460MRSSM-N2E
Protocol Gateway

Product User Guide

Firmware Version 8.10.55

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Revision History

Version	Date	Notes
8.4.5	11/18/2019	Features Added 1. Released OPC UA Server (US) Protocol 2. Ability to now Import/Export Template Files with out an FTP session Bug Fixes 3. Updated Profinet Server (PS) on N34 hardware Platform 4. Updated Wi-Fi software
8.6.0	2/28/20	Bug Fixes 1. Omron Plc Communication fixes for EtherNet/IP 2. Profinet GSDML Substitute values fix
8.7.4	9/1/20	Features Added: 1. BMS, BM, DFM, DS, DM, TCP, USB, PBS have been ported to the latest base software 2. TCP,BMS,BM now Available on N2E and N2EW hardware Platform 3. New ASCII Mode Available on TCP/A/USB/WI protocols 4. User Guides updated with more examples Bug Fixes: 1. Improved Data Mapping and String Mapping performance 2. Improved functionality/performance on EC,ETC,ES,MC,MS,BS,BC, A,,WI,PS protocols
8.7.22	4/6/21	Features Added: 1. Support for RSLogix Versions 32 + with unsigned data type support 2. ETC now support Long integer files (L files) for MicroLogix PLCS that support them 3. SC now supports data block (DB) access
8.7.53	4/28/21	Features Added: 5. Added support for the NNBU hardware platform 6. Improved RFIDeas scanner support 7. Updated MM and MRS to use Modbus RTU Client and Modbus RTU Server terminology

Version	Date	Notes
8.9.22	2/5/24	Features Added: 1. Added priority-based reads for client protocols 2. Added improved diagnostic timers for client protocols 3. Reduced minimum delay between messages to zero ms on client protocols 4. Added support for USB serial connections 5. Added support for multiple connections on EtherNet/IP Adapter 6. Added 100ms and 1000ms heartbeat values for diagnostic use 7. Added configurable data size to EtherNet/IP adapter and DeviceNet Slave 8. Added support for TTL communications on N34, NNA1, NNA4, N2E, and N2EW hardware 9. Added support for JSON payloads to MQTT 10. Added Network Bitmap Status to ASCII, USB, and TCP protocols Bug Fixes: 11. Fixed COV Subscription Issues on BACnet MS/TP 12. Fixed timing issues affecting gateway performance 13. Fixed a bug where the Run Idle Header on the output instance for EtherNet/IP Scanner was not checked by default
8.9.29	4/1/24	Features Added: 14. Added ability to do raw HEX byte copy when receiving data over ASCII, TCP, or USB. Bug Fixes: 15. Fixed bug where function code 15 did not work on MM/MC. 16. Fixed bug relating to writing zeros on start up on BS. 17. Fixed bug where MQTT client did not appear in display data page when MQTT was paired with BACnet
8.9.37	7/30/24	Bug Fixes: 18. EIP IO Communication fixes 19. Timing fixes 20. USB Fixes a. Inactivity Timeout b. Inactivity Timeout Logging c. Port Restart Logging d. Webpage fixes 21. ProfiNet Timing Fix 22. EIP PanelView Fixes a. Support for Explicit Messaging
8.10.55	11/20/25	Features Added: 23. Added Support for SNMP

Overview

The 460MRSSM-N2E gateway Connect Modbus RTU Clients to up to 32 SNMP Agents. By following this guide, you will be able to configure the 460MRSSM-N2E gateway.

Number of ASCII devices is dependent on the Hardware and Product number of the 460 gateway.

For further customization and advanced use, please reference the appendices located 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

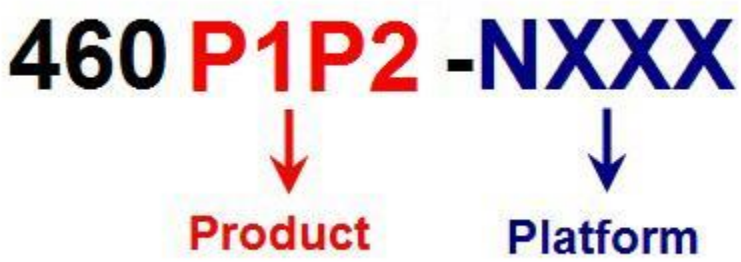
Hardware Platforms

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.

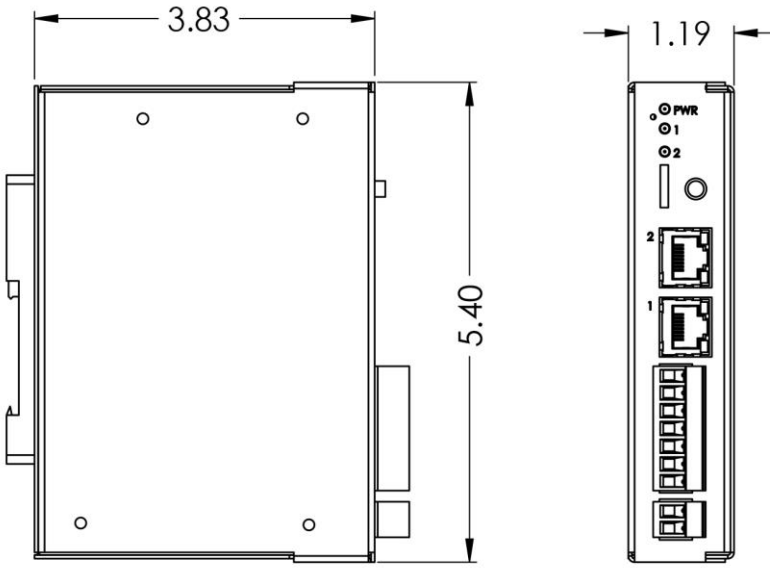
To find which hardware platform you are using:

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":



Hardware – N2E

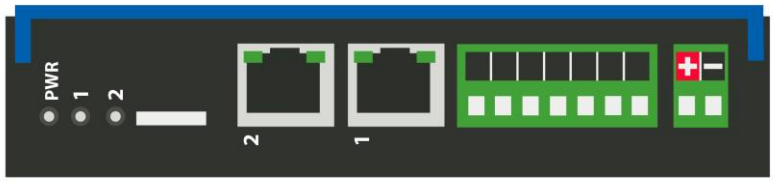


Powering the Gateway

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

Warning: Improper wiring will cause unit failure! Use the Screw Terminal's power connection!

1) Connect a 12-24 VDC power source to the gateway, Red Wire = (+) Black Wire = (-).
   a) The unit draws 8 VDC 900mA (7.2W) Max
   b) The unit draws 35 VDC 900mA (31.5W) Max
   c) The gateway has a voltage operating range from 8-35 VDC, 24 VDC 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 (Screw Terminals, J7) 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 8-35 VDC, 8 VDC @ 900 mA (7.2 W) max. Supervised. The unit is certified to be operated at -40°C to 50°C.

Instructions d'alimentation et d'installation pour environnement dangereux

Cet équipement est conçu pour être utilisé uniquement dans des lieux de classe I, division 2, groupes A, B, C et D, ou non dangereux.

AVERTISSEMENT - **RISQUE D'EXPLOSION** - Ne débranchez pas l'équipement à moins que le courant ne soit coupé ou que la zone ne présente aucun danger.

AVERTISSEMENT - **RISQUE D'EXPLOSION** - La substitution de composants peut compromettre l'adéquation à la classe I, division 2.

CET APPAREIL EST UN DISPOSITIF DE TYPE OUVERT ET IL FAUT L'INSTALLER DANS UN ENCEINTE ADAPTÉ À L'ENVIRONNEMENT TEL QU'IL N'EST ACCESSIBLE À L'UTILISATION D'UN OUTIL.

AVERTISSEMENT - LE POWER JACK (bornes à vis, J7) est destiné exclusivement à la maintenance et ne peut être utilisé que lorsque la zone est connue pour être exempte de concentrations inintéressantes de gaz ou de vapeurs inflammables. IL NE DOIT PAS ÊTRE CONNECTÉ SOUS UN FONCTIONNEMENT NORMAL.

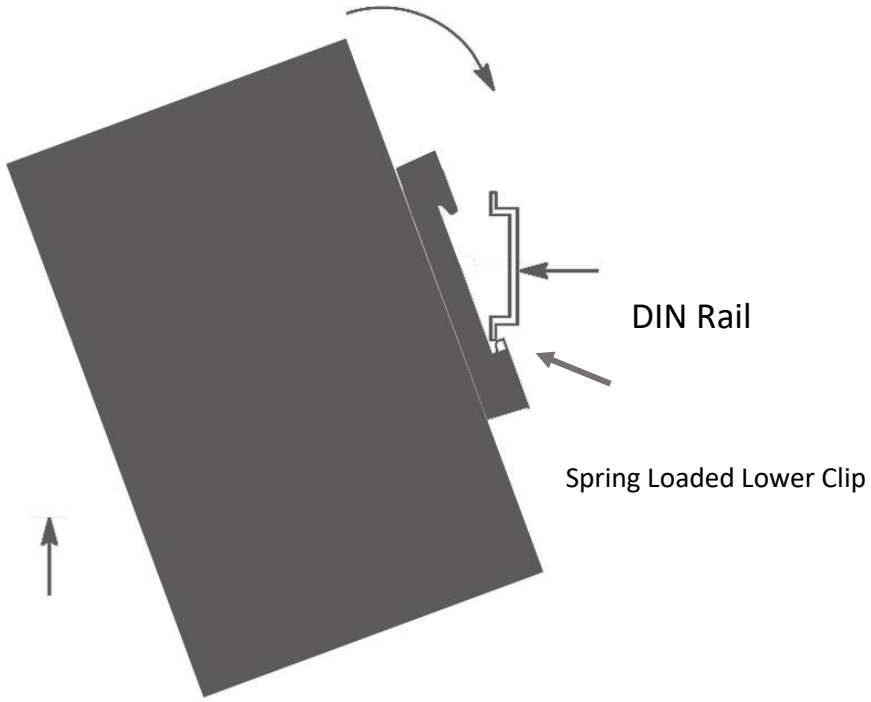
Dans les environnements dangereux, l'unité doit être alimentée entre 8-35 VDC, 8 VDC @ 900 mA (7,2 W) max. Supervisé. L'appareil est certifié pour fonctionner entre -40 ° C et 50 ° C.

Mounting with a DIN Rail

Installing

Follow these steps to install your interface converter.

1) Mount your DIN Rail.
2) Hook the bottom mounting flange under the DIN Rail.
3) While pressing the 460MRSSM-N2E against the rail, press up to engage the spring loaded lower clip and rotate the unit parallel to the DIN Rail.
4) Release upward pressure.



Removing

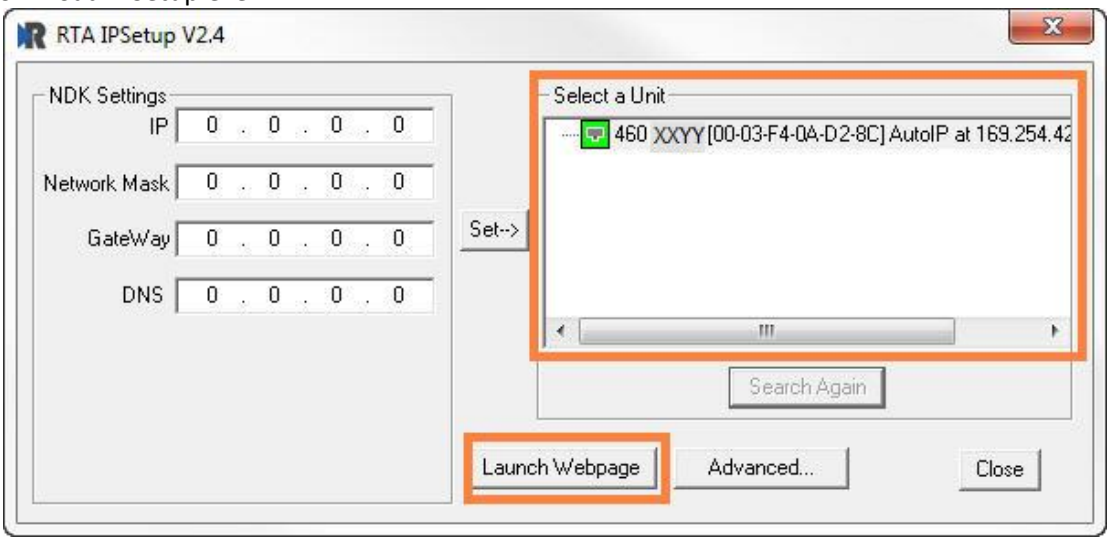
Follow these steps to remove your interface converter.

1) Press up on unit to engage the spring loaded lower clip.
2) Swing top of the 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. For more information on your Operating system network setting refer to the Accessing Browser Configuration document from our support web site.

1) Scan the QR code on the back of the unit or navigate to www.rtautomation.com/460-gateway-support and download IPSetup.exe.



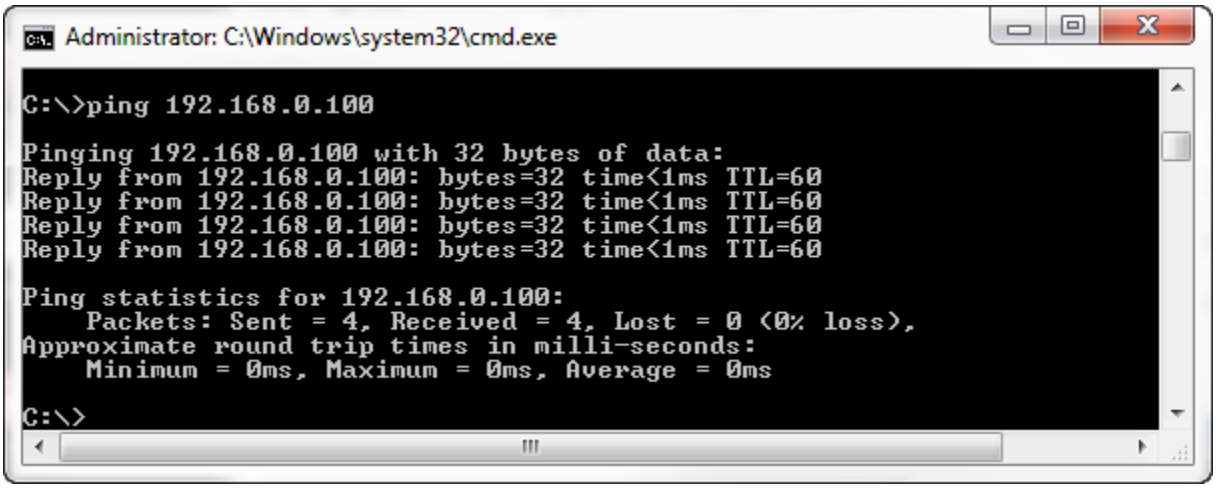
2) Run the IPSetup.exe program.
3) Find unit under "Select a Unit".
   a. Change Gateway's IP address to match that of your PC if DHCP has failed.
      i. You will know DHCP has failed if the gateway's IP address is AutoIP at 169.254.X.Y.
      ii. If successful, it will say DHCP'd at ex: 192.168.0.100 or however your DCHP 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.



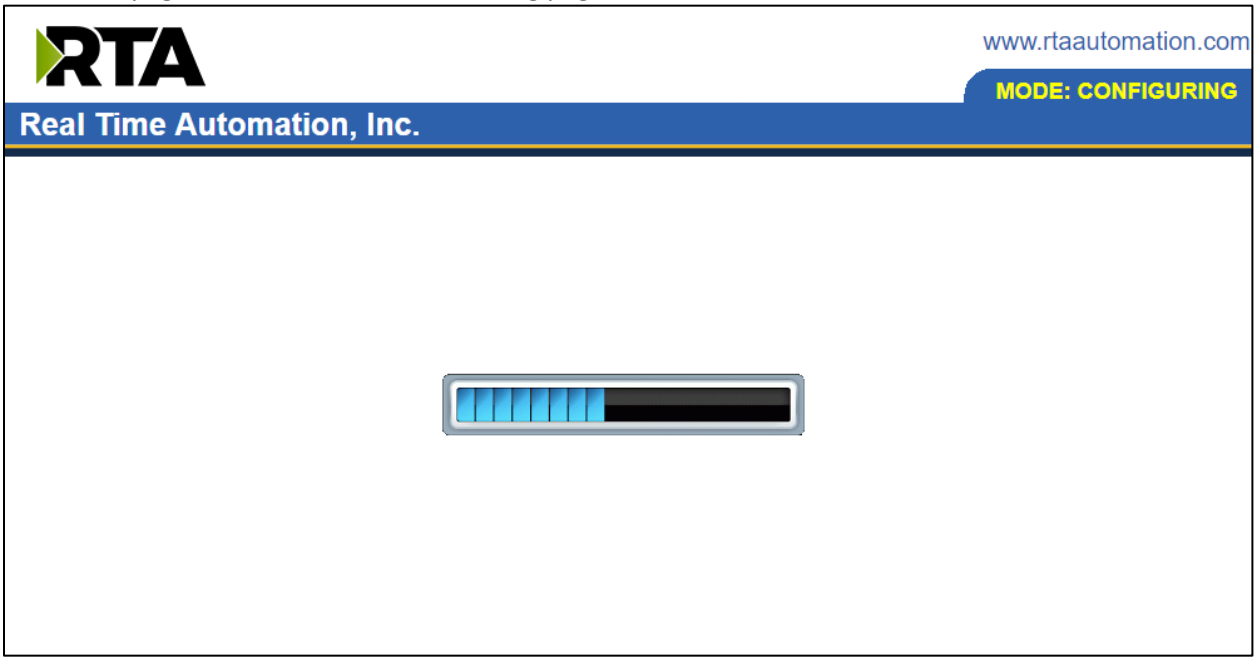
The Screenshot above shows a gateway that is currently set to a static IP Address of 192.168.0.100. If you are able to successfully ping your gateway, open a browser and try to view the main page of the gateway by entering the IP Address of the gateway as the URL.

