # of Data Groups and the actual Data Groups themselves cannot be edited. Auto-Configure Mode looks at the other protocol and then configures the Data Groups to match. The Data Formats will be defined after the other protocol is configured.

The data will be configured according to the following rules:

- Any 8 Bit Signed/Unsigned data will be mapped as **8 Bit Int or 8 Bit Uint**, matching signs whenever possible.
- Any 16 Bit Signed/Unsigned data will be mapped as **16 Bit Int or 16 Bit Uint**, matching signs whenever possible.
- Any 32 Bit Signed/Unsigned data will be mapped as **32 Bit Int or 32 Bit Uint**, matching signs whenever possible.
- Any 64 Bit Signed/Unsigned data will be mapped as **64 Bit Int or 64 Bit Uint**, matching signs whenever possible.
- Any 32 Bit Float will be mapped as **32 Bit Float**.
- Any 64 Bit Float will be mapped as **64 Bit Float**.
- Any Coils or 1/8/16/32 Bit Binary Packs will be mapped as **Binary 8 Bit Pack/Binary 16 Bit Pack/Binary 32 Bit Pack**, matching bit sizes whenever possible.
- The Read or Write direction depends on whether it is configured as a Read or Write on the other protocol.
- If the other protocol exceeds the number of Data Groups supported, then nothing will be mapped. You will see the # of Data Groups remain at 0 and the main page will display the following error:

    ![ERROR XX 460 Re-Initialization (Auto-Config Failed -9)]

    - To fix this error, simply decrease the amount of data you configured on the other protocol so that the max number of Data Groups is not exceeded OR call customer support to increase the limits.

To add additional or edit existing Data Groups you will need to go into Manual Configure Mode.
Auto-Configure Group by Device vs. Auto-Configure Group by Data Type

There are two different methods for Auto-Configure: Group by Device or Group by Data Type.

There are a couple of rules to keep in mind when using Auto-Configure Mode:

1) If the other protocol inside the gateway is a Server, Slave, or Adapter protocol, then there are no differences between the Auto-Configure Modes.
2) Group by Data Type is how previous versions of the 460 gateway Auto-Configured. Versions with build dates prior to May 21 2016 had the default set to this grouping method.
3) Both modes use the rules outlined on the previous page for setting up data.

Group by Device (Default Method)

Group by Device goes through the other protocol on the gateway and auto-configures the data groups on the DeviceNet Slave for all the data points on the other protocol’s first device. After it finishes with the first device, it will auto-configure all the points for the second device (if one is configured), and so on.

The data in this method is not optimized - there could potentially be a lot of wasted/unused data space, but it will be organized more logically from the Master/Client’s point of view.

Group by Data Type

Group by Data Type goes through the other protocol on the gateway and auto-configures the data groups on the DeviceNet Slave for all the data points within the other protocol.

Another way to view this option is to say that the data points allocated are packed together so there is very little wasted data space. The data is packed or optimized.

Example: Protocol A is a Master/Client protocol that has 2 devices with the same setup:

Device_1 has 1 integer scan line, 1 float scan line, 1 integer scan line - each for 1 point of data
Device_2 has 1 integer scan line, 1 float scan line, 1 integer scan line - each for 1 point of data

Protocol B is a Server/Slave/Adapter protocol that can be mapped as follows:

Group by Device - Protocol B will have 4 scan lines that will look like the following:

Scan Line 1 => Type Integer, length of 2
Scan Line 2 => Type Float, length of 1
Scan Line 3 => Type Integer, length of 2
Scan Line 4 => Type Float, length of 1

Group by Data Type - Protocol B will have 2 scan lines that will look like the following:

Scan Line 1 => Type Integer, length of 4
Scan Line 2 => Type Float, length of 2
DeviceNet Slave Data Group Configuration: Manual Mode

1) To transition from either of the two Auto-Configure Modes to Manual Configure Mode, click the dropdown at the top of the DeviceNet Slave Configuration page and select Manual Configure.
   a. When prompted, click OK to confirm mode change or Cancel to remain in Auto-Configure Mode.

b. Once OK is clicked, there are 2 options on how to proceed.
   i. To keep the data groups that are already configured, press OK.
      - You would want this option if you are adding additional data groups or you want to modify the data group(s) that already exist.
   ii. To delete the data groups that are already there and start over, press Cancel.

2) Select the Input Instance and Output Instance to communicate to.
   
   NOTE: If you selected Input Instance 101 (String) or 102 (String), then you do not need to configure the Standard Data Groups. Skip steps 3-5 below.

   NOTE: If you selected Output Instance 113 (String) or 114 (String), then you do not need to configure the Standard Data Groups. Skip steps 3-5 below.

3) Enter the number of Input Data Groups and Output Data groups.

4) Click the Generate Standard Data Groups button to have the read and write data groups auto-generate for you. You may manually configure the read and write data groups after they have been generated.

5) Select a Data Format for each Data Group. Options include: 8 Bit Int/Unit, 16 Bit Int/Uint, 32 Bit Int/Uint, 64 Bit Int/Uint, 32/64 Bit Float, Binary 8/16/32 Bit Pack.

   NOTE: The Connection Parameters and Input/Output Data Mapping tables will update to match the values entered in the Data Groups after Save Parameters is pressed.
DeviceNet Slave Data Group Configuration: Using Strings

Any String Data Types will be mapped to a String Assembly and will not display in the Input/Output Data Groups.

When using a String Data Type, the first byte is set aside for the length. Each String may have 99 characters.

When using 1 String, use Input Assembly 101/Output Assembly 113 where Byte 0 would be the length and Byte 1-99 would contain the data.

When using 2 Strings, use Input Assembly 102/Output Assembly 114 where Byte 0 would be the length of String 1 and Byte 1-99 would contain the data of String 1 and Byte 100 would be the length of String 2 and Byte 101-199 would contain the data of String 2.
DeviceNet Slave Data Group Configuration-Connection Parameters

The lower area of the DeviceNet Slave Configuration page gives a list of parameters to be used to connect to the gateway from your DeviceNet Master device. After data is configured for the data groups and the appropriate Input/Output Instances are selected from the dropdowns, the applicable connection will display below in the table. Use the instance # and size next to the connection for information on how to connect to a DeviceNet Master.