Committing 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:



The reboot can take up to 20 seconds.
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

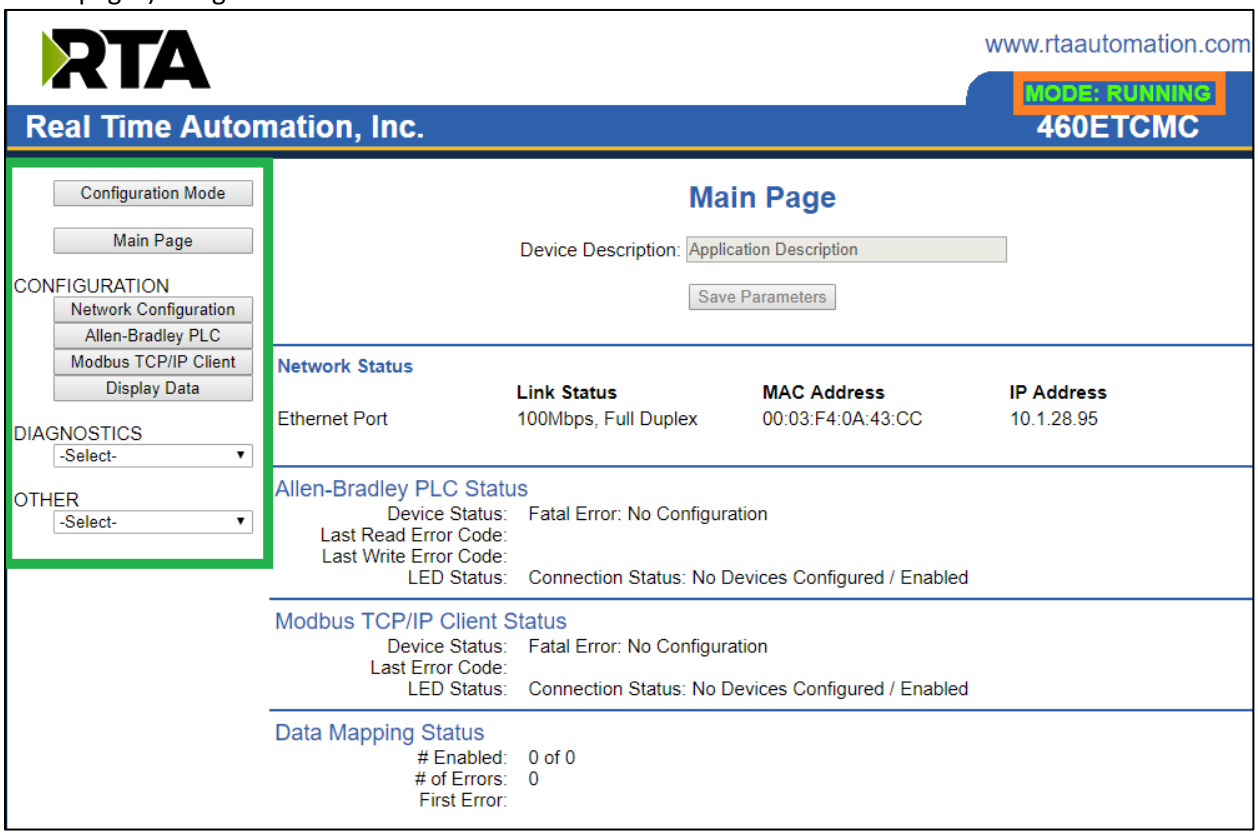
The main page is where important information about your gateway and its connections are displayed.
Mode (orange box below):
Running Mode:

- 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:

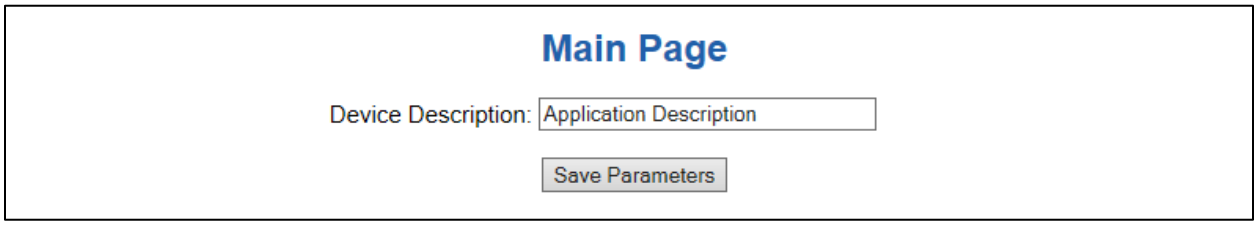
- Protocol communication is stopped and no data is transmitted
- Configuration is allowed

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 parameter. Changes can only be made when the gateway is in Configuration Mode.



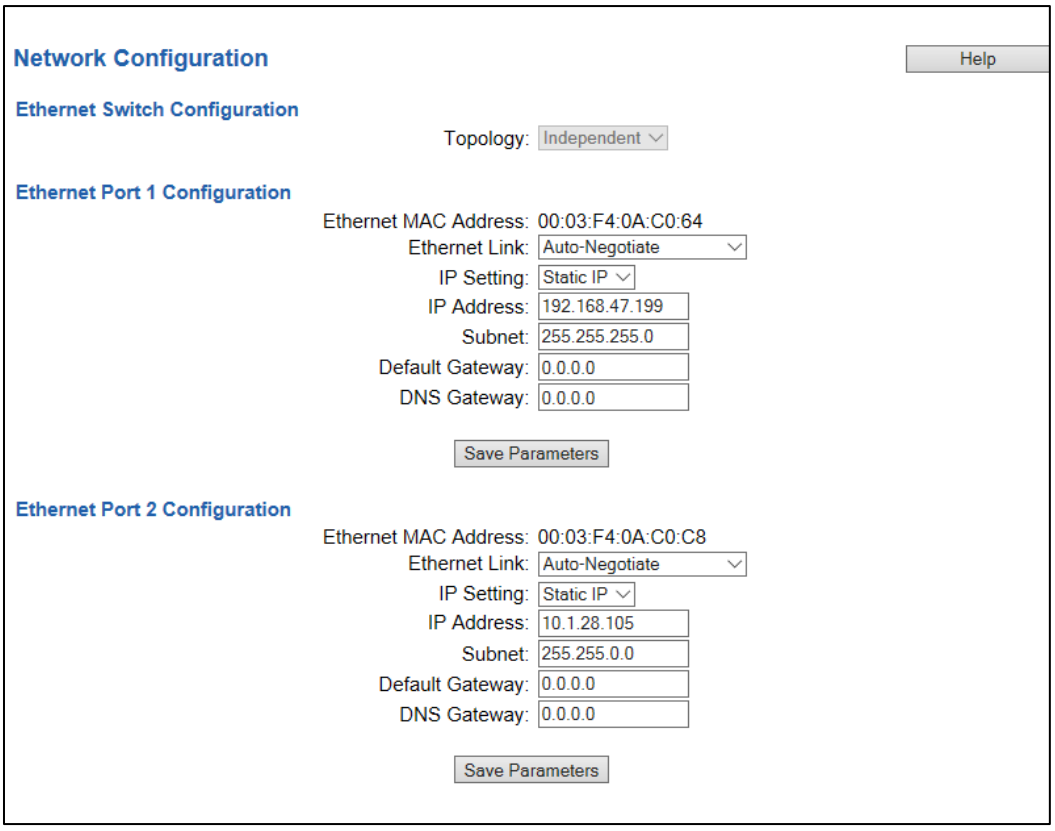
Once you are done configuring the Description, click the **Save Parameters** button.

Network Configuration

The network configuration area is where you assign the IP address and other network parameters. Changes can only be made when the gateway is in Configuration Mode.

Once you are done configuring 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.



Network Interface Options

The N2E hardware has two different Network Interface options, Independent and Switch Mode. Below, you can find the different use cases that each interface option allows for.

Independent Mode

1) Two Ethernet-based protocols on the same IP Network
   a) Ethernet Port 1 used OR
   b) Ethernet Port 2 used OR
   c) Ethernet Port 1 & 2 used
2) Two Ethernet-based protocols on different IP Networks
   a) Ethernet Port 1 used AND
   b) Ethernet Port 2 used

Switch Mode – Only Ethernet Port 1 is used for protocol communication

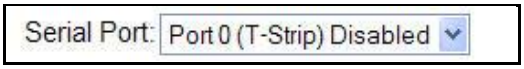
3) One Ethernet-based protocol on the IP Network (layer-2 switch)
   a) Ethernet Port 1 used for direct protocol communication
   b) Ethernet Port 2 available for daisy chaining devices together
      i) A Ring topology is NOT supported
4) Two Ethernet-based protocols on same IP Network
   a) Ethernet Port 1 used for direct protocol communication with another switch, hub, or router
   b) Ethernet Port 2 available for a daisy chaining devices together
      i) A Ring topology is NOT supported
5) Two Ethernet-based protocols on different IP Networks
   a) Not Possible – must use Independent Mode

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.

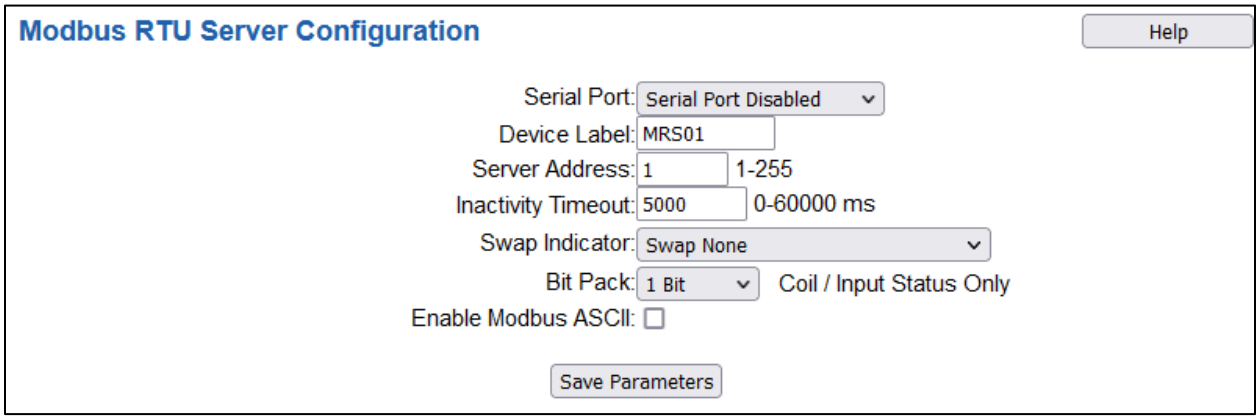
Modbus RTU Server Configuration

Click the **Modbus RTU Server** button to access the configuration page.

1) **Serial Port**: Select which serial 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.



2) Enter a **Device Label** to identify the device within the gateway.
3) **Server Address**: This Server Address must be unique for all Modbus RTU server devices on the RS485 network.
4) **Inactivity Timeout**: Amount of time the gateway will wait for a Read/Write request before issuing a timeout.
5) 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.
6) **Bit Pack**: Select the formatting of the Coil Status/Input Status. Automap 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.
7) **Enable Modbus ASCII**: Enable ONLY if you want to communicate using Modbus ASCII. The master must support Modbus ASCII.



Modbus RTU Server Configuration-Data Groups

The bottom area of the Modbus RTU Server Configuration page lets you configure up to 100 data groups for both Read/Write.

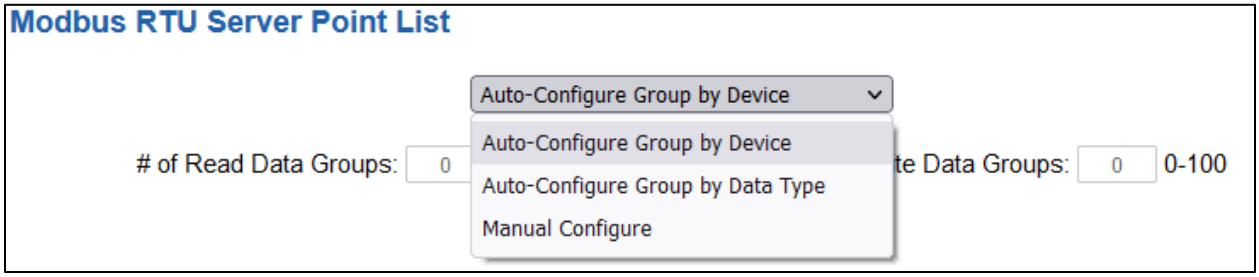
There are three ways to configure this protocol:

1) Auto-Configure Group by Device (Default)

2) Auto-Configure Group by Data Type

3) 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.



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.

Group by Device (Default Method)

Group by Device goes through the other protocol on the gateway and auto-configures the data groups on the Modbus RTU server 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 Modbus RTU server 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 and 2 will represent Device_1 and Scan Line 3 and 4 will represent Device_2.

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: All like data types from Device_1 and Device_2 will be combined.

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

Modbus RTU Server 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:

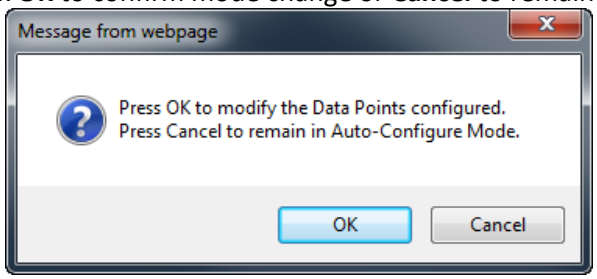
1) Any Coils, 8 Bit Signed/Unsigned, or 1/8/16/32 Bit Binary Packs data will be mapped as **0x Coil Status.**
2) Any 16 Bit Signed/Unsigned data will be mapped as **4x Hold Reg 16 Bit Int or 16 Bit Uint**, matching signs whenever possible.
3) Any 32 Bit Signed/Unsigned data will be mapped as **4x Hold Reg 32 Bit Int or 32 Bit Uint**, matching signs whenever possible.
4) Any 64 Bit Signed/Unsigned data will be mapped as **4x Hold Reg 64 Bit Int or 64 Bit Uint**, matching signs whenever possible.
5) Any 32 Bit Float will be mapped as **4x Hold Reg 32 Bit Float**.
6) Any 64 Bit Float will be mapped as **4x Hold Reg 64 Bit Float**.
7) Any String data types will be mapped as **4x Hold Reg String**.
8) The Read or Write direction depends on whether it is configured as a Read or Write on the other protocol.
9) If the other protocol exceeds the number of gata 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:

   a) 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.

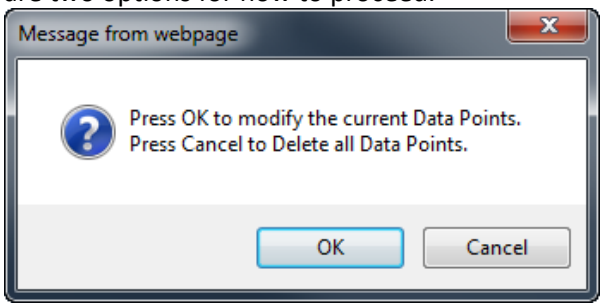
To add additional or edit existing data groups you will need to go into Manual Configure Mode.

Modbus RTU Server 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 Modbus RTU Server Configuration page and select Manual Configure.
   a) When prompted, click **OK** to confirm mode change or **Cancel** to remain in Auto-Configure Mode.



2) Once OK is clicked, there are two options for how to proceed.

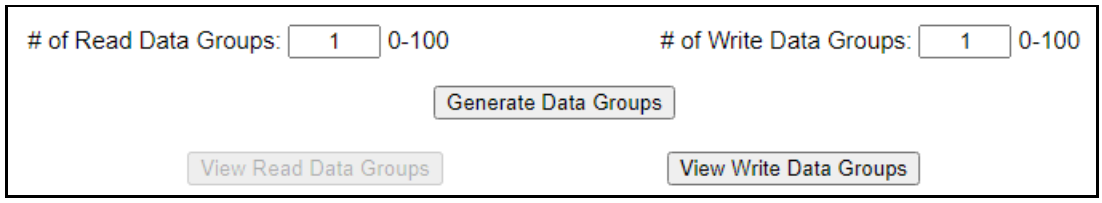


3) To keep the data groups that are already configured, press **OK**.

   a) You would want this option if you are adding additional data groups or you want to modify the data group(s) that already exist.

4) To delete the data groups that are already there and start over, press **Cancel**.

5) Enter the number of Read Data Groups and/or Write Data groups.

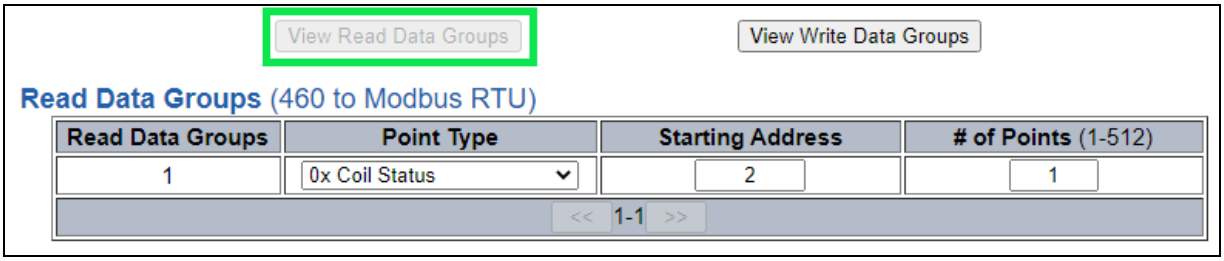


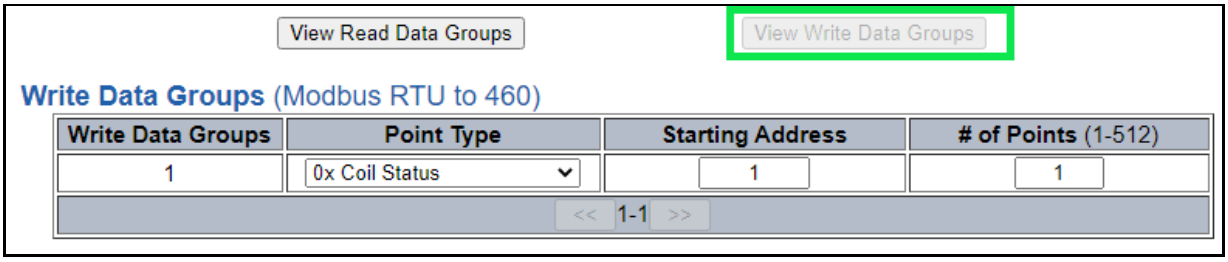
6) Click the **Generate Data Groups** button to have the Read and Write data groups auto-generate for you. You may manually configure the read and write data groups after they have been generated.

Configure Read and Write Data Groups

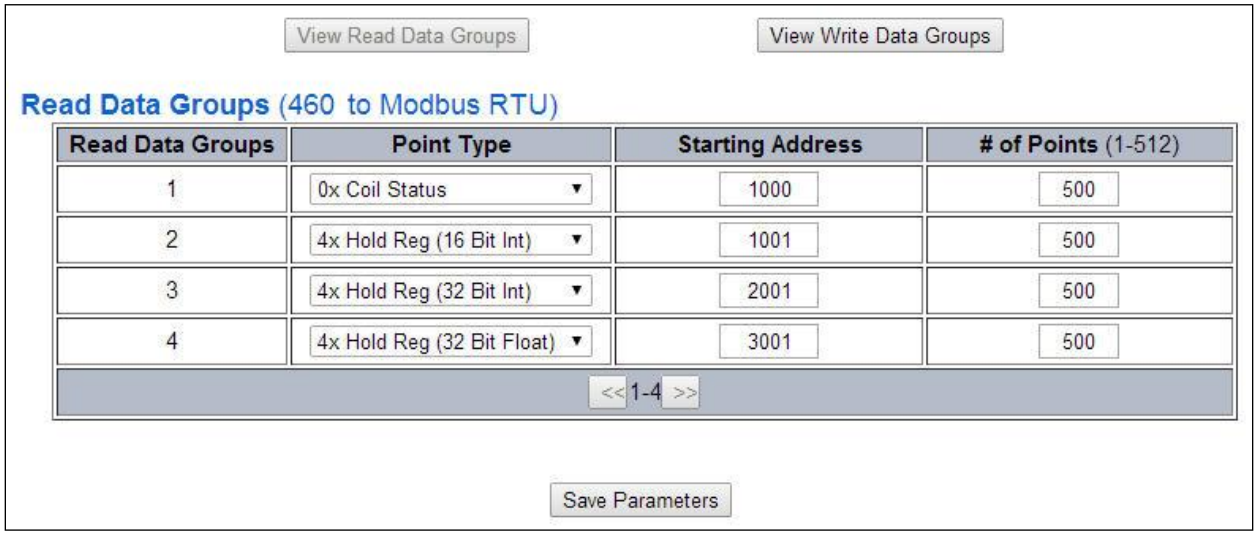
Follow these steps to manually configure read data groups.

1) Select **View Read or View Write Data Groups** if not already selected.



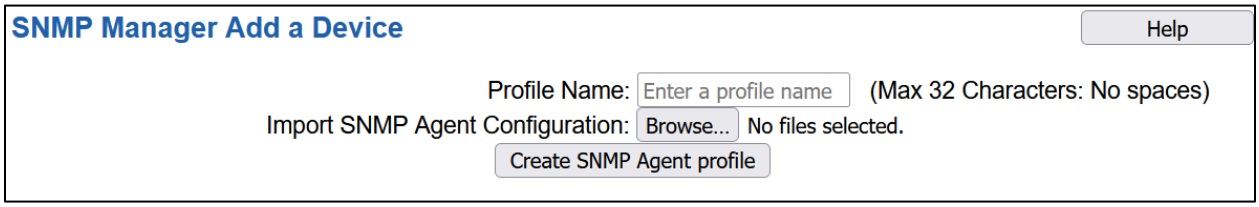


2) Select a **Point Type** for each Scan Line. Options include: Coil Status, Input Status, Input Registers, and Holding Registers. **Note**: Input/Holding Registers have a data type associated with them.
   a) String Point Type- If the mating protocol supports strings, you may select string as a point 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.
   b) 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. This string can contain a max of 8 characters.
3) Enter a **Starting Address** (1-based).
4) Enter the **# of Points** to read or write. This will allocate the number of the data type selected.

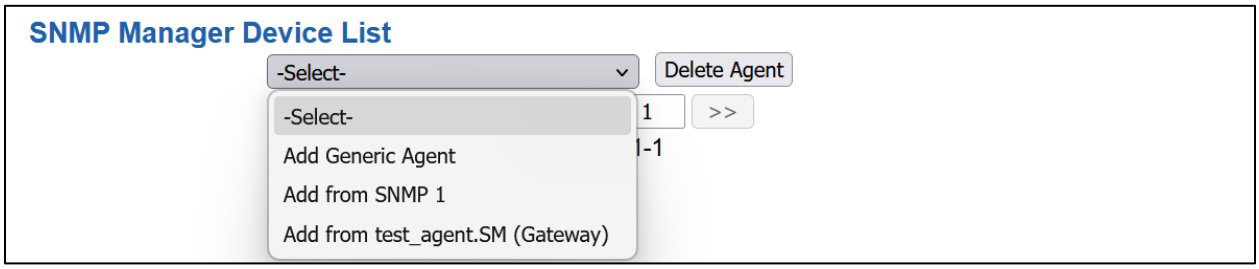


SNMP Manager Add a Device

The 460SM gateway supports the importing of a profile created using the **RTA SNMP Configuration Tool**. These profiles will allow pre-configured devices to be easily imported and added to the configuration.



1. Enter the **Profile Name** to be used as a label when referencing this profile.
2. **Browse** for the .rtax file created using the RTA SNMP Configuration tool.
3. Click **Create SNMP Agent Profile** to import the profile.

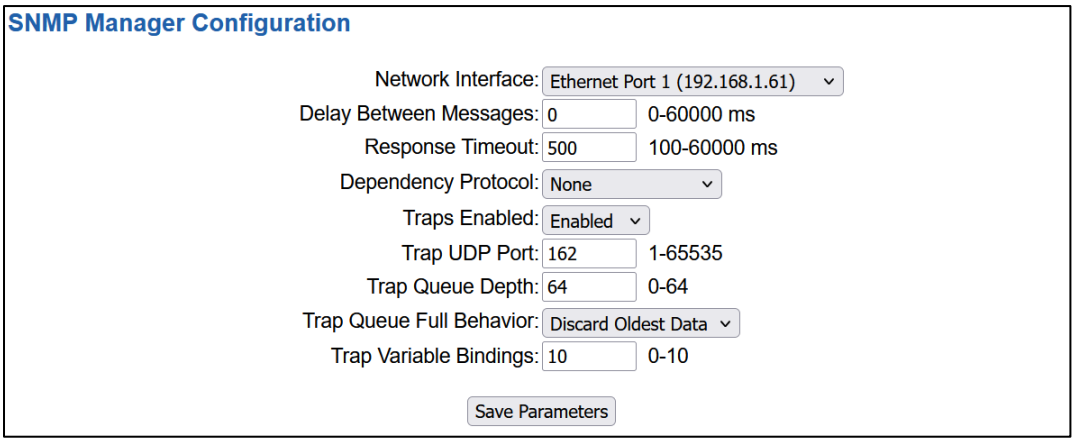


4. Under the SNMP Manager Device List expand the -select- dropdown.
5. The profile that was imported should be present within the list similar to test_agent in the image above. Select this to add the pre-configured agent to the configuration.
6. Once imported, find the pre-configured agent in the device list. The **IP Address**, **Get/Set Community strings**, and **SNMP Version** will still need to be configured manually.

SNMP Manager Configuration

Click the **SNMP Manager** button to access the configuration page.

1) Select which **Network Interface** to use for this SNMP connection. If using single port hardware, the Network Interface will default to Ethernet port only.
2) **Delay Between Messages**: Enter the length of time to delay between get and set scan line requests (ms).s
3) **Response Timeout**: Enter the amount of time the gateway should wait before a timeout is issued for a get/set request (ms).
4) **Dependency Protocol**: If enabled, SNMP communication will stop if communication to the selected protocol is lost.
5) **Traps Enabled:** Select whether to Enable or Disable Traps.
6) **Trap UDP Port:** Enter in the UDP Port to receive SNMP Traps on.
7) **Trap Queue Depth:** Enter in the maximum number of traps to have queued at one time.
8) **Trap Queue Full Behavior:** Select whether to discard the oldest or newest trap received if the number of traps queued is equal to the queue depth.
9) **Trap Variable Bindings:** Enter in the number of variable bindings to process per trap.

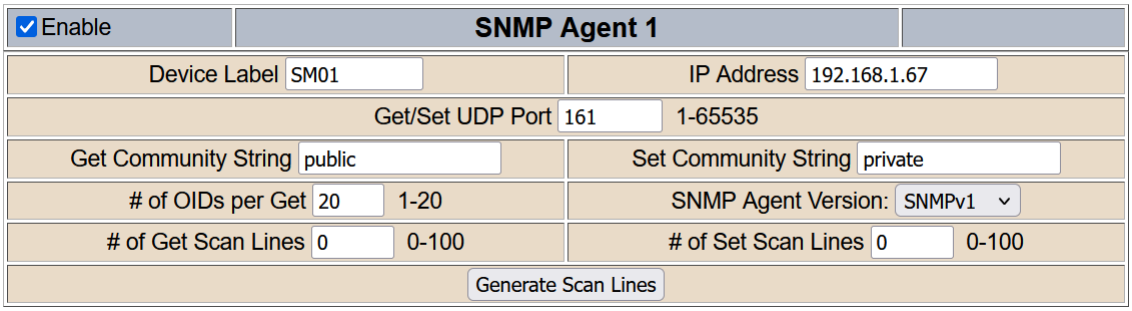


SNMP Manager Device Configuration

The bottom area of the SNMP Manager Configuration page lets you configure up to 32 SNMP agent devices.

1) To add additional agent connections, click the -Select- dropdown under SNMP Manager Device List and select **Add Generic Agent** option.

   a) If you are configuring multiple devices click **<<** or **>>** to navigate to another device.
   b) To create a new agent with the same parameters already configured from another agent, click the -Select- dropdown and select the **Add from SNMP X** option (where X represents the agent you wish to copy parameters from). Once created, you can make any additional changes needed to that new agent.
   c) To remove a device, navigate to the agent to delete using the **<<** and **>>** buttons and click the **Delete Agent** button.
   d) Click the **Save Parameters** button to save changes before restarting or going to another configuration page.
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 agent. If this value doesn't match, the gateway will timeout.
5) Enter the **UDP Port** for the SNMP Agent to perform Get/Set requests on. Default port for SNMP is 161.
6) **Get Community String:** Enter the read only community string for the SNMP agent for read access to the agent.



7) **Set Community String**: Enter the read/write community string for the SNMP agent for read and write access to the agent.
8) **SNMP Agent Version:** Select the SNMP version to use for communication to the agent.

9) **# of OIDs per Get:** Enter the number of OIDs to be issued in a single Get request.
10) Enter the number of get scan lines and set scan lines.

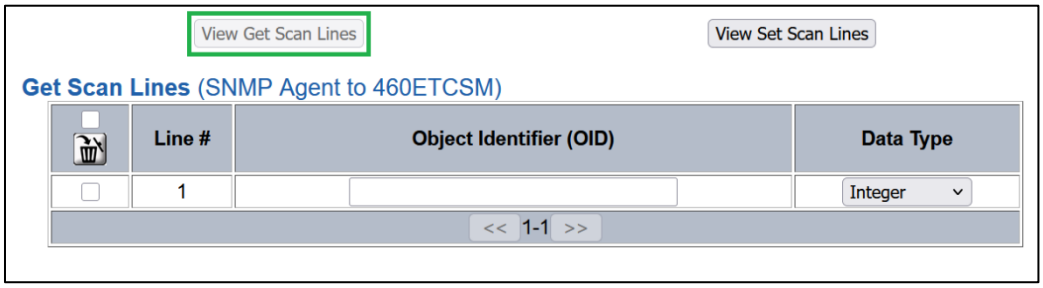
11) Click the **Generate Scan Lines** button to have the get and set scan lines auto-generate for you. You may manually configure the get and set scan lines after they have been generated.

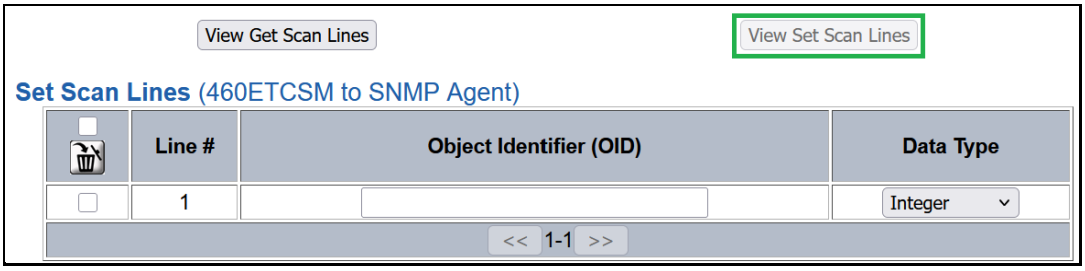
ss

Configuring Get and Set Scan Lines

Follow these steps to manually configure Get and Set Scan Lines.

1) Click the **View Get Scan Lines** or **View Set Scan Lines** button.