Example Setup:

To establish communications with the above example settings, configure the DeviceNet Master with the following:

- **Input Instance** or Destination for Target to Originator as 100.
- **Output Instance** or Destination for Originator to Target as 112.
- Data **Input Size** for Target to Originator as 32 Bytes.
- Data **Output Size** for Originator to Target as 32 Bytes.
Mapping - Transferring Data Between Devices

There are 5 ways to move data from one protocol to the other. You can combine any of the following options to customize your gateway as needed.

**Option 1 – Data Auto-Configure Mappings:** The gateway will automatically take the data type (excluding strings) from one protocol and look for the same data type defined in the other protocol. If there isn’t a matching data type, the gateway will map the data to the largest available data type. See Data Auto-Configure section for more details.

**Option 2 – String Auto-Configure:** The gateway will automatically take the string data type from one protocol and map it into the other. See String Auto-Configure section for more details.

**Option 3 – Manual Configure Mappings:** If you don’t want to use the Auto-Configure Mappings function, you must use the manual mapping feature to configure translations.

**Option 4 – Manipulation/Scaling:** You can customize your data by using math operations, scaling, or bit manipulation. See Data Mapping-Explanation section for more details.

**Option 5 – Move Diagnostic Information:** You can manually move diagnostic information from the gateway to either protocol. Diagnostic information is not mapped in Auto-Configure Mappings Mode. See Diagnostic Info section for more details.
Display Mapping and Values

The Display Data and Display String pages are where you can view the actual data for each mapping that is set up.

Display Data

Click the Display Data button to view how the data is mapped and what the values of each mapping are. Here you will see how each data point (excluding strings) is mapped. To view, select the device from the dropdown menu and click View to generate the information regarding that device. Then select either the Protocol 1 to Protocol 2 or Protocol 2 to Protocol 1 button, correlating to the direction you wish to see the data.

This page is very useful when verifying that all data is mapped somehow from one protocol to another. If a data point is not mapped, it will display on this page in a yellow highlighted box.

In the above example, we see the following:

- Modbus 400001 from Slave 1 is being mapped to AI1 on BACnet
- Nothing is being moved from Modbus to AI2 on BACnet
- Modbus 400030 from Slave 1 is being mapped to AI3 on BACnet

**NOTE:** If a data point is mapped twice, only the first instance of it will show here. EX: If Modbus 400001 & 400040 from Slave 1 are both mapped to AI1, only 400001 will show as being mapped to AI1.
If there are values of “-” on this page, it indicates that the source has not yet been validated and no data is being sent to the destination.

The example below reflects the Modbus to PLC flow of data. The Modbus (right side) is the source and the PLC (left side) is the destination.

- The 460 gateway has received valid responses from Modbus registers 400001-400005 and therefore can pass the data on to the PLC tag called MC2PLC_INT.

- The 460 gateway has NOT received valid responses from Modbus register 400011 & 400012. As a result, the data cannot be passed to the PLC tag ETC01_GN0_INT2 and indicates so by using “-” in the value column of the table.

To view the actual data mappings, click the Edit Mapping button. For more details, see the Data Mapping-Explanation section.

To view the data mappings purely as text, click the View as Text button. For more details, see the View Data Mapping as Text section.
**Display String**

Click the **Display String** button to view how the string data types are mapped and what the values of each string are. Here you will see how each string from each protocol is mapped to the other. To view, select the source or destination group and the String from the dropdown menu to generate the information regarding that device. The string data will be displayed in both hex and ASCII.

If there are values of “Data Not Valid” on this page, it indicates that the source has not been validated yet and no data is being sent to the destination.

In the example below, this page reflects the Modbus to PLC flow of data. Since the Destination “Dst: ETC01 ETC01_G2N0_STRING” displays “Data Not Valid”, it can be assumed that the source field has not yet been validated.

To view the string mappings, click the **Edit Mapping** button. For more details see the String Mapping-Explanation section.

To view the string mappings purely as text, click the **View as Text** button. For more details see the View String Mapping as Text section.
Data and String Mapping – Auto-Configure

The Auto-Configure function looks at both of the protocols and will map the data between the two protocols as best as it can so that all data is mapped. Inputs of like data types will map to outputs of the other protocols like data types first. If a matching data type cannot be found, then the largest available data type will be used. Only when there is no other option is data truncated and mapped into a smaller data type.

If the Auto-Configure function does not map the data as you want or you want to add/modify the mappings, you may do so by going into Manual Configure mode.

The following are examples of the Auto-Configure function.

1) This example shows a common valid setup.

```
<table>
<thead>
<tr>
<th>Source</th>
<th>Destination</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-bit Sint</td>
<td>8-bit Sint</td>
</tr>
<tr>
<td>16-bit Int</td>
<td>16-bit Int</td>
</tr>
</tbody>
</table>
```

   a. Both Source values were able to be mapped to a corresponding Destination value.

2) This example shows how Auto-Configure will make its best guess.

```
<table>
<thead>
<tr>
<th>Source</th>
<th>Destination</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-bit Sint</td>
<td>8-bit Sint</td>
</tr>
<tr>
<td>16-bit Int</td>
<td>16-bit Int</td>
</tr>
<tr>
<td>32-bit Uint</td>
<td>32-bit Uint</td>
</tr>
<tr>
<td>32-bit Float</td>
<td>32-bit Uint</td>
</tr>
</tbody>
</table>
```

   a. The 32-bit Float from the Source location could not find a matching Destination data-type. After all other like data types were mapped, the only data type available was the 2nd 32-bit Uint data type. Auto-Configure was completed even though the data in the Float will be truncated.
Data Mapping – Explanation

Below are the different parts that can be modified to make up a data mapping.

1) Enable (red box above): Check to enable mapping. If not checked, this mapping is skipped.

2) Source Field (yellow box above):
   a. Group - Select the data group you set up in the protocol config to use for this mapping.
   b. Start - This is the starting point for this mapping.
   c. End - This is the final point to be included for this mapping.

3) Manipulation Area (green box above):
   a. Enable the Data Manipulation. This can be enabled for any mapping.
   b. Click Add Math Operation for each operation needed. Up to 3 are allowed unless you are using the Scale, Set Bit, or Invert Bit functions. If using Scale, Set Bit, or Invert Bit, then only 1 operation is allowed.
   c. Select the Operation(s) to perform.
      i. Math Operations are performed in the order they are selected.
      ii. If more than one point is selected on the source, the Math Operations will be performed on every point.
   d. Enter the value(s) for the operation.

Example of Add (similar for Subtract, Multiple, Divide, and MOD). This will add a value of 10 to the source field before it is written to the destination field.

Example of Scale. This will scale the source values from 1-10 into 1-100 for the destination.

Example of Set Bit (similar to Invert Bit). This will take the value of the 0th source bit and copy it into the value of the 5th destination bit.

4) Destination Field (blue box above):
   a. Group - Select the data group you set up in the protocol config to use for this mapping.
   b. Start - This is the starting point for where the data is being stored.
   c. End - The End point is derived from the length of the source and cannot be modified.
Data Mapping – Adding Diagnostic Information

Data Mapping offers 5 different types of information in addition to any scan lines specified for each protocol.

**IMPORTANT NOTE:** Only add Diagnostic Information **AFTER** both sides of the gateway have been configured. If changes to either protocol are made after diagnostic information has been added to the mapping table, it is necessary to verify all mappings. Remapping may be necessary.

1) Temporary Ram (Int 64)
   a. This offers five levels of 64bit Integer space to assist in multiple stages of math operations. For example, you may wish to scale and then add 5. You can set up a single translation to scale with the destination as the temporary ram. Then another translation to add 5 with the source as the temporary ram.
   b. The gateway will automatically convert the Source to fit the Destination, so there is no need for Int 8, 16, 32 since the 64 may be used for any case.

   ![Mapping 1](image)

   In this example, Ram0 is scaled into Ram1. Ram1 is then increased by 5 and stored into Ram2. Ram0 and Ram2 could be considered a source or destination group.

2) Temporary Ram (Double)
   a. This is similar to the Temporary Ram (Int 64), except manipulations will be conducted against the 64bit floating point to allow for large data.

3) Ticks Per Second
   a. The gateway operates at 200 ticks per second. This equates to one tick every 5ms. Thus, mapping this to a destination will give easy confirmation of data flow without involving one of the two protocols.

4) XY_NetBmpStat
   a. If a protocol is a Client/Master, there is a Network Bitmap Status that is provided. Since a Client/Master may be trying to communicate with multiple devices on the network, it may be beneficial to know if a Server/Slave device is down. By using this Network Bitmap Status you can expose the connection statuses of individual devices.
   b. 0x00000002 shows that only device 2 is connected
   c. 0x00000003 shows that only devices 1 and 2 are connected
   d. 0x00000004 shows that only device 3 is connected
5) **Status_XY**

a. There are two Statuses provided, one for each protocol. This gives access to the overall status of that Protocol. Each Bit has its own meaning as follows:

**Common Status:** 0x000000FF (bit 0-7) 1st byte

<table>
<thead>
<tr>
<th>Hex</th>
<th>Bit Position</th>
<th>Decimal</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>0</td>
<td>0</td>
<td>if we are a Slave/Server</td>
</tr>
<tr>
<td>0x01</td>
<td>0</td>
<td>1</td>
<td>if we are a Master/Client</td>
</tr>
<tr>
<td>0x02</td>
<td>1</td>
<td>2</td>
<td>connected (0 not connected)</td>
</tr>
<tr>
<td>0x04</td>
<td>2</td>
<td>4</td>
<td>first time scan</td>
</tr>
<tr>
<td>0x08</td>
<td>3</td>
<td>8</td>
<td>idle (usually added to connected)</td>
</tr>
<tr>
<td>0x10</td>
<td>4</td>
<td>16</td>
<td>running (usually added to connected)</td>
</tr>
<tr>
<td>0x20</td>
<td>5</td>
<td>32</td>
<td>bit not used</td>
</tr>
<tr>
<td>0x40</td>
<td>6</td>
<td>64</td>
<td>recoverable fault</td>
</tr>
<tr>
<td>0x80</td>
<td>7</td>
<td>128</td>
<td>nonrecoverable fault</td>
</tr>
</tbody>
</table>

For this example the ETC Status is mapped to a PLC tag called PLC_Status

**Example:** ETC Status is 0x00000013 (19 decimal), here is the break down

<table>
<thead>
<tr>
<th>Hex</th>
<th>Bit</th>
<th>Decimal</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x01</td>
<td>0(on)</td>
<td>1</td>
<td>if we are a Master/Client</td>
</tr>
<tr>
<td>0x02</td>
<td>1(on)</td>
<td>2</td>
<td>connected (0 not connected)</td>
</tr>
<tr>
<td>0x10</td>
<td>4(on)</td>
<td>16</td>
<td>running (usually added to connected)</td>
</tr>
<tr>
<td>Total:</td>
<td></td>
<td>19</td>
<td></td>
</tr>
</tbody>
</table>

**External Faults:** 0x00FF0000 (bit 8-15) 2nd byte

<table>
<thead>
<tr>
<th>Hex</th>
<th>Bit Position</th>
<th>Decimal</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>8</td>
<td>0</td>
<td>local control</td>
</tr>
<tr>
<td>0x01</td>
<td>8</td>
<td>256</td>
<td>remotely idle</td>
</tr>
<tr>
<td>0x02</td>
<td>9</td>
<td>512</td>
<td>remotely faulted</td>
</tr>
<tr>
<td>0x04</td>
<td>10</td>
<td>1,024</td>
<td>idle due to dependency</td>
</tr>
<tr>
<td>0x08</td>
<td>11</td>
<td>2,048</td>
<td>faulted due to dependency</td>
</tr>
</tbody>
</table>

**Recoverable Faults:** 0x00FF0000 (bit 16-23) 3rd byte

<table>
<thead>
<tr>
<th>Hex</th>
<th>Bit Position</th>
<th>Decimal</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x01</td>
<td>16</td>
<td>65,536</td>
<td>recoverable fault - timed out</td>
</tr>
<tr>
<td>0x02</td>
<td>17</td>
<td>131,072</td>
<td>recoverable fault - Slave err</td>
</tr>
</tbody>
</table>
**Non-Recoverable Faults 0xFF000000 (bit 24-31) 4th byte**

<table>
<thead>
<tr>
<th>Hex</th>
<th>Bit Position</th>
<th>Decimal</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x01</td>
<td>24</td>
<td>16,777,216</td>
<td>nonrecoverable fault - task fatal err</td>
</tr>
<tr>
<td>0x02</td>
<td>25</td>
<td>33,554,432</td>
<td>nonrecoverable fault - config missing</td>
</tr>
<tr>
<td>0x04</td>
<td>26</td>
<td>67,108,864</td>
<td>nonrecoverable fault - bad hardware port</td>
</tr>
<tr>
<td>0x08</td>
<td>27</td>
<td>134,217,728</td>
<td>nonrecoverable fault - config err</td>
</tr>
<tr>
<td>0x10</td>
<td>28</td>
<td>268,435,456</td>
<td>Configuration Mode</td>
</tr>
<tr>
<td>0x20</td>
<td>29</td>
<td>536,870,912</td>
<td>No Ethernet Cable Plugged In</td>
</tr>
</tbody>
</table>