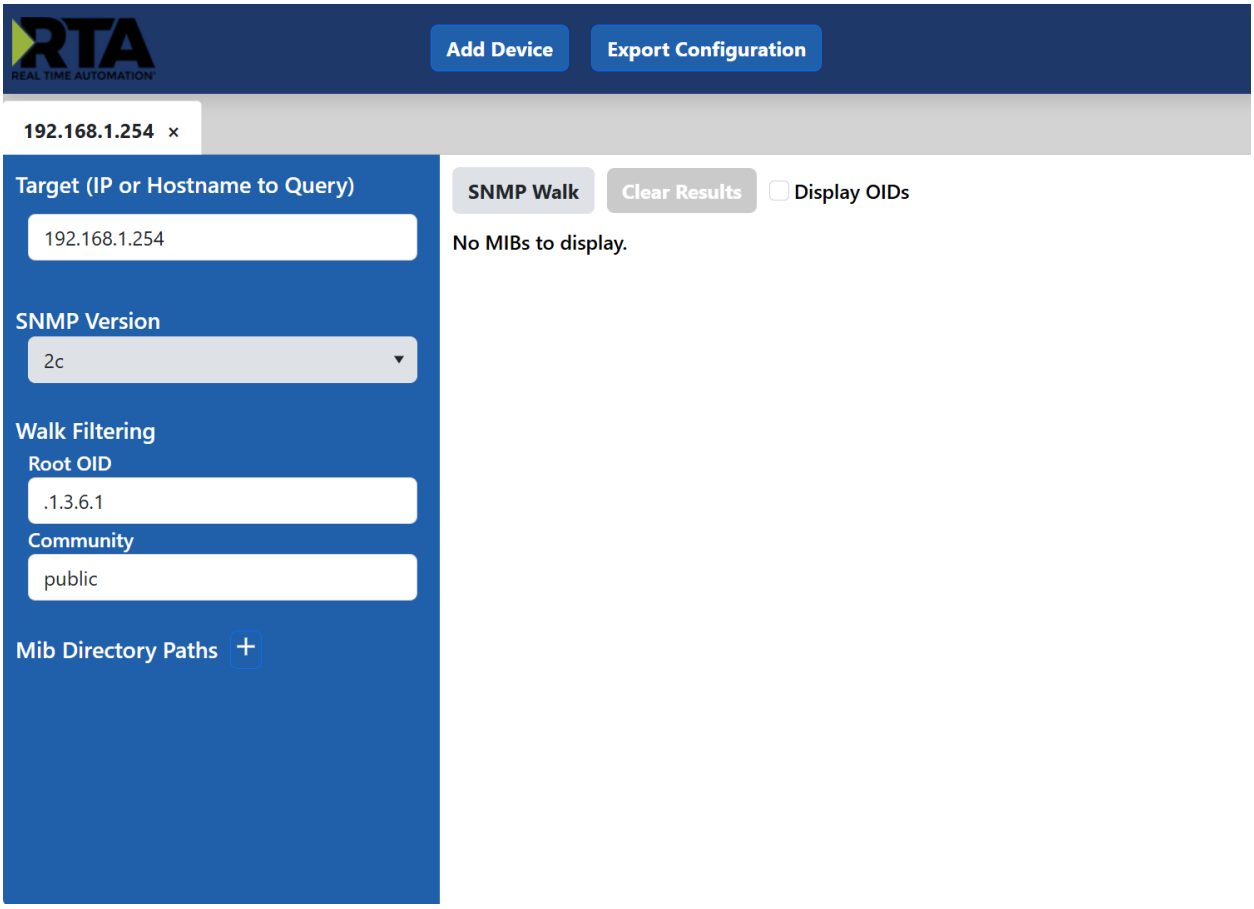


2) Enter the Object Identifier (OID) to read/write on the agent device.
3) Select the data type of the OID.
   a) Supported types are: Integer, Counter32, Gauge32, TimeTicks, & Octet String

Using the RTA SNMP Configuration Tool

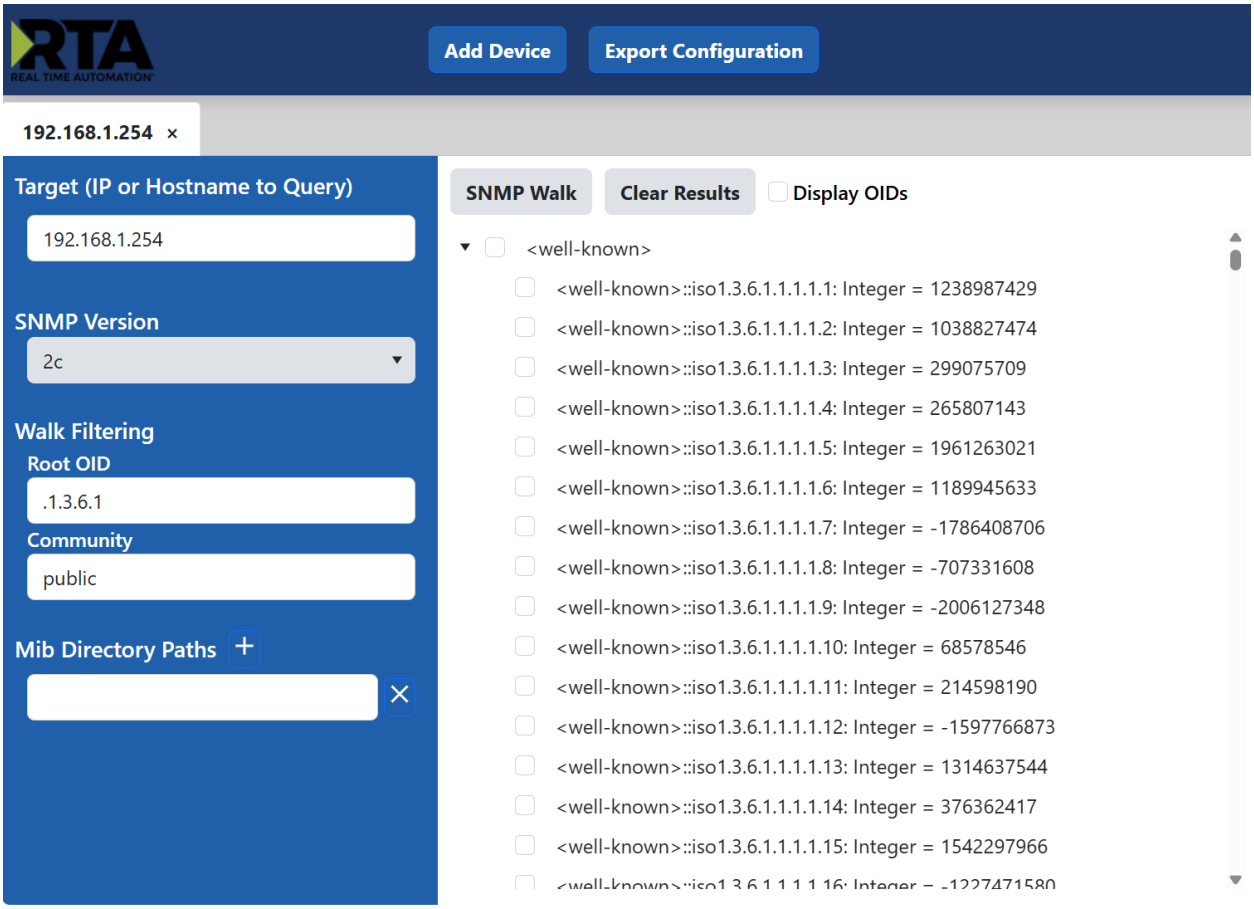
The **RTA SNMP Configuration Tool** can be used to browse SNMP agents on the network for available OIDs, select which ones to read/write and export a profile to import a pre-configured device into the gateway.

Browsing an Agent Device

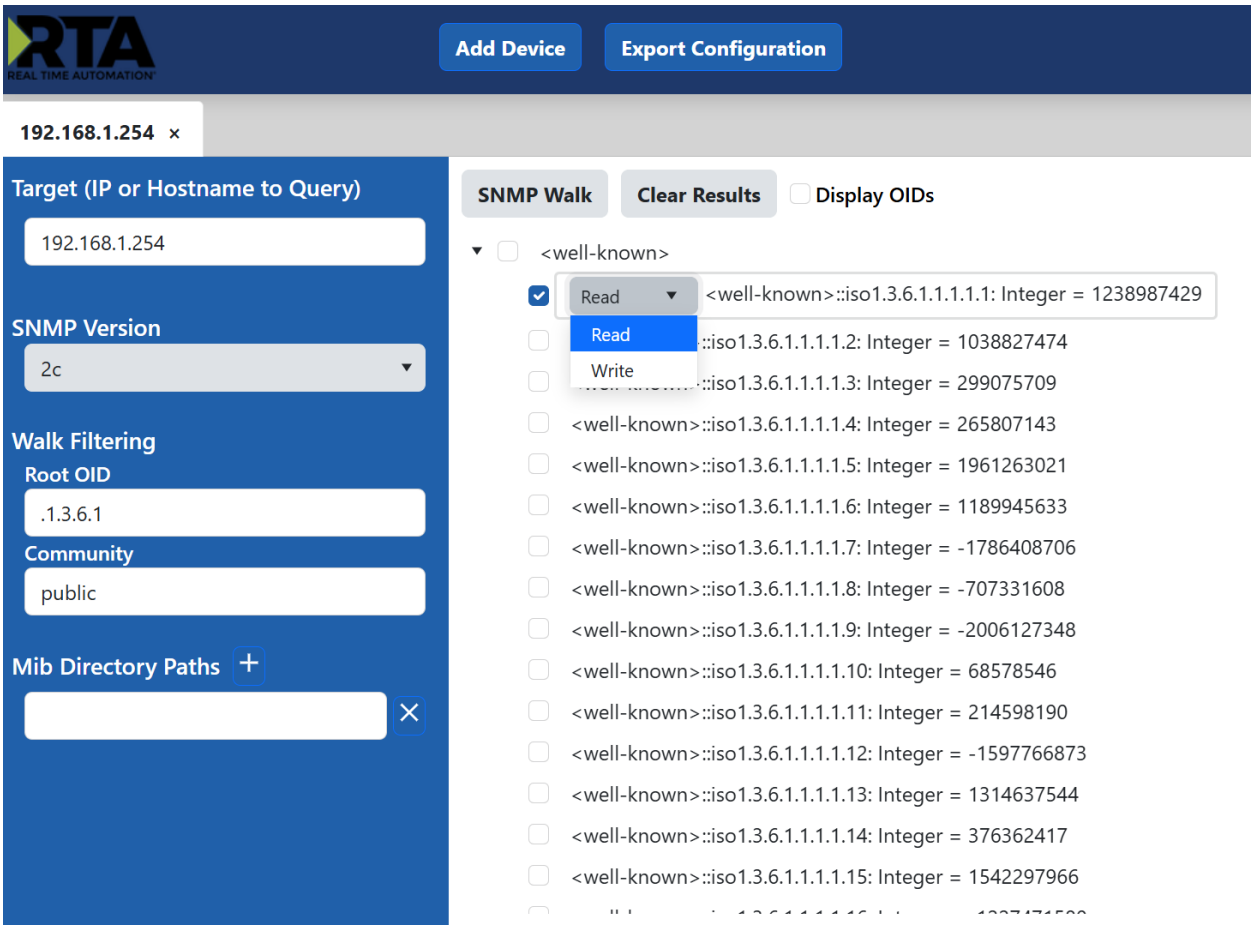


1. Open the RTA SNMP Configuration Tool.
2. Enter the IP address of the agent device in the **Target** field in the top left corner of the application.
3. Select the SNMP version of the agent device under **SNMP Version**.
    a. Supported versions are 1 & 2c
4. Enter the read community string of the agent device in the **Community** field.
5. Optionally click the **+** next **to MiB Directory Paths** and enter a path to a folder containing the MiB for the agent device if available. This will cause any discovered OIDs to be listed with the names supplied in the MiB.
6. Click **SNMP Walk** to browse the device for OIDs.

7. Any discovered OIDs should be displayed in the white space on the right side of the utility as shown below.



8. To add OIDs to the configuration click the checkbox to the left of the OID in the list.
9. Use the dropdown next to the checkbox to choose whether the OID should be read or written to.



10. Once all desired points have been configured, click the **Export Configuration** button to create a .rtax file that can be imported by the RTA Gateway
11. Multiple agent devices can be configured at one time by using the **Add Device** button to create a new tab for a new device.

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.

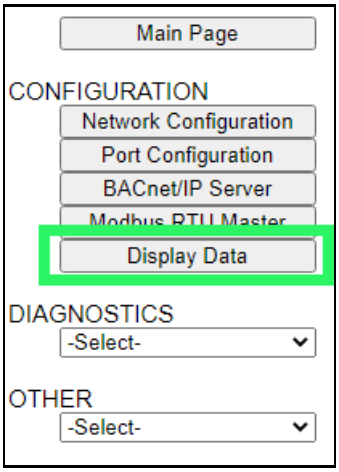
Going from Manual Mapping to Auto-Mapping will delete ALL mappings and manipulations configured.

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.

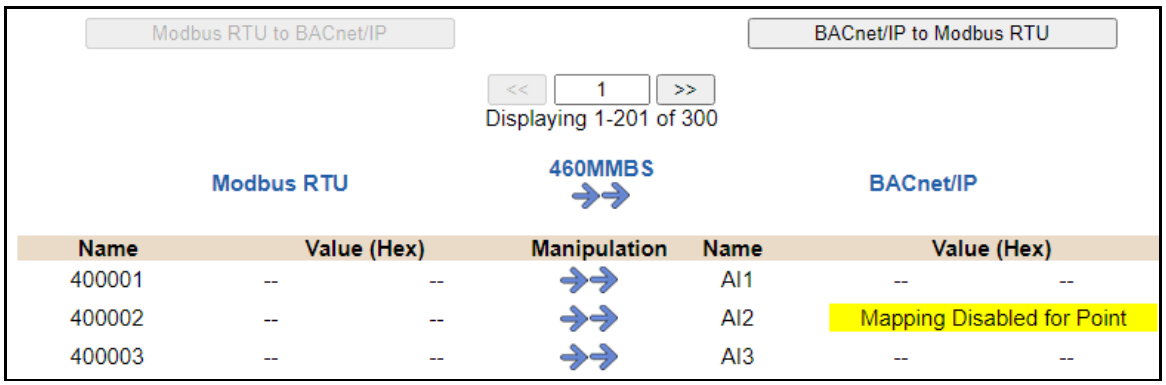
Display Data

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. The Display Data page will display up to 200 mappings per page, simply navigate to the next page for the additional mapping to display.



In the above example, we see the following:

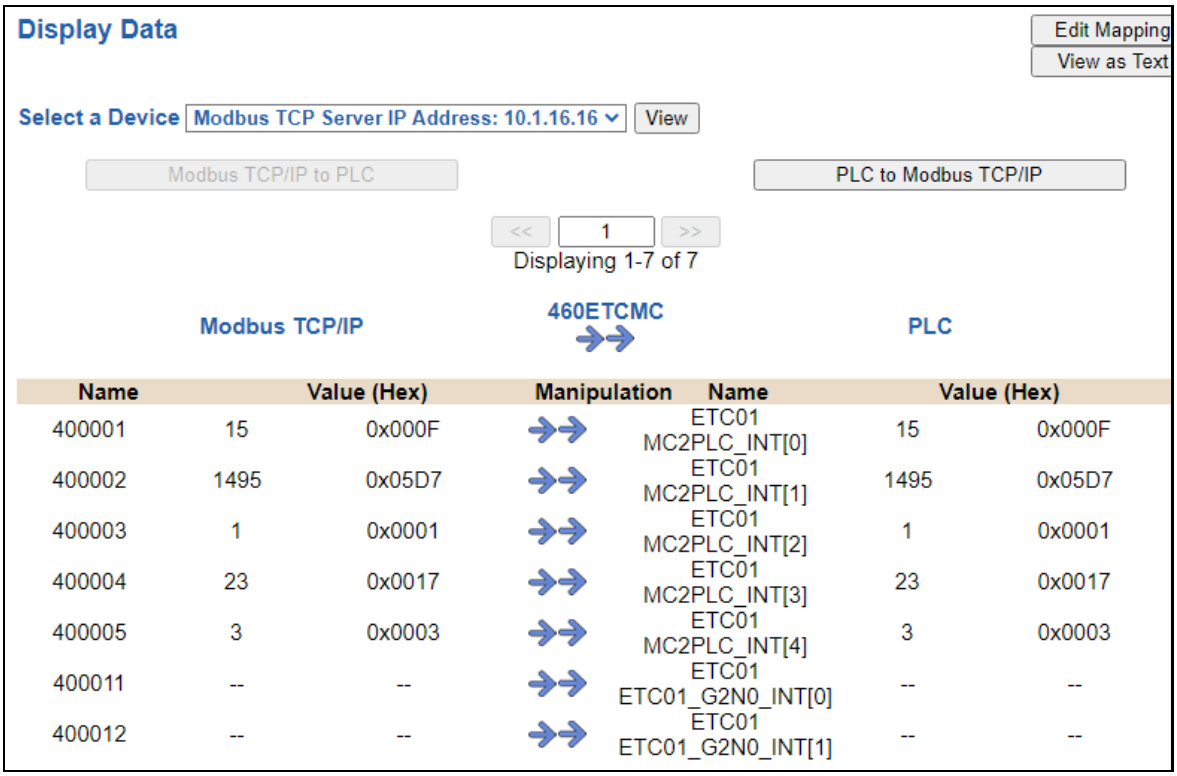
- Modbus register 400001 from Slave 1 is being mapped to AI1 on BACnet
- Nothing is being moved from Modbus register 400002 to AI2 on BACnet because the mapping is disabled
- Modbus register 400003 from Slave 1 is being mapped to AI3 on BACnet

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 (left side) is the source and the PLC (right 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.

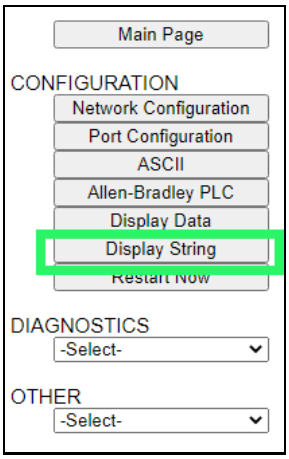


To view the actual data mappings, click the **Edit Mapping** button. For more details, see the Data Mapping-Explanation section.