For this example the MC Status is mapped to a PLC tag called MC_Status

**Example:** MC Status is 0x00010041 (65601 decimal), here is the break down, we know that bytes 1 and 3 are being used, so here is the break down,

**Common Status:**

<table>
<thead>
<tr>
<th>Hex</th>
<th>Bit</th>
<th>Decimal</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x01</td>
<td>0 (on)</td>
<td>1</td>
<td>if we are a Master/Client</td>
</tr>
<tr>
<td>0x40</td>
<td>6 (on)</td>
<td>64</td>
<td>recoverable fault</td>
</tr>
</tbody>
</table>

**Recoverable Faults:**

<table>
<thead>
<tr>
<th>Hex</th>
<th>Bit</th>
<th>Decimal</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x01</td>
<td>16</td>
<td>65,536</td>
<td>recoverable fault - timed</td>
</tr>
</tbody>
</table>

Total: 0x010041 65,601
String Mapping – Explanation

Below are the different parts that can be modified to make up a string mapping.

String data types can only be mapped to other string data types. There is no manipulation that can be done on the string.

1) Enable (red box above): Check to enable mapping. If not checked, this mapping is skipped.
2) Source Field (yellow box above):
   a. Group - Select the string data group you set up in the protocol config to use for this mapping.
   b. String - This is the string used for this mapping.
3) Destination Field (green box above):
   a. Group - Select the string data group you set up in the protocol config to use for this mapping.
   b. String - This is the string where the data is being stored.
Mapping – Auto-Configure Mode to Manual Configure Mode

To transition from Auto-Configure Mapping Mode to Manual Configure Mode, click the dropdown at the top of the Mapping Configuration page and select Manual Configure.

After you click this button, you will be prompted to confirm if this is really what you want to do.

Click **OK** to proceed to Manual Configure Mode or click **Cancel** to remain in Auto-Configure Mappings Mode.

Once OK is clicked, there are 2 options on how to proceed from here.

1) **To keep the mappings that are already configured press OK.**
   a. You would want this option if you are adding additional mappings or you want to modify the mapping(s) that already exist.

2) **To delete the mappings that are already there and start over press Cancel.**

To modify the number of mappings, enter a number next to **# of Mappings to Configure** and click the **Set Max # of Mappings** button. You can always add more mappings if needed.
Mapping – Manual Configure Mode to Auto-Configure Mode

To transition from Manual Configure Mode to Auto-Configure Mapping Mode, click the dropdown menu at the top of the Mapping Configuration page and select Auto-Configure Mappings.

Click **OK** to proceed to delete all current mappings and go back to Auto-Configure Mappings Mode. Click **Cancel** to keep all mappings and remain in Manual Configure Mode.

**NOTE:** Once you revert back to Auto-Configure Mapping Mode there is no way to recover the mappings you lost. Any mappings you previously have added will be deleted as well.
View as Text

Data Mapping
The View as Text page displays the point to point mapping(s) you set up in the Data Mapping section. This will also display any manipulation(s) that are configured.

Each line on this page will read as follows:

**Mapping number**: source point **Len**: Number of points mapped -> manipulation (if blank then no manipulation) -> destination point

If you are looking for a specific point to see if it is mapped, you can do a find in this text box for your point in question. Example: you defined 20 Registers starting at register 1 and want to see if 40001 is mapped. If it is not in this text box then it is not mapped and no data will be transferred.

This is the text display for the example shown under the Data Mapping- Adding Diagnostic Information section.

<table>
<thead>
<tr>
<th>Mapping number</th>
<th>Mapping 1:</th>
<th>Temporary Ram0 Len: 1</th>
<th>-&gt; 1:10 Scale to 1:100</th>
<th>-&gt; Temporary Ram1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mapping 2:</td>
<td>Temporary Ram1 Len: 1</td>
<td>-&gt; Add 5</td>
<td>-&gt; Temporary Ram2</td>
<td></td>
</tr>
</tbody>
</table>

String Mapping
The View as Text page displays the string mapping(s) you set up in the String Mapping section.

Each line on this page will read as follows:

**Mapping number**: source point **Copy** -> destination point

If you are looking for a specific point to see if it is mapped, you can do a find in this text box for your point in question. Example: you defined 20 String Tags in the PLC and want to see if “Test_String” in the Logix PLC is mapped. If it is not in this text box, then it is not mapped, and no data will be transferred.

| Mapping number | Mapping 1: | Logix Test_String | -> Copy | MCO2 400081 |
Security Configuration

To setup security on the 460 gateway, navigate to Other->Security Configuration. You can configure Security for 3 administrators, 5 users, and 1 guest.

**THIS IS NOT A TOTAL SECURITY FEATURE**

The security feature offers a way to password protect access to diagnostics and configuration on the network. The security feature does not protect against “Air Gap” threats. If the gateway can be physically accessed, security can be reset. All security can be disabled if physical contact can be made. From the login page, click the Reset Password button twice. You will be forced to do a hard reboot (power down) on the gateway within 15 minutes of clicking the button. This process should be used in the event a password is forgotten.

**Note:** Only Admins have configuration access to all web pages.

1) Log Out Timer: The system will automatically log inactive users off after this period of time.  
   **NOTE:** A time of 0 means that the user will not be automatically logged off. Instead, they must manually click the **Logout** button.

2) Username: Enter a username, max of 32 characters.

3) Password: Enter a password for the username, max of 32 characters, case sensitive.
   a. Re-enter the Password

4) E-mail: In case the password was forgotten, a user can have their password e-mailed to them if e-mail was configured.

5) Hint: A helpful reminder of what the password is.
**Security Configuration-Security Levels**

Each webpage in the gateway can have a separate security level associated with it for each user.

Security Levels:

1) **Full Access**: Capability to view and configure a web page.
2) **View Access**: Capability to view a web page, but cannot configure parameters.
3) **No Access**: No capability of viewing the web page and page will be removed from Navigation.

<table>
<thead>
<tr>
<th>Web Page</th>
<th>Security</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Web Pages</td>
<td>No Access</td>
</tr>
<tr>
<td>Main Page</td>
<td>Full Access</td>
</tr>
<tr>
<td>Device Configuration</td>
<td>Full Access</td>
</tr>
<tr>
<td>Port Configuration</td>
<td>Full Access</td>
</tr>
<tr>
<td>BACnet/IP Server</td>
<td>Full Access</td>
</tr>
<tr>
<td>Modbus RTU Master</td>
<td>Full Access</td>
</tr>
<tr>
<td>View Mapping</td>
<td>Full Access</td>
</tr>
<tr>
<td>Mapping</td>
<td>Full Access</td>
</tr>
<tr>
<td>Setup LED's</td>
<td>Full Access</td>
</tr>
<tr>
<td>Diagnostic Info</td>
<td>Full Access</td>
</tr>
<tr>
<td>Logging</td>
<td>Full Access</td>
</tr>
<tr>
<td>Display Data</td>
<td>Full Access</td>
</tr>
<tr>
<td>Export Configuration</td>
<td>Full Access</td>
</tr>
<tr>
<td>Import Configuration</td>
<td>Full Access</td>
</tr>
<tr>
<td>Save As Template</td>
<td>Full Access</td>
</tr>
<tr>
<td>Load From Template</td>
<td>Full Access</td>
</tr>
<tr>
<td>Utilities</td>
<td>Full Access</td>
</tr>
<tr>
<td>Email Configuration</td>
<td>Full Access</td>
</tr>
<tr>
<td>Alarm Configuration</td>
<td>Full Access</td>
</tr>
<tr>
<td>String Mapping</td>
<td>Full Access</td>
</tr>
<tr>
<td>View String Mapping</td>
<td>Full Access</td>
</tr>
<tr>
<td>Display String</td>
<td>Full Access</td>
</tr>
</tbody>
</table>
**Security - Log In**

**Username:** Name of the user to login.

**Password:** Password of the user to login.

**Log In:** If login is successful, the user will be redirected to the Main Page.

**Send Password to Email:** Sends the specified User’s Password to the email configured for that user.

**Display Hint:** Displays the hint specified for the User if one was set up.

**Reset Password:** This is used to reset security settings. Confirm reset password must be selected to confirm this action. Once confirmed, there is a 15 minute window to do a hard reset of the gateway by physically removing and restoring power from the gateway. Once power is restored, you may navigate to the IP address of the gateway as normal.

![Security Log In Form](image)

**Security - Log Out**

Once a user is done with a session they may click **logout** at the top of any page. The user may also be logged out for inactivity based off of the Log Out Timer specified during the configuration.

*Closing the browser is not sufficient to log out.*
Email Configuration

To setup e-mails on the 460 gateway, navigate to Other->Email Configuration.

You can configure up to 10 email addresses.

1) SMTP Mail Username: The email address that the SMTP server has set up to use.
2) SMTP Mail Password: If authentication is required, enter the SMTP Server’s password (Optional).
3) SMTP Server: Enter the Name of the SMTP Server or the IP Address of the Server.
4) From E-mail: Enter the e-mail that will show up as the sender.
5) To E-mail: Enter the e-mail that is to receive the e-mail.
6) E-mail Group: Choose a group for the user. This is used in other web pages.

Click the Save Parameters button to commit the changes and reboot the gateway.
Alarm Configuration

To setup alarms on the 460 gateway, navigate to **Other->Alarm Configuration**.

1) Alarm Delay upon Powerup: At Powerup, the gateway will have values of ‘0’ stored for all data. This may cause alarms to trigger before these values are updated by the mating protocols. Set this field to provide needed time to update fields before considering values for alarms.

![Alarm Configuration](image)

2) Enter the number of alarms to configure and click **Set Max # Alarms** to generate those lines.

3) In the Data Point Section:
   a. Top dropdown: select the Data Group. This dropdown menu will contain all groups that go from the gateway to the network.
   b. Lower dropdown: select the Data Point’s Specific Point. This is used to select which point in the group will be monitored for alarms.

4) In the Set Error Section:
   a. Select the Set Error Operation in the top dropdown menu. Available options are <, >, <=, >=, !=, =, and Change of State (COS). This is the operation that will be used to compare the Data Point value against the Error Value to determine if the alarm needs to be set.
   b. Select the Set Error Value. This value is used as: ‘Data Point’s Value’ ‘Operation’ ‘Value.’ Ex: Ticks Since Powerup >= 1000. This will set the alarm after 1000 ticks have elapsed since the unit powered up.
5) In the Clear Error Section:
   a. Select the Clear Error Operation. Available options are <, >, <=, >=, !=, ==, and Change of State (COS). This is the operation that will be used to compare the Data Point value against the Error Value to determine if the alarm needs to be cleared.
   b. Select the Clear Error Value.
      -Ex: Ticks Since Powerup >= 5000. This will clear the alarm after 5000 ticks have elapsed since the unit powered up.

6) Enter an Alarm Name. This will make the alarm unique and will be available in the Alarm Status page as well as in the email generated by the alarm.

7) Select an email to associate this alarm with. When an alarm is set, it sends an email. When an alarm is cleared, it will also send an email.

Click the **Save Parameters** button to commit the changes to memory and reboot the gateway.
Diagnostics – Alarm Status
Alarm Status will only display under the Diagnostic menu tab if at least 1 Alarm is enabled.

1) # Alarms Enabled: This is a count of enabled alarms.
2) # Alarms Active: This is how many alarms are presently active (set).
3) Last Active Alarm: This is the last alarm that the gateway detected.
4) **Clear # of Times Active**: This will reset all alarms ‘# of Times Active’ to 0.
5) Alarm #: The reference number to the given alarm on the alarm setup page.
6) Name: The name of the alarm.
7) Status: The current status of the alarm, either OK or ALARM.
8) # of Times Active: This count represents the number of times this alarm has become active. If an alarm is triggered, this count will increment.

![Alarm Status Table](image)

Alarms – Active
While one or more alarms are active, every page will display ‘Alarms Active’ at the top of the page. This will no longer be displayed if all active alarms have been cleared.

When an alarm is activated, the following will occur:

1) A one-time notification will be sent out to the email associated with the alarm.
2) For duplicate emails to occur, the alarm must be cleared and then become active again.
3) # Alarms Active and # of Times Active will be incremented.
4) Status of the Individual Alarm will be set to Alarm.
5) Last Active Alarm field will be populated with details on what triggered the alarm.
Alarms – Clear
When an alarm is cleared, the following will occur:

1) A one-time notification will be sent to the email associated with the alarm.
   a. For duplicate emails to occur, the alarm must become active and then be cleared again.