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.

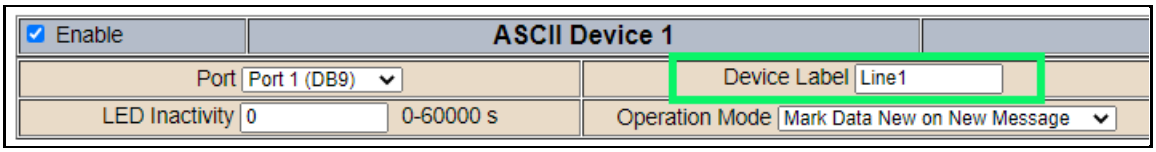
Display String

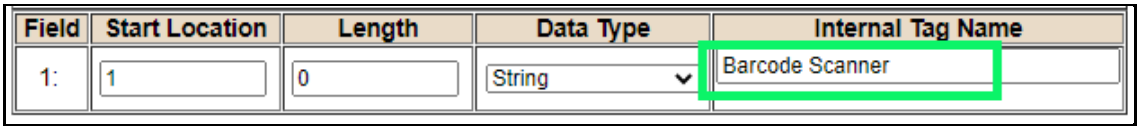
Click the **Display String** button to view what the values of each Parsing and/or Concatenating strings are, you can also click on the Edit Mapping to view the mapping of each string.



To view the source or destination groups from a string, click the dropdown menu to generate the information regarding that device. The string data will be displayed in both Hex and ASCII (only the ASCII data is sent). The example below shows data that is coming from the source device. A group will be displayed for each Parsing/Concatenating String field that is configured.

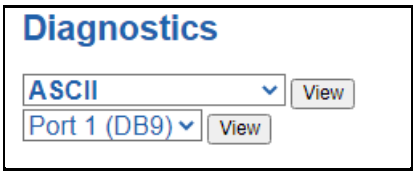
In the Group drop down, “Line1” is defined on the ASCII Device configuration page and “Barcode Scanner” is defined in the ASCII Parsing configuration.



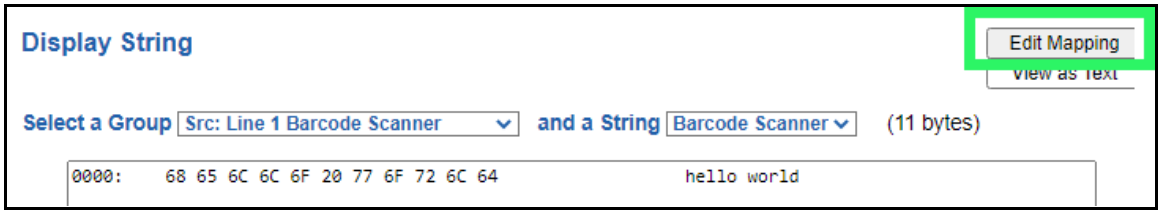


If there are values of “Data Not Valid “on this page, it indicates that the source has not been validated yet and no data is being sent to the destination.

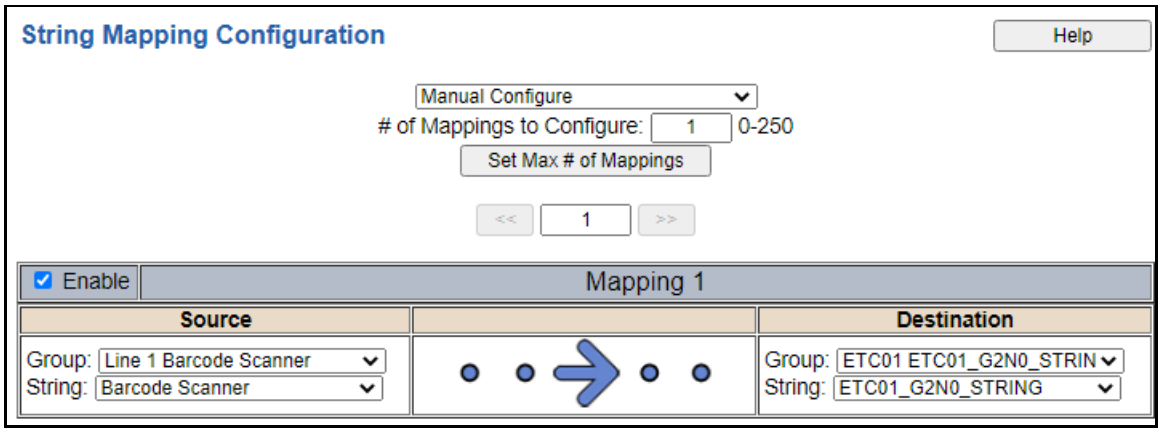
NOTE: You can view the whole string data by clicking on **Diagnostics Info** drop down and navigating to ASCII Diagnostics page. You will also have to select the port you want to view in the dropdown below ASCII.



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



NOTE: Only String data types can be mapped to another String data type.



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.

Display String use case

Sending a message of “RTA,Support,Rocks” from an ASCII device to the RTA unit. The ASCII Parsing Configuration would look like my example below. There are more detailed examples of what all the fields represent in the ASCII Parsing section.

ASCII Device 1 (Line1)

Max Number of Fields: 3 1-50 | Min Number of Fields: 1 1-50

Parsing Delimiter: , 44 0x2c

Update Fields

Field	Start Location	Length	Data Type	Internal Tag Name
1:	1	0	String	Header 1
2:	1	0	String	Header 2
3:	1	0	String	Header 3

The message is broken up into 3 “Groups” or Parsing fields.

Display String — Edit Mapping / View as Text

Select a Group: Src: Line1 Header 1 and a String: Header 1 (3 bytes)

```
0000:    52 54 41                                        RTA
```

Display String — Edit Mapping / View as Text

Select a Group: Src: Line1 Header 2 and a String: Header 2 (7 bytes)

```
0000:    53 75 70 70 6F 72 74                            Support
```

Display String — Edit Mapping / View as Text

Select a Group: Src: Line1 Header 3 and a String: Header 3 (5 bytes)

```
0000:    52 6F 63 6B 73                                  Rocks
```

To view the Entire message, click on the Diagnostic drop down, select Diagnostics Info. Select ASCII, click view, select your Port. Whole data will be in the Last Message Sent Diagnostic box.

Diagnostics

ASCII View

Port 1 (DB9) View

Last Message Sent (17 bytes)

```
0000:    52 54 41 2C 53 75 70 70 6F 72 74 2C 52 6F 63 6B   RTA,Support,Rock
0016:    73                                                s
```

Data and String Mapping – Auto-Configure

The Auto-Configure function looks at both 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.

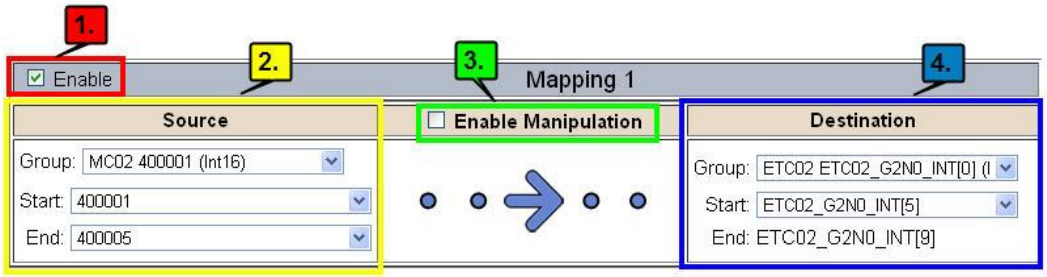
   a. Both Source values were able to be mapped to a corresponding Destination value.

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

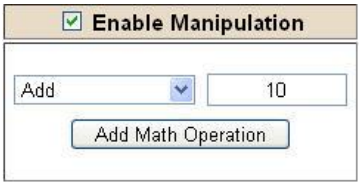
   a. The 32-bit Float from the Source location could not find a matching Destination data-type. After all other like data types were mapped, the only data type available was the 2nd 32-bit Uint data type. Auto-Configure was completed even though the data in the Float will be truncated.

Data Mapping – Explanation

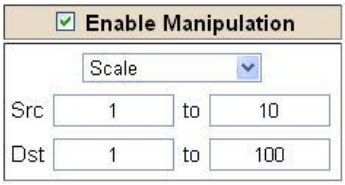
Below are the different parts that can be modified to make up a data mapping.



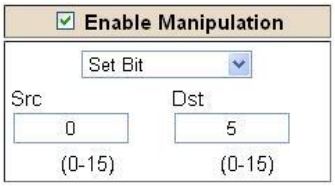
1) Enable (red box above): Check to enable mapping. If not checked, this mapping is skipped.
2) Source Field (yellow box above):
   a) Group - Select the data group you set up in the protocol config to use for this mapping.
   b) Start - This is the starting point for this mapping.
   c) End - This is 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.

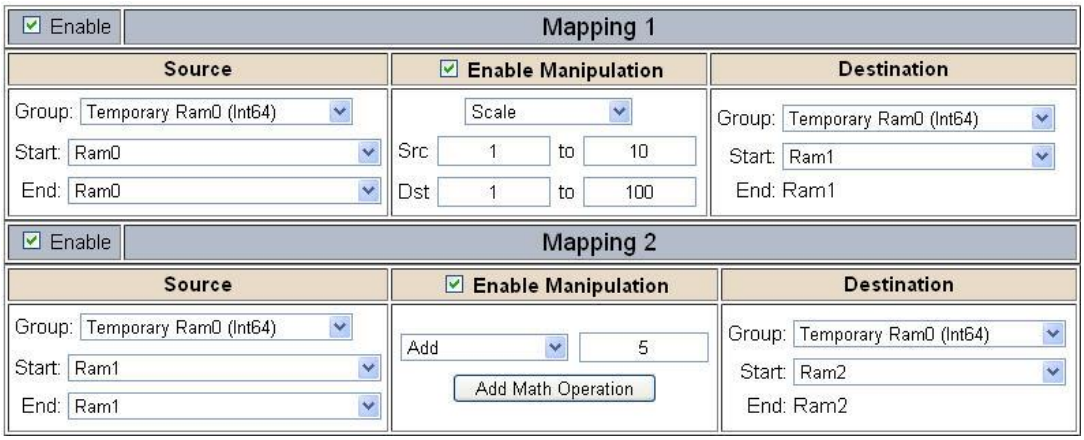
4) Destination Field (blue box above):
   a) Group - Select the data group you set up in the protocol config to use for this mapping.
   b) Start - This is the starting point for where the data is being stored.
   c) End - The End point is derived from the length of the source and cannot be modified.

Data Mapping – Adding Diagnostic Information

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

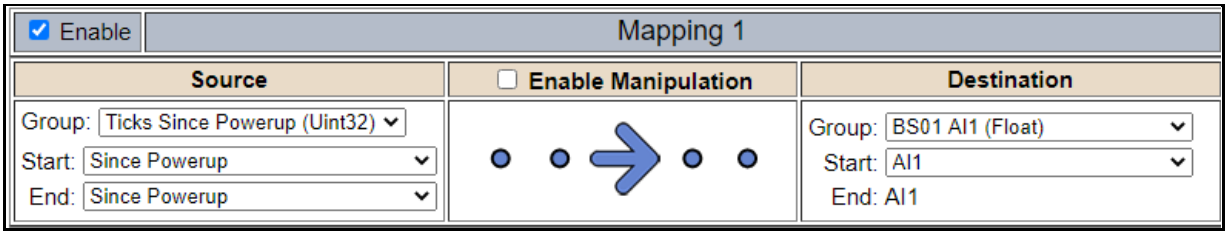
IMPORTANT NOTE: Only add Diagnostic Information **AFTER** both sides of the gateway have been configured. If changes to either protocol are made after diagnostic information has been added to the mapping table, it is necessary to verify all mappings. Remapping may be necessary.

1) **Temporary Ram (Int64)**
   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.



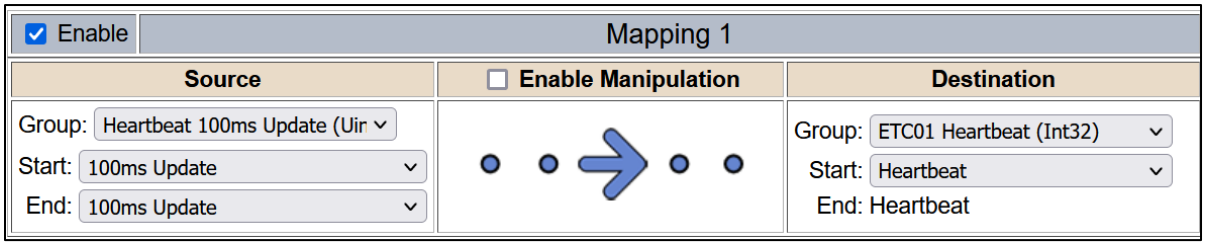
In this example, Ram0 is scaled into Ram1. Ram1 is then increased by 5 and stored into Ram2. Ram0 and Ram2 could be considered a source or destination group.

2) **Temporary Ram (Double)**
   a) This is like 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. If data stops on the destination end, then the RTA is offline.



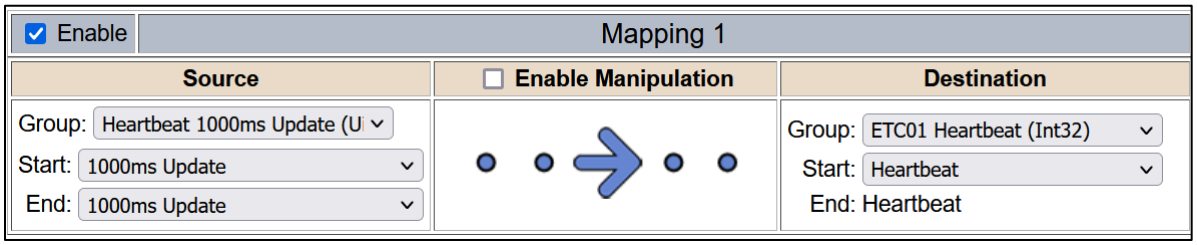
4) **Heartbeat 100ms Update**

a) The Heartbeat 100ms Update variable can be used as a heartbeat that updates once every 100ms. The variable starts at 0 on gateway startup and increments by 1 every 100ms. This can be mapped into a destination on one of the available protocols to monitor the gateways connection status. If the value stops updating every 100ms the gateway is offline.



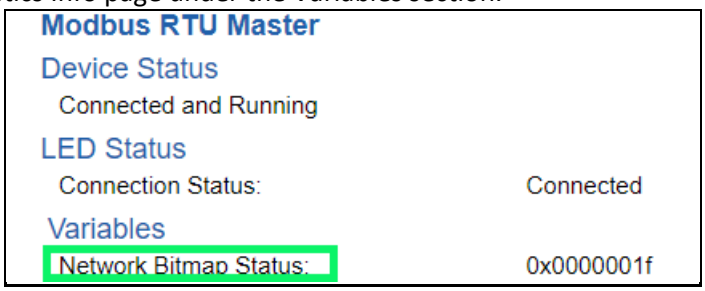
5) **Heartbeat 1000ms Update**

a) The Heartbeat 1000ms Update variable can be used as a heartbeat that updates once every 1000ms. The variable starts at 0 on gateway startup and increments by 1 every 1000ms. This can be mapped into a destination on one of the available protocols to monitor the gateways connection status. If the value stops updating every 1000ms the gateway is offline.



6) **XY_NetBmpStat**

a) If a protocol is a Client/Master, there is a Network Bitmap Status that is provided on the Diagnostics Info page under the Variables section.



b) 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. **Values shown are in HEX.**

i) 0x00000002 shows that only device 2 is connected

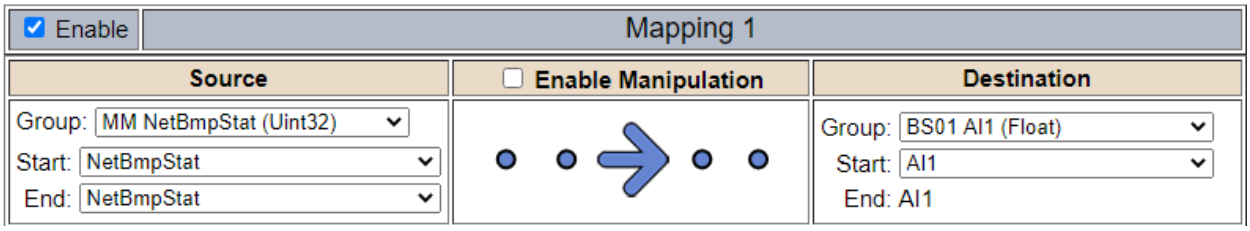
ii) 0x00000003 shows that only devices 1 and 2 are connected

iii) 0x0000001f shows that all 5 devices are connected (shown in image above)

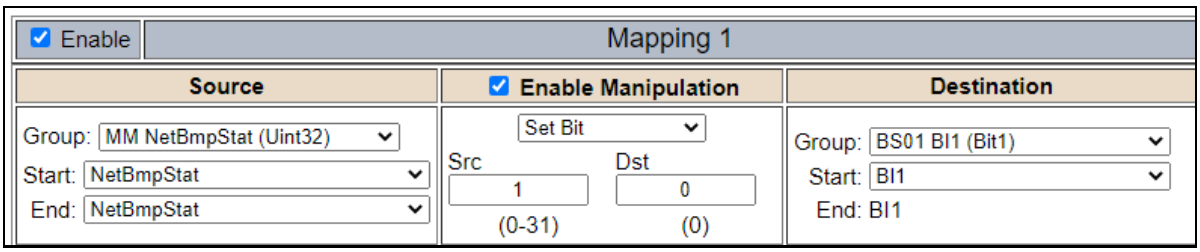
c) There are multiple ways to map the NetBmpStat.