2) Total # Alarms Active will decrement. Last Active Alarm will not be changed.

3) Status of the Individual Alarm will be reset to OK.
Change of State (COS) Configuration

To access the configuration files in the 460 gateway, navigate to dropdown Other->COS Configuration. The gateway, by default only writes when data has changed. The gateway also waits to write any data to the destination until the source protocol is successfully connected.

Default values should fit most applications. Change these values with caution as they affect performance.

1) **Stale Data Timer**: If the data has not changed within the time allocated in this Stale Data Timer, the data will be marked as stale within the gateway and will force a write request to occur. This timer is to be used to force cyclic updates in the gateway, since data will only be written if it has changed by default. There is a separate timer per data mapping.

**Gateway behavior:**
- If time = 0s => (DEFAULT) The gateway will write out new values on a Change of State basis.
- If time > 0s => The gateway will write out new values whenever the timer expires to force cyclic updates (write every x seconds).

2) **Production Inhibit Timer**: Amount of time after a Change of State write request has occurred before allowing a new Change of State to be written. This is to be used to prevent jitter. Default value is 0ms. This timer takes priority over the Stale Data Timer. There is a separate timer per data mapping. This timer is active only after the first write goes out and the first COS event occurs.

3) **Writes Before Reads**: If multiple writes are queued, execute # of Writes Before Reads before the next read occurs. Default is 10 and should fit most applications.

**Warning**: A value of 0 here may starve reads if a lot of writes are queued. This may be useful in applications where a burst of writes may occur and you want to guarantee they all go out before the next set of reads begin.

4) **Reads Before Writes**: If multiple writes are queued, the # of Writes Before Reads will occur before starting the # of Reads Before Writes. Once the # of Reads Before Writes has occurred, the counter for both reads and write will be reset. Default is 1 and should fit most applications.

5) **Enable Data Integrity**: If enabled, do not execute any write requests to the destination until the source data point is connected and communicating. This prevents writes of 0 upon power up.

Click the **Save Parameters** button to commit the changes to memory and reboot the gateway.
Diagnostics Info

The Diagnostic page is where you can view the gateway’s translations and protocol specific status information.

For protocol specific diagnostic information, refer to the next three pages.

Diagnostics – Data and String Mapping

The Diagnostics->Diagnostic Info->System section displays the number of translations that are enabled, for both Data and String data types, the number of mappings that have an error, and the first mapping that has an error.

# Enabled: Number of mappings that are enabled.

# Error: The number of mappings that are enabled that have an error.

First Error: This is a detailed description of the first mapping that has an error.

Common Errors:

1) Destination or Source Point does not exist
   - Solution: Re-map the mapping
2) Source or Destination Pointer too small
   - There is not enough space on either the Source, or the Destination for the data you want to copy. This is typically seen when the Destination is smaller than the amount of data being transferred to it.
3) Range Discard, Min or Max Value
   - The actual data value is outside of the defined range
4) Math Error
   - Operation value cannot be 0
5) Scaling Error
   - Source Min must be smaller than Source Max
   - Destination Min must be smaller than Destination Max
Diagnostics – Modbus TCP/IP Client

Select the Modbus TCP/IP Client in the dropdown menu on the Diagnostic page to view breakdown of the diagnostics and common strings that are displayed on the page. You may also view individual server counters by selecting the device in the All Servers dropdown and clicking View. Additional diagnostic information can be found by clicking the Help button.

NOTE: This page will auto-refresh every 5 seconds with the latest data.

Clear All Values - This will only affect current displayed values.
1) This will return all values displayed to 0 and clear the Status Strings.
   Example: If viewing Modbus TCP/IP Client – MC02 10.1.100.17, this will only clear the values for that specific device. This will reduce the overall values indirectly.

Device Status - This will only display when viewing All Servers.
1) Connected – The gateway is connected to all of the Modbus TCP Servers that are enabled and configured.
2) Nodes Missing (timed out) – One or more enabled Modbus TCP Servers are missing.
3) Empty Scan List – No Modbus TCP Servers are configured.
4) Dependency Protocol Faulted – The dependent protocol is missing causing the communication to go to inactive.
5) Unknown: First Scan Not Complete – Multiple Scan Lines are set up for the device and the gateway has not completed all of the scan lines.
**LED Status** - This is the Status for All Servers or the specific Server selected.

1) **Solid Green (Connected)** – The gateway is connected to all of the Modbus TCP Servers that are configured and enabled.

2) **Flashing Green (Not Connected)** – No Modbus TCP Servers are configured/enabled.
   a. Verify Modbus TCP/IP settings and ensure that the Enable checkbox is checked for the appropriate device(s).

3) **Solid Red (Fatal Error)** – Invalid configuration
   a. Verify that there are valid scan lines configured for each Server that is enabled.
   b. Verify that the IP Address of each Modbus TCP Server is valid and is on the same network as the gateway.

4) **Flashing Red (Connection Timeout)** - One or more enabled TCP Servers are missing or No configured scan line with one or more TCP servers enabled.
   a. Verify IP Address match the device the gateway is connecting to.
   b. Verify Modbus/TCP Server is communicating on the correct TCP Port.

5) **Flashing Red (Empty Scan List)** - One or more enabled Modbus TCP Servers have no scan lines configured.

6) **Flashing Red (Communication not attempted yet)** – (Specific Server Only) No reads are configured and data needed for writes isn’t valid yet.

7) **Flashing Red (Dependency Error)** - The dependent protocol is missing causing the communication to go to inactive.
   a. The other Protocol must be Connected.

8) **Off** – The Ethernet cable is not connected to the gateway or there is no power to the gateway.

**Variables** - These are the values for All Servers or the specific Server selected.

1) **Network Bitmap Status (Displayed in Hex):**
   - Each bit corresponds to a Server. If the bit is set, the Server is connected, otherwise the bit is 0.
   - Bit 0 corresponds to Server 1 and Bit 4 is for Server 5 and so on.