Option 1: Map the whole 32bit value to a destination. Example below shows the NetBmpStat is going to an Analog BACnet object. Using a connection of 5 Modbus Slave devices AI1 will show a value of 31.0000. Open a calculator with programmer mode and type in 31, this will represent bits 0 – 4 are on. This mean all 5 devices are connected and running.

If using an AB PLC with a Tag defined as a Dint, then expand the tag within your RSlogix software to expose the bit level and define each bit as a description such as device1, device2, etc.



Option 2: You can extract individual bits from the NetBmpStat by using the Set Bit Manipulation and map those to a destination. You'll need a mapping for each device you want to monitor. Example below shows Modbus device 2 (out of 5) is being monitor to a BACnet Binary Object. You can define the object in the BACnet Name configuration.



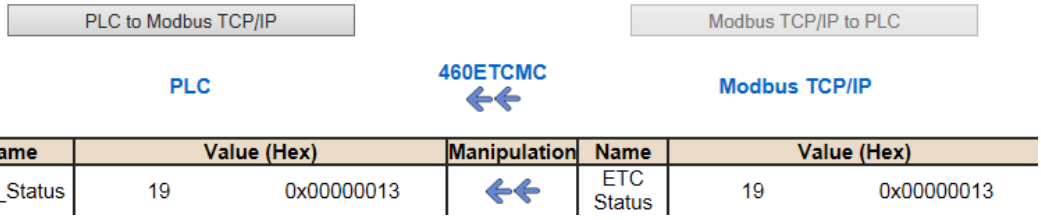
7) Status_XY

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

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

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



Name	Value (Hex)		Manipulation	Name	Value (Hex)	
PLC_Status	19	0x00000013	⇐⇐	ETC Status	19	0x00000013

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

Hex	Bit	Decimal	Explanation
0x01	0(on)	1	if we are a Master/Client
0x02	1(on)	2	connected (0 not connected)
0x10	4(on)	16	running (usually added to connected)
Total:	0x13	19	

External Faults: 0x0000FF00 (bit 8-15) 2nd byte

Hex:	Bit Position:	Decimal:	Explanation:
0x00	8	0	local control
0x01	8	256	remotely idle
0x02	9	512	remotely faulted
0x04	10	1,024	idle due to dependency
0x08	11	2,048	faulted due to dependency

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

Hex:	Bit Position:	Decimal:	Explanation:
0x01	16	65,536	recoverable fault - timed out
0x02	17	131,072	recoverable fault - Slave err

Non-Recoverable Faults 0xFF000000 (bit 24-31) 4th byte

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

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

PLC to Modbus TCP/IP | Modbus TCP/IP to PLC

PLC — 460ETCMC — Modbus TCP/IP

Name	Value (Hex)		Manipulation	Name	Value (Hex)	
MC_Status	65601	0x00010041	←	MC Status	65601	0x00010041

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:

Hex:	Bit:	Decimal:	Explanation:
0x01	0(on)	1	if we are a Master/Client
0x40	6(on)	64	recoverable fault

Recoverable Faults:

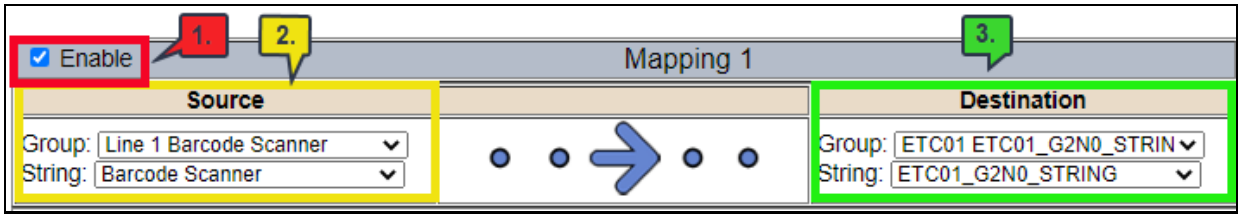
Hex:	Bit:	Decimal:	Explanation:
0x01	16	65,536	recoverable fault – timed

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.

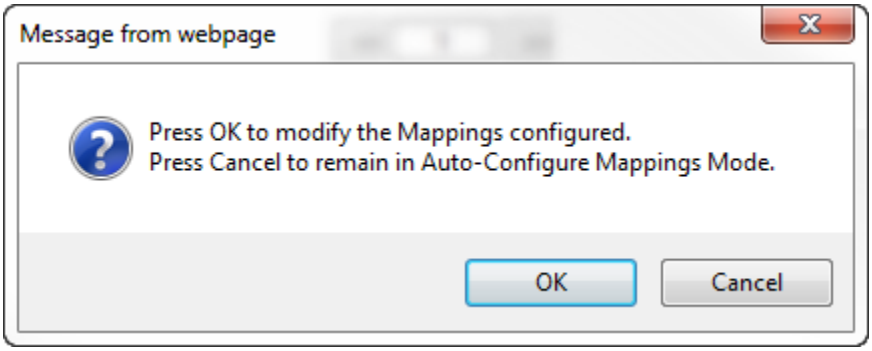


1) Enable (red box above): Check to enable mapping. If not checked, this mapping is skipped.
2) Source Field (yellow box above):
   a) Group - Select the string data group you set up in the protocol config to use for this mapping.
   b) String - This is the string used for this mapping.
3) Destination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

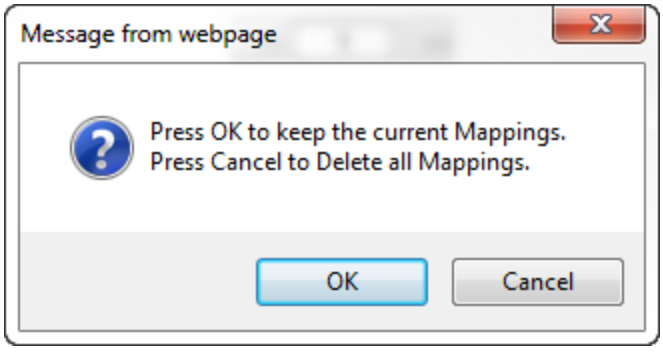
To transition from Auto-Configure Mapping Mode to Manual Configure Mode, click the dropdown at the top of the Mapping Configuration page and select Manual Configure.

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**.

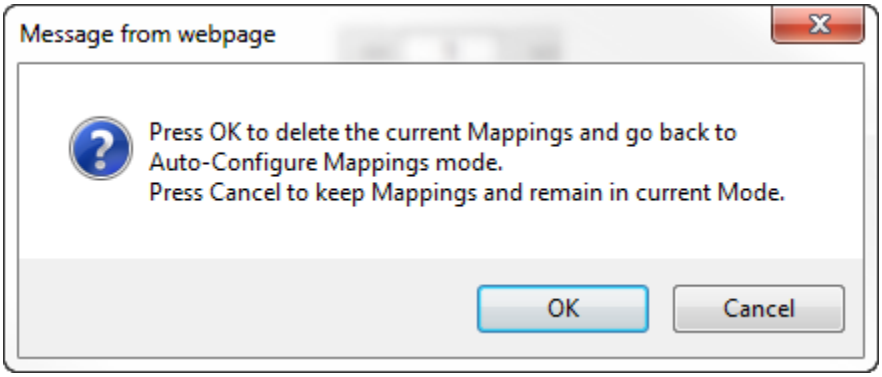
    a) You would want this option if you are adding additional mappings or you want to modify the mapping(s) that already exist.

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

To modify the number of mappings, enter a number in the text field 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 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

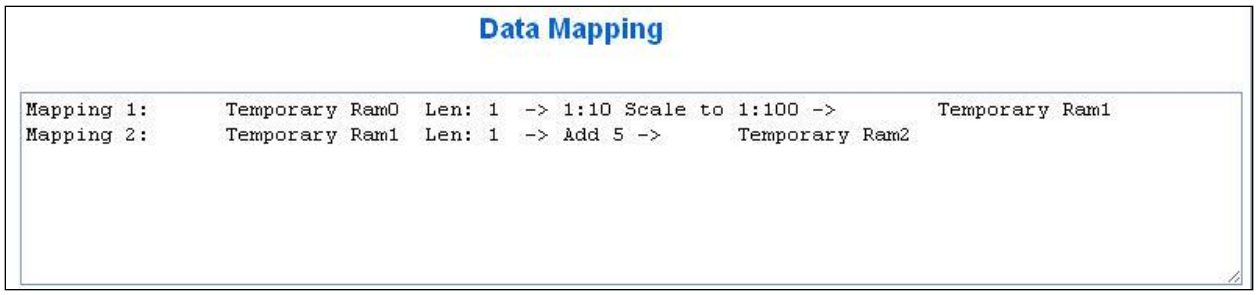
The View as Text page displays the point to point mapping(s) you set up in the Data Mapping section. This will also display any manipulation(s) that are configured.

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 400011 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.



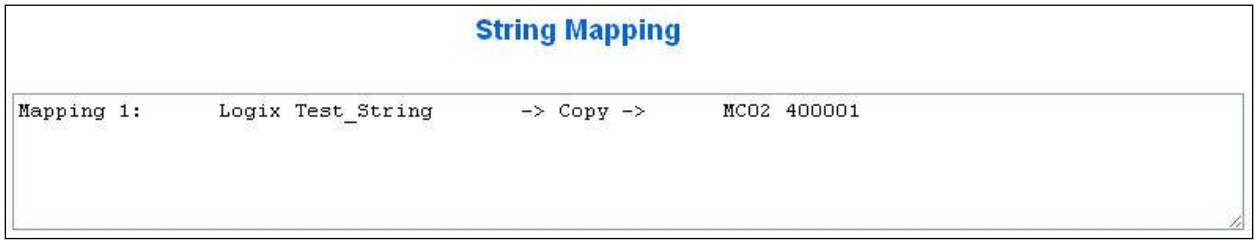
String Mapping

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.



Base Triggering – Data Validiation Triggering

With Base Triggering, you will be marking data as “Invalid” and force RTA Master/Controller/Client protocols to read all the read data points sources until ALL source protocols data is valid. You will be able to utilize the Handshake to map over to Technology Trigger and/or back over to your source protocol for reference.

How does this work?

1) Map the Triggering Variable (Source) over to Trigger **#** (Dest).
2) If Trigger **#** value changes states mark all Trigger **#** protocols read data as “Invalid”.
3) Read all source read data points until ALL source read data is valid.
4) Handshake **#** value is set equal to Trigger **#** value.
5) Map Handshake **#** to reference data point.
   Note: **#** is an internal reference to the Server/Slave number you are settings up. **ex**. RTA Server/Slave products can only be Trigger 1 and Handshake 1 since we are only 1 device. If RTA is a Master/Client, then you can have a Trigger# for each server/slave connected too.

How do you set this up?

In this example I’m using a 460MCBS. My Building Automation System wants to verify that all data read from Modbus TCP/IP Server is valid.

1) Add an extra Analog Output for your Trigger. This tells the RTA to mark all data invalid.

Write Data Groups (BACnet/IP to 460MCBS)

Data Group	Object Type	Starting Object	# of Objects
1	Analog Output (32 Bit Float)	1	21
2	Binary Output	1	0
3	CharacterString Value	51	0

   a) You can define AI21 as your validation name in the Setup BACnet Names Configuration.

Setup BACnet Names, Units, and COV

21	G01	Data Validation Trigger	Other	no-units	1.000000

2) Add another Analog Input as reference for when data has been validated. When you write from AO21 to validate data, the RTA will reply to AI40 saying “validation complete”.

Data Group	Object Type	Starting Object	# of Objects
1	Analog Input (32 Bit Float)	1	40
2	Binary Input	1	0
3	CharacterString Value	1	0

40	G01	Data Validation Result	Other	no-units	1.000000

3) Within the Data Mapping page manually add 2 additional mappings.
4) The first mapping is going to be the Data Validation Triggering. AO21 will write to the RTA, MC Trigger 1 will mark data invalid.

Enable	Mapping 2	
Source	**Enable Manipulation**	**Destination**
Group: BS01 AO1 (Float) Start: AO21 End: AO21		Group: MC Trigger 0 (Uint16) Start: Trigger 1 End: Trigger 1

5) The second mapping, the MC Handshake will increment that all data is validated and write to AI21 “all data is validated”. The value of AI40 and AO21 should be the same.

Enable	Mapping 3	
Source	**Enable Manipulation**	**Destination**
Group: MC Handshake 0 (Uint16) Start: Handshake 1 End: Handshake 1		Group: BS01 AI1 (Float) Start: AI40 End: AI40

Security Configuration

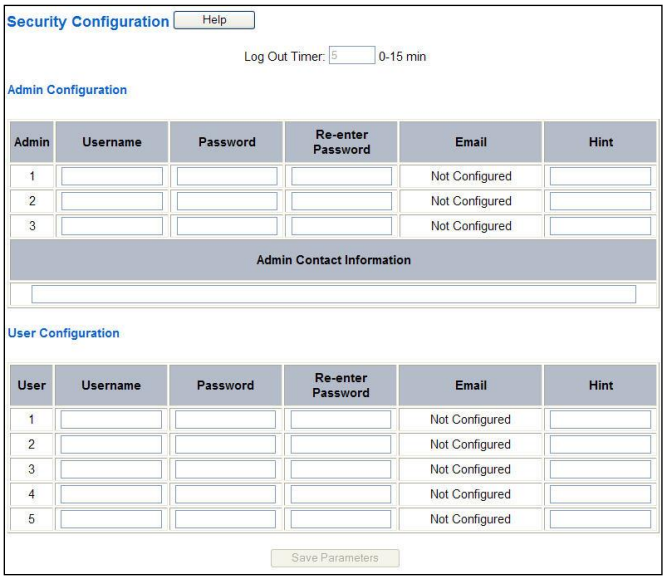
To setup security on the 460 gateway, navigate to **Other->Security Configuration**. You can configure Security for 3 administrators, 5 users, and 1 guest.

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.



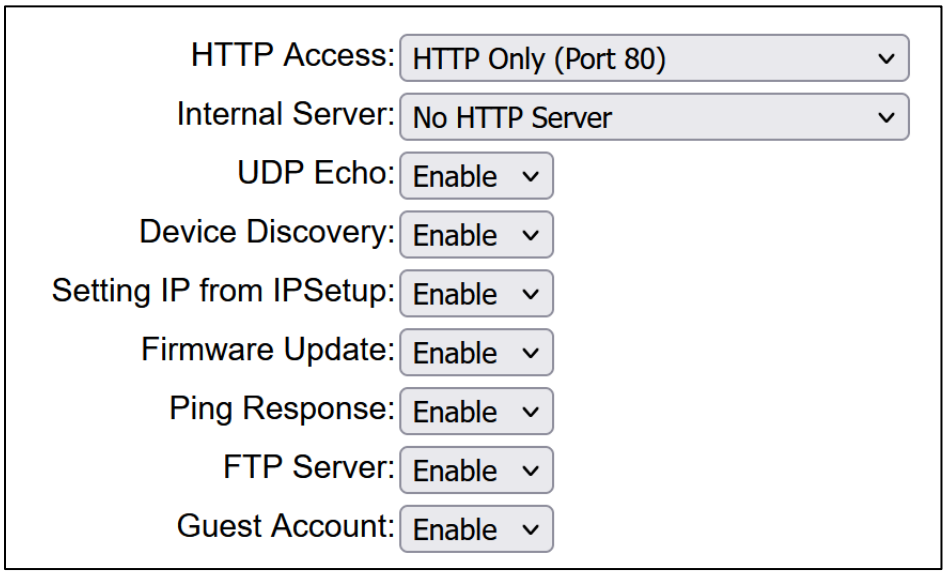
Security Configuration-Security Levels

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.