2) **FC01 Read Coil Status:**
   - Function Code 1: Number of read Coil Status requests sent
   - Point Type Used: 0x Coil Status
   - # of Points: Any

3) **FC02 Read Input Status:**
   - Function Code 2: Number of read Input Status requests sent
   - Point Type Used: 1x Input Status
   - # of Points: Any

4) **FC03 Read Holding Registers:**
   - Function Code 3: Number of read Holding Register requests sent
   - Point Type Used: 4x Hold Reg
   - # of Points: Any

5) **FC04 Read Input Registers:**
   - Function Code 4: Number of read Input Register requests sent
   - Point Type Used: 3x Input Reg
   - # of Points: Any

6) **FC05 Force Single Coil:**
7) FC06 Preset Holding Register:
   - Function Code 6: Number of write Holding Register requests sent
   - Point Type Used: 4x Holding Reg
   - # of Points: 1

8) FC15 Force Multiple Coils:
   - Function Code 15: Number of write multiple Coil Status requests sent
   - Point Type Used: 0x Coil Status
   - # of Points: 2 or More OR Force Function Code 15/16 Enabled for # of Points of 1

9) FC16 Preset Multiple Registers:
   - Function Code 16: Number of write multiple Holding Register requests sent
   - Point Type Used: 4x Holding Reg
   - # of Points: 2 or More OR Force Function Code 15/16 Enabled for # of Points of 1

10) Successful Responses Received:
    - Total number of Read and Write response messages received by the gateway
    - Note: Add up all of the Function Code Variables and it should be equal to the number of Successful Responses Received

11) Error Responses Received:
    - Total number of Read and Write error messages sent by the Server

12) Timeouts:
    - Total number of Read and Write response messages not received by the gateway

**Status Strings** - These are the values for All Servers or the specific Server selected.

1) Last Error Code:
   a. Last Read Request Error that the gateway received

**Error Code Breakdown:**

1) Error Code "code" - "Function" (N:"ServerAddr" A:"StartAddr" L:"Length")
   a. Note: The Slave Address will inform you of the device that had the error. The Starting Address and Length will inform you the specific scan line that had the error in the device

2) Error Codes:
   a. Error Code 1: Function Code received by the Slave is not valid
   b. Error Code 2: The Register/Status received by the Slave is not valid
   c. Error Code 3: The value received by the Slave is not allowable
   d. Error Code 4: An unrecoverable error occurred while the Slave was attempting to reply
   e. Error Code 5: The Slave has accepted the request and is processing it, but a long duration of time will be required to reply
   f. Error Code 6: The Slave is processing another message. The gateway will skip this message.
   g. Error Code 7: The Slave has replied with a NAK. The Server cannot perform the program function received in the query

3) Functions:
   a. Specific to the Function Code being used for the Scan Line

4) N (Slave Address):
   a. Slave Address of the slave that the error was received from

5) A (Starting Address):
a. Starting Address of the Register/Status that the error was received from

6) L (Length):
   a. Number of Points of the Register/Status that the error was received from

Example:

<table>
<thead>
<tr>
<th>Error Responses Received:</th>
<th>1434</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timeouts:</td>
<td>0</td>
</tr>
</tbody>
</table>

Status Strings

<table>
<thead>
<tr>
<th>Last Error Code:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error Code 2 - FC01_RdOCI (IP:10.1.50.27 N:1 A:1 L:16)</td>
</tr>
</tbody>
</table>

This Error Code indicates Code 2, the Register was not valid. Other details are:

- Received the error with FC 01, trying to Read a Single Coil for any number of points
- IP:10.1.50.27 is the address that sent the error.
- N:1, from device 1. This was setup as Unit ID in Modbus TCP/IP Client page.
- A:1, Starting address of 1; aka: 000001 or 00001
- L:16, attempting to read 16 addresses starting at A:1. This is 1 through 16.

The Error Code Indicates not valid, so the starting address was not found or there were not 16 sequential coils to be written (1 through 16). To solve this, we need to change the starting address, or reduce the # of Points configured.
Diagnostics – DeviceNet Slave

Select the **DeviceNet Slave** in the dropdown menu on the Diagnostic page to view a breakdown of the diagnostics and common strings that are displayed on the page. Additional diagnostic information can be found by clicking the **Help** button.

**NOTE:** This page will auto-refresh every 5 seconds with the latest data.

**Clear All Values** - *This will only affect Displayed Values.*

1) This will return all values displayed to 0 and clear the status strings.
2) If viewing DeviceNet Slave, this will only clear the values for the DeviceNet Slave section of the gateway.

**Device Status**

1) Connected and Running - A DeviceNet Master has an I/O connection to the gateway and outputs are being updated.
2) Connected and Idle - A DeviceNet Master has an I/O connection to the gateway, but the outputs are not being updated.
3) Connected – A DeviceNet Master has an explicit connection to the gateway (no I/O).
4) Not Connected - The DeviceNet Master has not opened up communication to the gateway.
5) Error: Timeout - The gateway has lost a Polled I/O connection to the DeviceNet Master.
6) Fatal Error: Couldn’t Open Hardware Port – The physical port selected on the DeviceNet Slave Configuration page is not configured.

<table>
<thead>
<tr>
<th><strong>Diagnostics</strong> (MAC: 00:03:F4:08:18:86)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DeviceNet Slave</strong></td>
</tr>
<tr>
<td><strong>Device Status</strong></td>
</tr>
<tr>
<td>Connected and Running</td>
</tr>
<tr>
<td><strong>LED Status</strong></td>
</tr>
<tr>
<td>Connection Status: Connected</td>
</tr>
<tr>
<td><strong>Variables</strong></td>
</tr>
<tr>
<td>I/O Messages:</td>
</tr>
<tr>
<td>210</td>
</tr>
<tr>
<td>Err Messages:</td>
</tr>
<tr>
<td>9</td>
</tr>
<tr>
<td>CAN Rx: I/O Poll Req (2.05):</td>
</tr>
<tr>
<td>3422</td>
</tr>
<tr>
<td>CAN Tx: I/O Poll Resp (1.15):</td>
</tr>
<tr>
<td>2514</td>
</tr>
<tr>
<td>CAN Rx: Explicit Req (2.04):</td>
</tr>
<tr>
<td>0</td>
</tr>
<tr>
<td>CAN Tx: Explicit Resp (2.03):</td>
</tr>
<tr>
<td>0</td>
</tr>
<tr>
<td>CAN Rx: GC Only UCMR Req (2.06):</td>
</tr>
<tr>
<td>1</td>
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<tr>
<td>CAN Rx: Dup Mac Id Check (2.07):</td>
</tr>
<tr>
<td>0</td>
</tr>
<tr>
<td>CAN Tx: Dup Mac Id Check (2.07):</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td><strong>Status Strings</strong></td>
</tr>
<tr>
<td>Explicit State:</td>
</tr>
<tr>
<td>Deferred Delete</td>
</tr>
<tr>
<td>Pollled I/O State:</td>
</tr>
<tr>
<td>Established</td>
</tr>
</tbody>
</table>
**LED Status**

1) Solid Green (Connected) - The gateway is connected to a DeviceNet Master and communicating via Explicit or Polled I/O.
2) Flashing Green (Not Connected) - Not connected currently to a DeviceNet Master, but Baud Rate and MAC ID are valid.
3) Flashing Red (I/O Timeout) - The gateway has lost a Polled I/O connection to the DeviceNet Master.
4) Solid Red (Fatal Error)
   a. Duplicate MAC ID Check
   b. BUS OFF
   c. Hardware Port - The physical port selected on the DeviceNet Slave Configuration page is not configured.
      i. Verify that the DeviceNet Slave has an enabled Port selected. If needed, configure Port Settings.
5) Off - Duplicate MAC ID check in progress (no other CAN devices at our baud rate on the bus).