Security Configuration – Security and Penetration Configuration



1. **HTTP Access** - Enable or Disable the Gateway's web configuration server.
    a. **HTTP and HTTPS**: This enables both port 80 and 443 so the web ui may be used with HTTP or HTTPS
    b. **HTTP Only**: This only enables port 80 and does not enable port 443 for the web UI
    c. **HTTPS Only**: This only enables port 443 and does not enable port 80 for the web UI
    d. **No HTTP Server**: Only use this if necessary for security purposes. Once this is set you will not be able to access this webpage to change settings and you will need to contact support

    NOTE: If HTPP Access is set to No HTTP Server the configuration webpage can no longer be accessed without completely resetting the unit.
2. **Internal Server** - The Gateway has additional configuration pages that can be disabled if a security policy requires it. Most users will not need to modify this
    a. **HTTP and HTTPS**: This enables both port 80 and 443 so the config server may be used with HTTP or HTTPS
    b. **HTTPS Only**: This only enables port 443 and does not enable port 80 for the config server
    c. **No HTTP Server**: Only use this if necessary for security purposes. This completely disables the config server
3. **UDP Echo** - Enable or Disable device's response to UDP Echo messages (typically sent to port 7)
4. **Device Discovery** - Enable or Disable UDP responses. This will disable Network discovery via IP Setup or AutoUpdate and will also disable setting IP via UDP
5. **Setting IP from IPSetup**: Enable or Disable the ability to set the Gateway's IP address via IP Setup
6. **Firmware Update** - Enable or Disable the ability to update the gateway's firmware via HTTP
7. **Ping** - Enable or Disable responding to Ping Messages at the gateway's IP address
8. **FTP Server** - Enable or Disable the FTP server used to get files on and off of the gateway
9. **Guest Account** - Enable or Disable the ability to log in as the user Guest regardless of permissions

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.

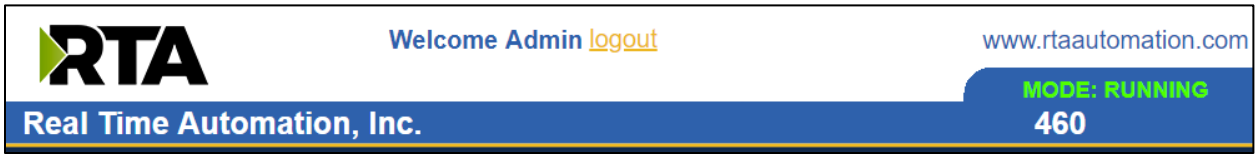
Send Password to Email: Sends the specified User's Password to the email configured for that user.

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 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.

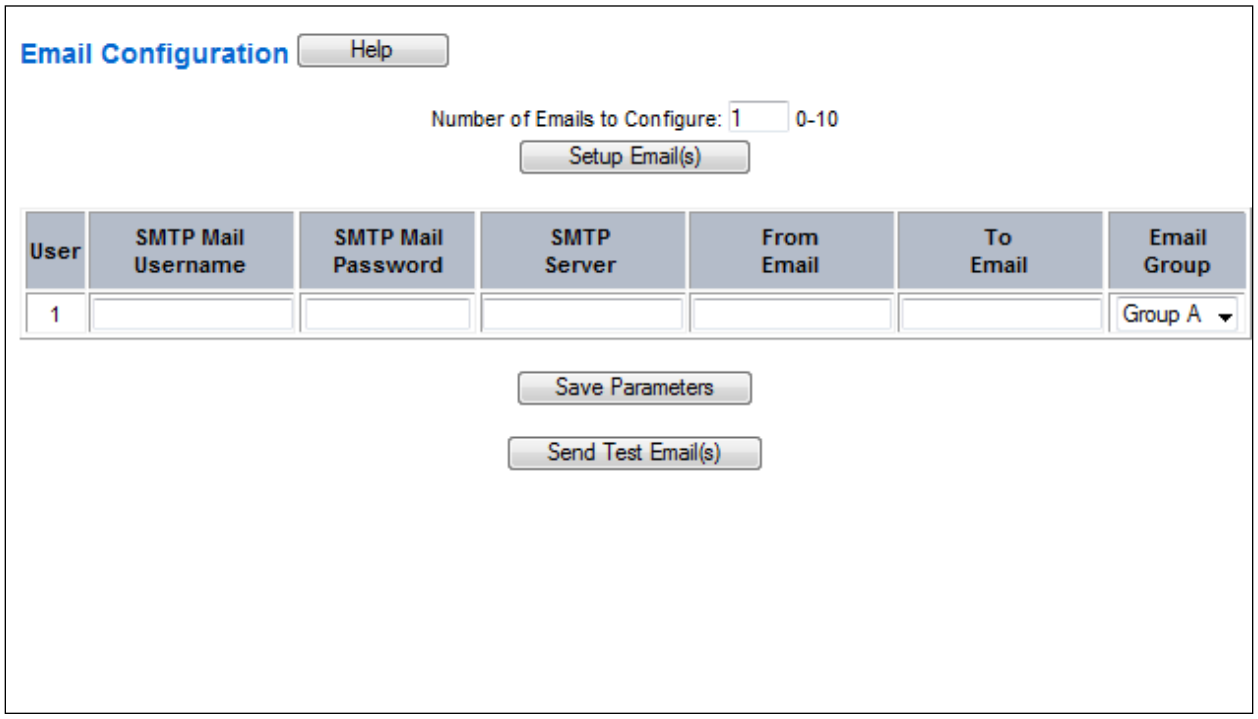
Email Configuration

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.

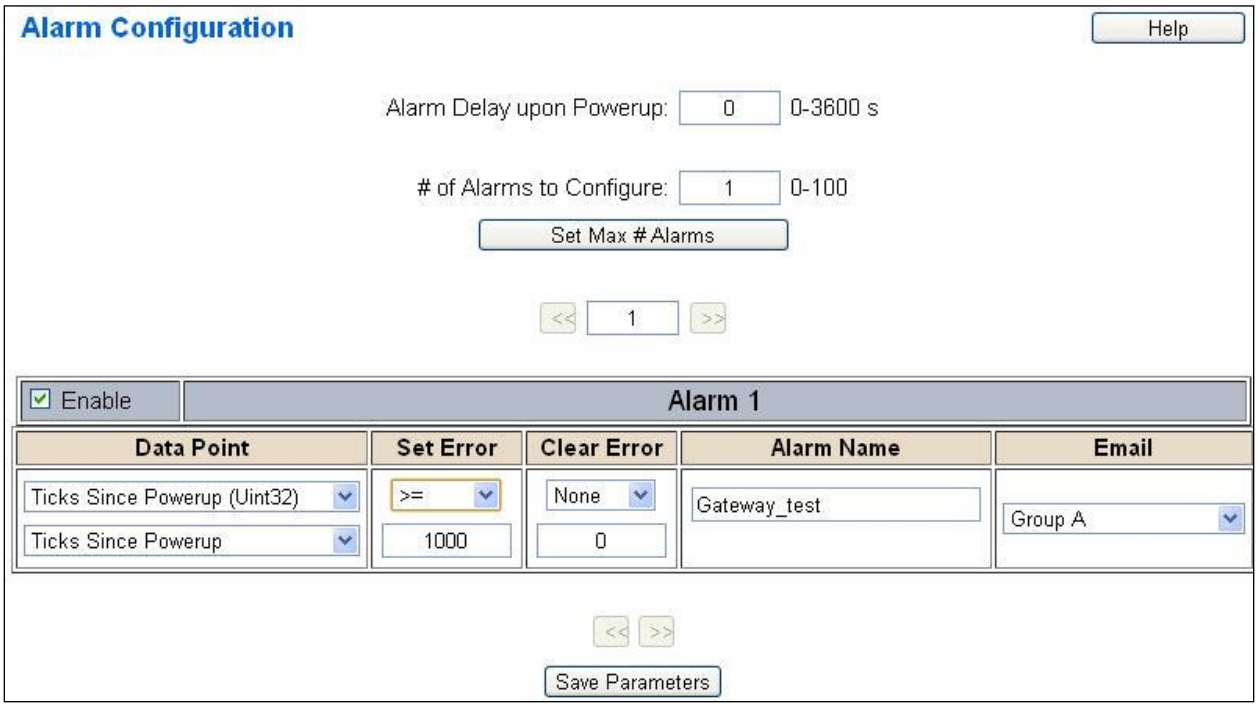
Click the **Save Parameters** button to commit the changes and reboot the gateway.



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.



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.

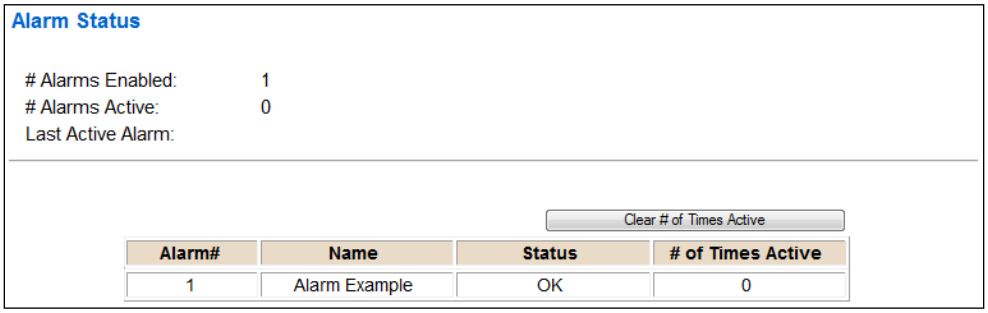
5) In the Clear Error Section:
    a. Select the Clear Error Operation. Available options are <, >, <=, >=, !=, ==, and Change of State (COS). This is the operation that will be used to compare the Data Point value against the Error Value to determine if the alarm needs to be cleared.
    b. Select the 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.

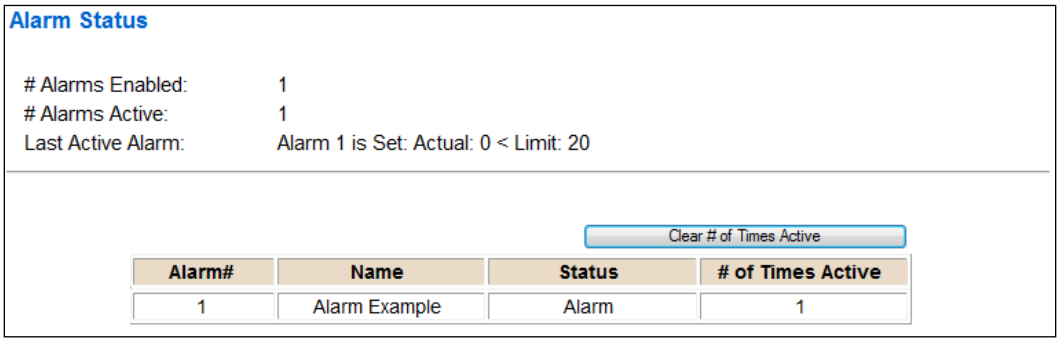


Alarms – Active

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:

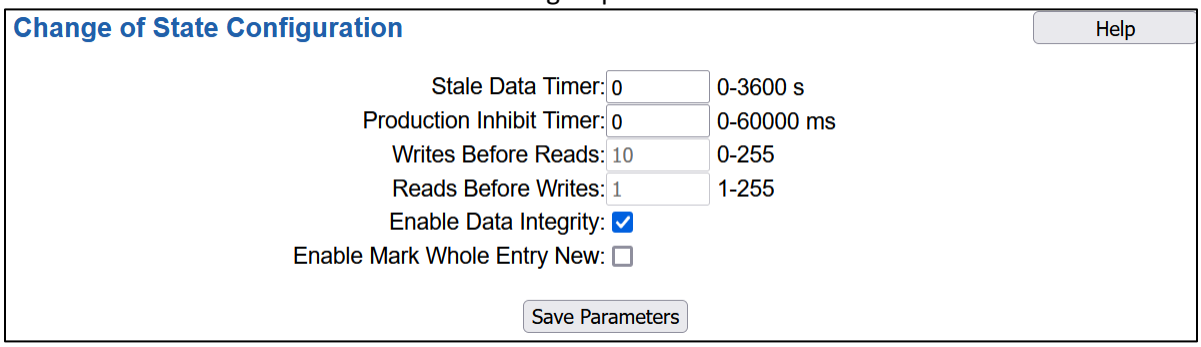
1) A one-time notification will be sent to the email associated with the alarm.
    a. For duplicate emails to occur, the alarm must become active and then be cleared again.
2) Total *# Alarms Active* will decrement. *Last Active Alarm* will not be changed.
3) Status of the Individual Alarm will be reset 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.

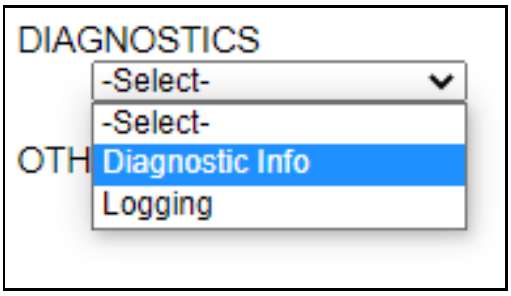
1) **Stale Data Timer**: If the data has not changed within the time allocated in this Stale Data Timer, the data will be marked as stale within the gateway and will force a write request to occur. This timer is to be used to force cyclic updates in the gateway, since data will only be written if it 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.
6) **Enable Mark Whole Entry New**: If Enabled, mark the entire scan line or data group new upon 1 data element within the scan line or data group to be new.



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

Diagnostics Info

The Diagnostics page is where you can view both protocols' diagnostics information, # of Data Mappings, # of String Mapping and # Alarm Mappings.



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

Diagnostics Mapping

This section displays the number of mappings that are enabled, Data Mapping and String Mapping will show the # of Errors and First Errors. Alarms will show # active and Last Alarm that was active.

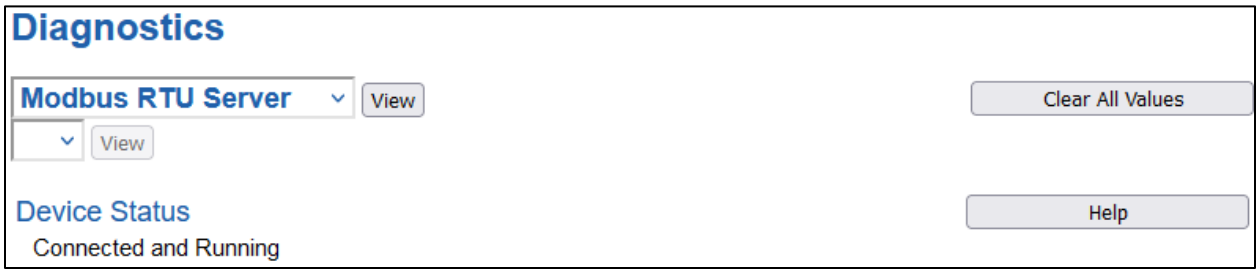
Common Errors:

1) Destination or Source Point does not exist
   a) Solution: Re-map the mapping
2) Source or Destination Pointer too small
   a) 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
   a) The actual data value is outside of the defined range
4) Math Error
   a) Operation value cannot be 0
5) Scaling Error
   a) Source Min must be smaller than Source Max
   b) Destination Min must be smaller than Destination Max

Note: you can also view this information on the Main Page.

Diagnostics – Modbus RTU Server

Select the **Modbus RTU Server** in the dropdown menu on the Diagnostics Page. Additional diagnostic information can be found by clicking the **Help** button.

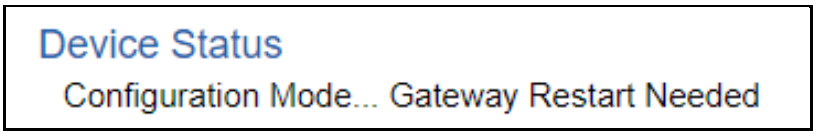


NOTE: This page will auto-refresh every five seconds with the latest data.

Clear All Values - This will only affect displayed values.

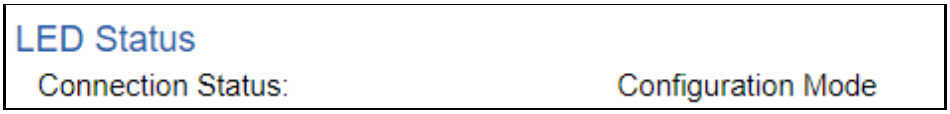
1) This will reset all displayed values back to zero.
2) If viewing Modbus RTU Server, this will only clear the values for the Modbus RTU Server section of the gateway.