**Variables**

1) I/O Messages - Number of Polled I/O Messages received.
2) EM Messages - Number of Explicit Message received.
3) CAN Rx: I/O Poll Req (Group 2: Message ID 5) - Primary form of active communications. This number should increment by 1-58 for every I/O Output Message received, depending on the I/O Output Size (7 bytes per fragment).
4) CAN Tx: I/O Poll Rsp (Group 1: Message ID 15) - Primary form of active communications. This number should increment by 1-58 for every I/O Input Message sent, depending on the I/O Input Size (7 bytes per fragment).
5) CAN Rx: Explicit Req (Group 2: Message ID 4) - Typically only used during connection allocation and should be small (<10).
6) CAN Tx: Explicit Rsp (Group 2: Message ID 3) - Typically only used during connection allocation and should be small (<10).
7) CAN Rx: G2Only UCMM Req (Group 2: Message ID 6) - Typically only used during connection allocation and should be small (if no errors, should be 1).
8) CAN Rx: Dup Mac ID Check (Group 2: Message ID 7) - Should be 0. If higher, then another node with the ID is on the network.
9) CAN Tx: Dup Mac ID Check (Group 2: Message ID 7) - Should be 2 normally. If higher, then another node with the ID is on the network.

**Status Strings**

1) Explicit State:
   a. Non-Existent – No connection
   b. Established – Connection is properly allocated and communicating
   c. Deferred Delete – Connection is timed out, but remains allocated until the polled I/O connection is removed
2) Polled I/O State:
   a. Non-Existent – No connection
   b. Configuring – Connection is allocated, but configuration is not complete
   c. Established – Connection is properly allocated and communicating
   d. Timed Out – Connection is timed out
LED Configuration

To modify the behavior of the LEDs on the 460 gateway, navigate to Other->Setup LEDs.

The LED Configuration page lets you configure the LEDs on the gateway.

Each LED may be set to Disabled, Protocol 1, or Protocol 2. If either Protocol is a Master/Client, you may set the LED to represent either all Slaves/Servers configured in the gateway or a particular Slave/Server device.

To select a particular Slave/Server device:

1) Select the protocol in the left dropdown menu.

2) Click Save Parameters to generate the second dropdown menu.

3) Select the individual Slave/Server in the right dropdown menu.

Click the Save Parameters button to commit the changes and reboot the gateway.
**Configuration Files**

To access the configuration files in the 460 gateway, navigate to dropdown Other->Export/Import Config.

**Export Configuration**

The export tool allows you to save your gateway configuration for backup or to be exported into another gateway. This file is named `rta_cfg.rtax` by default. Network settings will not be saved in this configuration since they must be unique for each gateway.

Upon clicking the **Save Configuration to File** button, you will be prompted to select a location to save the file.

![File Download](image)

**Import Configuration**

You can import a previously exported configuration file or a configuration file from another device into the 460 gateway whenever it is in Configuration Mode.

Upon clicking the **Choose File** button, you will be prompted to select a location from which to load the saved file. Once the location is selected, click the **Load Configuration** button.

If it has successfully loaded, the gateway will indicate that it was successful and a message will appear under the Load Configuration button indicating you should reboot the gateway.

If it encountered an error while trying to load the saved configuration, the gateway will indicate the first error it found and a brief description about it under the Load Configuration button. The configuration file is xml and can be modified with any text editor. Once that error is fixed, try loading again until it is successful.
Save and Replace Configuration Using SD Card

Saving Configuration Using SD Card
This function saves the gateway’s configuration automatically to an SD Card each time the gateway is rebooted via the Restart Now button on the webpage. If this unit should fail in the future, the last configuration the gateway used is stored on the SD card and can be used for a new gateway to get the application back up and running quickly.

This SD Card replaces every configurable field in the gateway, EXCEPT for IP Address, Subnet Mask, and Default Gateway.

Replacing Configuration Using SD Card
To replace a configuration in a gateway using the SD Card, a specific sequence of events must be followed for the replacement to happen correctly:

1) Extract SD Card from gateway you wish to copy the configuration from.
2) Power up the gateway you wish to copy the configuration to. DO NOT INSERT SD CARD YET.
3) Navigate to the webpage inside the unit.
4) Navigate to the dropdown Other->Utilities.
5) If you are not currently in Mode: Configuring, go into Configuration Mode by clicking on the Configuration Mode button at the top left-hand side of the screen.
6) Press the Revert to Manufacturing Defaults button on the Utilities Page. The Configuration will ONLY be replaced by the SD Card if the gateway does not have a configuration already in it.
7) When the unit comes back in Mode: Running, now insert the SD Card.
8) Do a hard Power Cycle to the unit by unplugging power. DO NOT RESET POWER VIA WEBPAGES.
   a. It will take an additional 30 seconds for the unit to power up while it is transferring the configuration. During this time, the gateway cannot be accessed via the webpage.
9) When the unit comes back up, the configuration should be exactly what was on the SD Card.
Utilities
To access the Utilities page in the 460 gateway, navigate to Other->Utilities. The Utilities screen displays information about the gateway including Operation Time, File System Usage, Memory Usage, and Memory Block Usage.

Here you can also:

- View the full revision of the software.
- View all the files stored in the Flash File System within the gateway.
- Identify your device by clicking the **Start Flashing LED’s** button. By clicking this button, the two diagnostic LED’s will flash red and green. Once you have identified which device you are working with, click the button again to put the LED’s back into running mode.
- Configure the size of the Log through the Log Configuration.
- Bring the device back to its last power up settings.
- Bring the device back to its original manufacturing defaults.
- Remove the Configuration File and Flash Files within the gateway.