Device Status



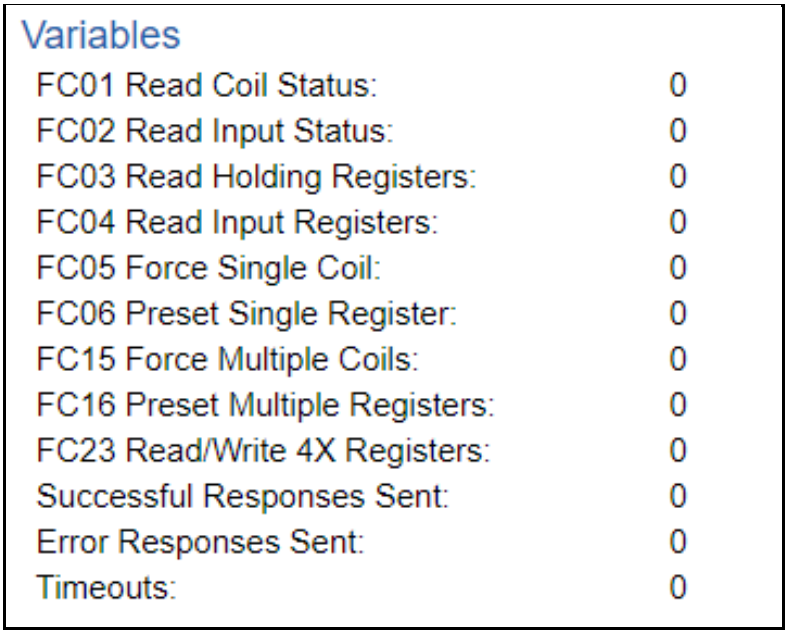
1) Connected - A Modbus RTU client has a connection for the gateway.
2) Not Connected:
   a) The Modbus RTU client has not initiated communication to the gateway.
   b) The Modbus RTU client has not communicated to the gateway in “x” milliseconds, where “x” is the inactivity timeout specified in the Modbus RTU Server Configuration.
3) Fatal Error: Hardware Port Not Configured:
   a) Hardware Port not configured on the Port Configuration Page.
   b) Hardware Port selected in the Modbus RTU Server configuration page doesn’t match the port configured.

LED Status:



1) Connected and Running (Solid Green) – The gateway is connected to a Modbus RTU client and communicating as expected.
2) Not Connected (Flashing Green) – The gateway has never been connected to a Modbus RTU client.
3) Fatal Error (Solid Red) – The port configured does not match the port configured within the Modbus RTU configuration page.
4) Connection Timeout (Flashing Red) – The gateway has lost a connection to the Modbus RTU client.

Variables:

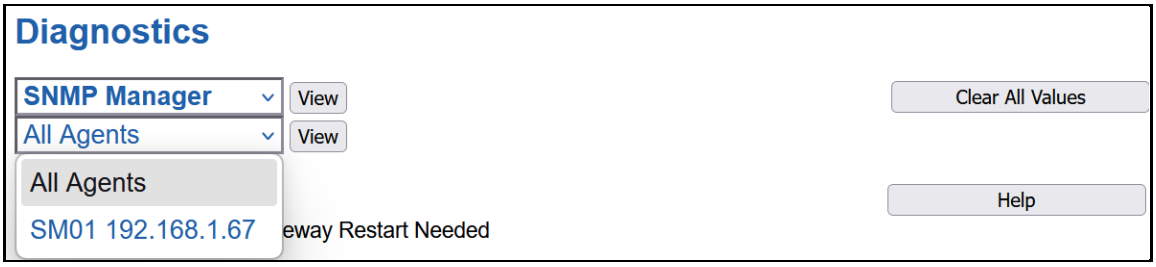


1) FC01 Read Coil Status – Modbus Function Code 1: Number of Read Coil Status requests received.
2) FC02 Read Input Status – Modbus Function Code 2: Number of Read Input Status requests received.
3) FC03 Read Holding Registers – Modbus Function Code 3: Number of Read Holding Registers requests received.
4) FC04 Read Input Registers – Modbus Function Code 4: Number of Read Input Registers requests received.
5) FC05 Force Single Coil – Modbus Function Code 5: Number of Write Coil Status requests received.
6) FC06 Preset Single Register – Modbus Function Code 6: Number of Write Holding Register requests received.

7) FC15 Force Multiple Coils – Modbus Function Code 15: Number of Write Multiple Coil Status requests received.
8) FC16 Preset Multiple Registers – Modbus Function Code 16: Number of Write Multiple Holding Register requests received.
9) FC23 Read/Write 4X Register – Modbus Function Code 23: Number of Read/Write Holding Registers requests received.
10) Successful Responses Received – Total number of read/write messages sent by the gateway.
11) Error Responses Received = Total number of read/write errors sent by the gateway.
12) Timeouts – Total number of inactivity timeouts that have occurred.

Diagnostics – SNMP Agent

Select the SNMP Agent in the dropdown menu on the Diagnostics Page to view breakdown of the diagnostics and common strings that are displayed on the page. You may also view individual agent counters by selecting the device in the *All Agents* dropdown and clicking **View**. Additional diagnostic information can be found by clicking the **Help** button.

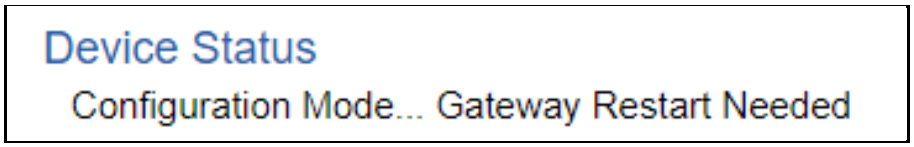


NOTE: This page will auto-refresh every five seconds with the latest data.

Clear All Values - This will only affect displayed values.

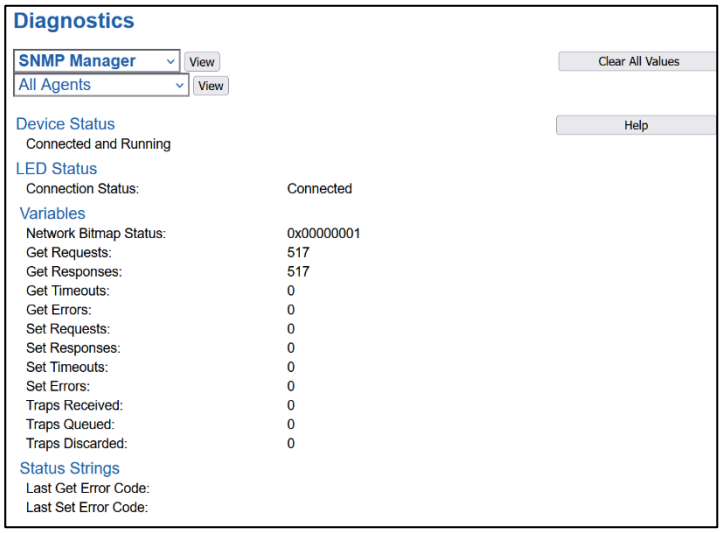
1) This will return all values displayed to zero and clear the Status Strings.
   Example: If viewing SNMP Agent – SM02 10.1.100.17, this will only clear the values for that specific device. This will reduce the overall values indirectly, otherwise select All Agents to clear all devices.

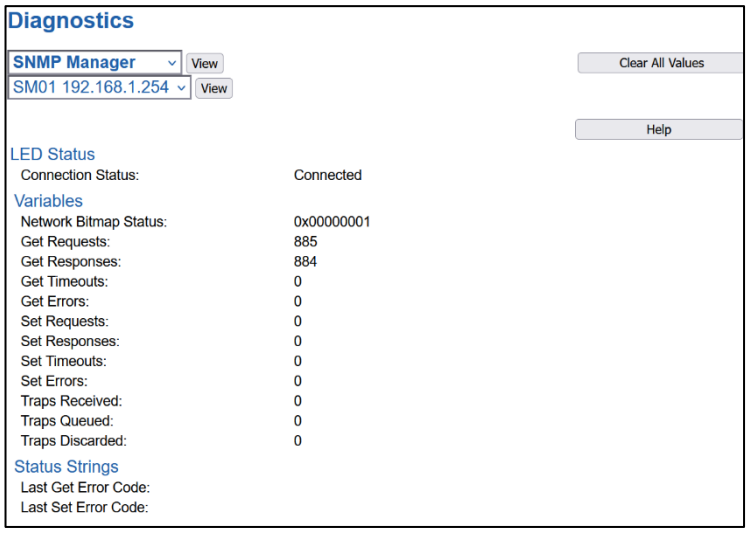
Device Status - This will only display when viewing *All Agents*.



1) Connected – The gateway is connected to all the SNMP Agents that are enabled and configured.
2) Not Connected – No devices are configured or enabled with scanlines configured.

3) Dependency Protocol Faulted – The dependent protocol is missing causing the communication to go to inactive.
4) Timeout – One or more configured agents cannot be reached.





LED Status - This is the Status for *All Agents* or the specific agent selected.

1) Solid Green (Connected) – The gateway is connected to all the SNMP Agents that are configured and enabled.
2) Flashing Green (Not Connected) – No SNMP Agents are configured/enabled.
3) Flashing Red (Connection Timeout) - One or more enabled SNMP Agents are missing or no configured scan lines with one or more SNMP Agents enabled.
   a) Verify IP address match the device the gateway is connecting to.
   b) Verify SNMP agent is communicating on the correct UDP Port.
4) 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 Agents,* or the specific agent selected.

Variables

Network Bitmap Status:	0x00000001
Get Requests:	3505
Get Responses:	3505
Get Timeouts:	0
Get Errors:	0
Set Requests:	0
Set Responses:	0
Set Timeouts:	0
Set Errors:	0
Traps Received:	0
Traps Queued:	0
Traps Discarded:	0

Status Strings

Last Get Error Code:
Last Set Error Code:

1) Network Bitmap Status (Displayed in Hex):
   a) Each bit corresponds to an agent. If the bit is set, the agent is connected, otherwise the bit is 0.
   b) Bit 0 corresponds to agent 1 and Bit 4 is for agent 5 and so on.
2) Get Requests:
   a) Number of Get Requests that the gateway has sent to the Agent
3) Get Responses:
   a) Number of valid get responses that the gateway has received from the Agent
      Note: This number should be equal to the number of Get Requests
4) Get Timeouts:
   a) Number of times the gateway has timed out waiting for a Get Response from the Agent
   b) The gateway will close the TCP connection to the Agent which means this counter will not continually increment
5) Get Errors:
   a) Number of Get error responses that the gateway has received from the Agent
   b) Potential Issues:
      i) OID doesn't exist
      ii) Data Type configured doesn't match the data type received
6) Set Requests:
   a) Number of Set Requests that the gateway has sent to the Agent
7) Set Responses:
   a) Number of valid set responses that the gateway has received from the Agent
      Note: This number should be equal to the number of Set Requests
8) Set Timeouts:
   a) Number of times the gateway has timed out waiting for a Set Response from the Agent
   b) The gateway will close the TCP connection to the Agent which means this counter will not continually increment
9) Set Errors:
   a) Number of Set Error Responses that the gateway has received from the Agent
   b) Potential Issues:
      i) OID doesn't exist
      ii) Data Type configured doesn't match the data type received

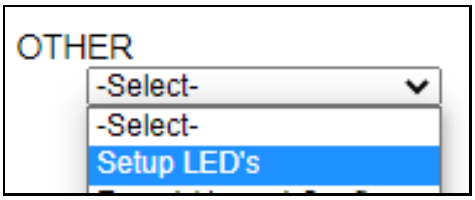
10) Traps Received:
    a) Number of traps that have been received
11) Traps Queued:
    a) Number of traps that are waiting in the trap queue
12) Traps Discarded:
    a) Number of traps that have been discarded from the queue. Dependent on configured full behavior

Status Strings - These are the values for *All Agents,* or the specific agent selected.

1) Last Get Error Code:
    a) Last Error response in the format of Device ID #, OID #, and Error String
2) Last Set Error Code:
    a) Last Error response in the format of Device ID #, OID #, and Error String

LED Configuration

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



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 slave/server device.

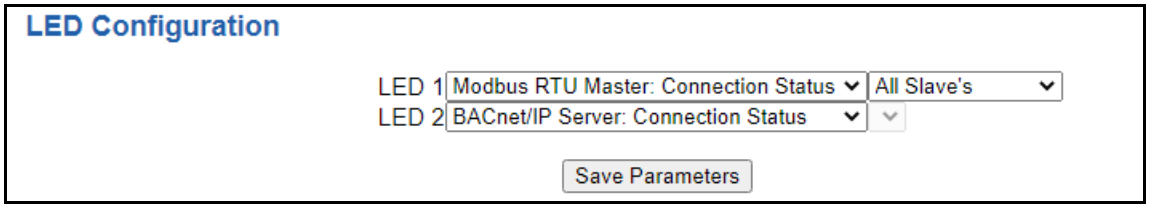
To select a slave/server device:

1) Select the protocol in the left dropdown menu.

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

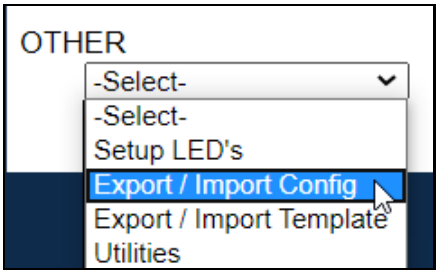
3) Select the individual slave/server in the right dropdown menu.

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



Configuration Files

To access the configuration file in the 460 gateway, select the dropdown **Other->Export/Import Config**.



Export Configuration

The Export Configuration allows you to save your configuration file for backup or to be imported into another gateway. This file is named *rta_cfg.rtax* by default.

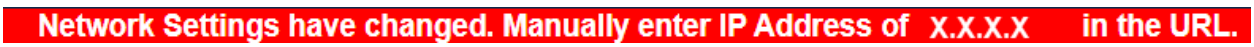
Upon clicking the **Save Configuration to File** button, you will be prompted to select a location to save the file. Different web browsers will yield different looks.

Import Configuration

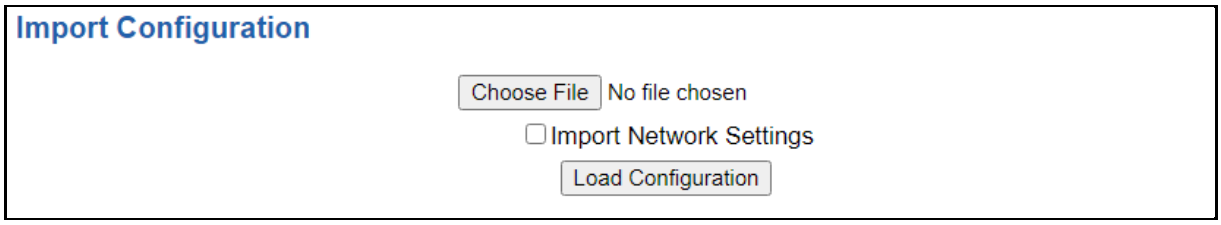
You can import a previously exported configuration file or a configuration file from another device into the 460 gateway, whenever it is in Configuration Mode.

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, you can choose the **Import Network Settings** checkbox if you want to load the network settings of the configuration file or just load the configuration without the network setting.

If you choose to Import Network Settings, this will override your current gateway's network setting with the settings in the configuration file. After you click on the Load Configuration button, a banner will display your gateway's new IP address.



If the configuration has successfully loaded, the gateway will indicate that it was successful, and a message will appear under the Load Configuration button indicating Restart Needed.



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. Contact RTA Support with a screenshot of this error to further troubleshoot.

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 web page. If this unit should fail in the future, the last configuration 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.

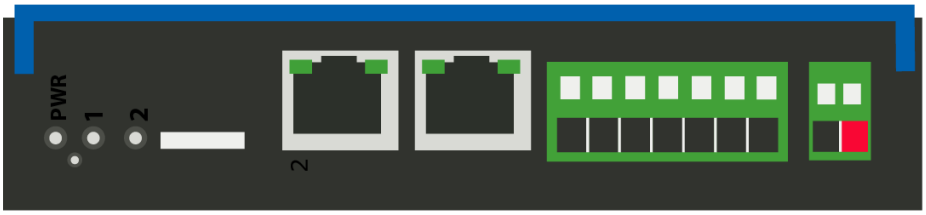
Replacing Configuration Using SD Card

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: Configuration*, go into Configuration Mode by clicking 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*, insert the SD Card.
8) Do a hard power cycle to the unit by unplugging power. DO NOT RESET POWER VIA WEB PAGES.
    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 web page.
9) When the unit comes back up, the configuration should be exactly what was on the SD Card.

Intelligent Reset Button

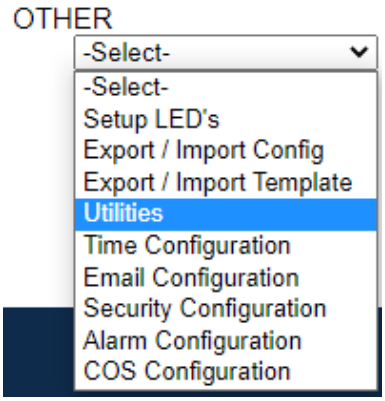
If the IP Address of the gateway is forgotten or is unknown, there is an easy way to recover the IP Address using a reset button on the hardware.



1) On the front of the gateway below the Power LED, there is a small pinhole. Using a paperclip, press the button through this pinhole and hold the button for at least 5 seconds.
2) After 5 seconds, the unit will acknowledge the command and LED 1 and LED 2 will start an alternate Blink Green quickly pattern.
3) Release the button and the gateway will reset both Ethernet ports to default IP settings (DHCP).

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 LEDs** button. By clicking this button, the two diagnostic LEDs will flash red and green. Once you have identified which device you are working with, click the button again to put the LEDs 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.