460TCPUSB-NNDU Protocol Gateway

Product User Guide

Firmware Version 8.9.37

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Overview

The 460TCPUSB-NNDU gateway connects up to 10 TCP with as many as two USB devices. By following this guide, you will be able to configure the 460TCPUSB-NNDU gateway.

The number of serial devices is dependent on the hardware and part number of the 460 gateway.

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

If you need further assistance at any time, do not hesitate to call Real Time Automation support. Support hours are Monday–Friday 8am–5pm CST.

Phone: 800.249.1612
Email: support@rtautomation.com

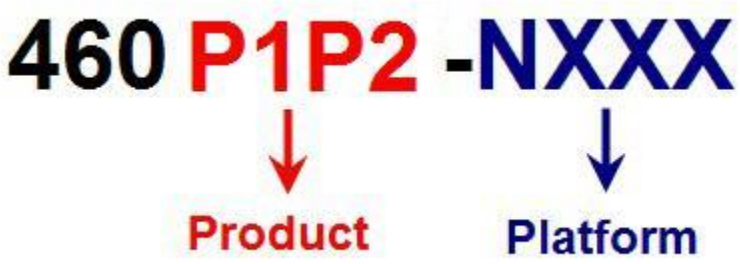
Hardware

The 460-product line supports several different hardware platforms. There are differences in how they are powered, what serial settings are supported, and which diagnostic features are available (such as LEDs). For these sections, be sure to identify the hardware platform you are using.

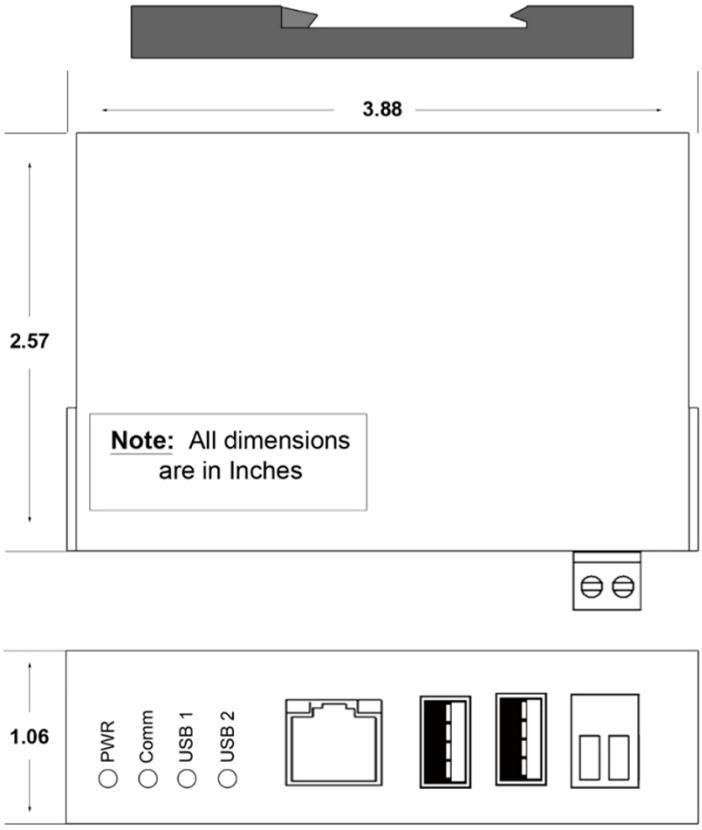
To find which hardware platform you are using:

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 > 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".



NNDU

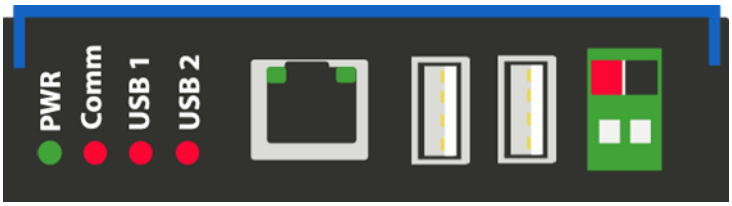


Powering the Gateway

1. The gateway requires an 8-24 VDC power source Red Wire = (+) Black Wire = (-).
   a. The unit draws 230 mA @ 8 VDC
   b. The unit draws 80 mA @ 28 VDC



USB Port LED Behavior



PWR LED Status:

1. Solid Green: Power is being supplied to the unit.
2. Off: No power is being supplied to the unit.

Comm LED Status:

1. Solid Green: Connected and Running.
2. Blinking Green: Communication not attempted yet.
3. Solid Red: Invalid configuration.
4. Blinking Red (Slow): Error connecting to protocol.
5. Blinking Red (Fast): The gateway is in configuration mode.
6. Off: No ethernet cable plugged in.

USB 1 & USB 2 LED Status:

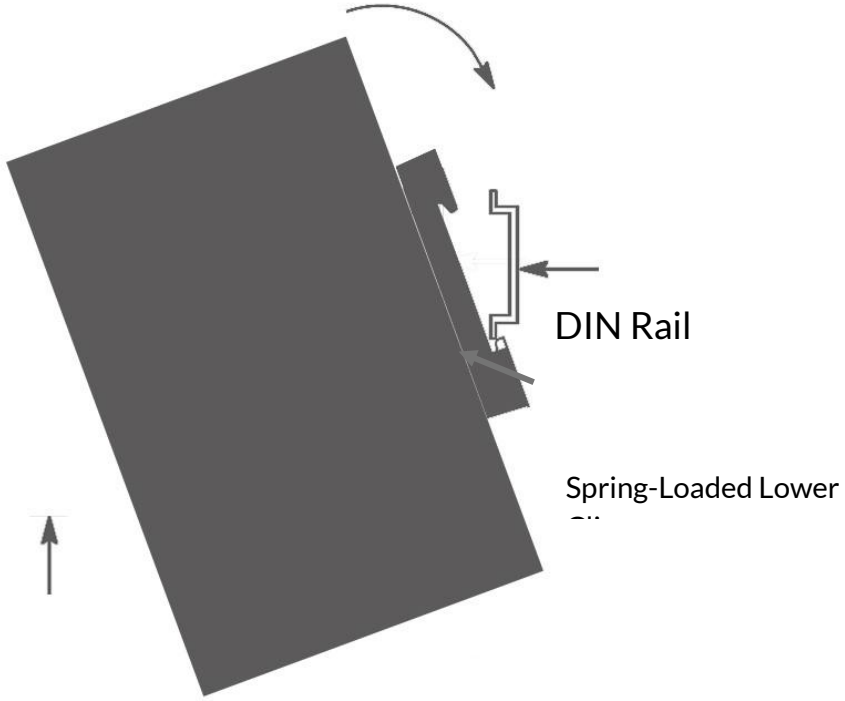
1. Off: No USB device detected / Unsupported USB device connected.
    a. The gateway only supports Class 3 HID (Human Interface Device) and Class 7 Printer devices.
2. Solid Green: Supported USB device connected.

Mounting with a DIN Rail

Installation:

Follow these steps to install your gateway.

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



Removing:

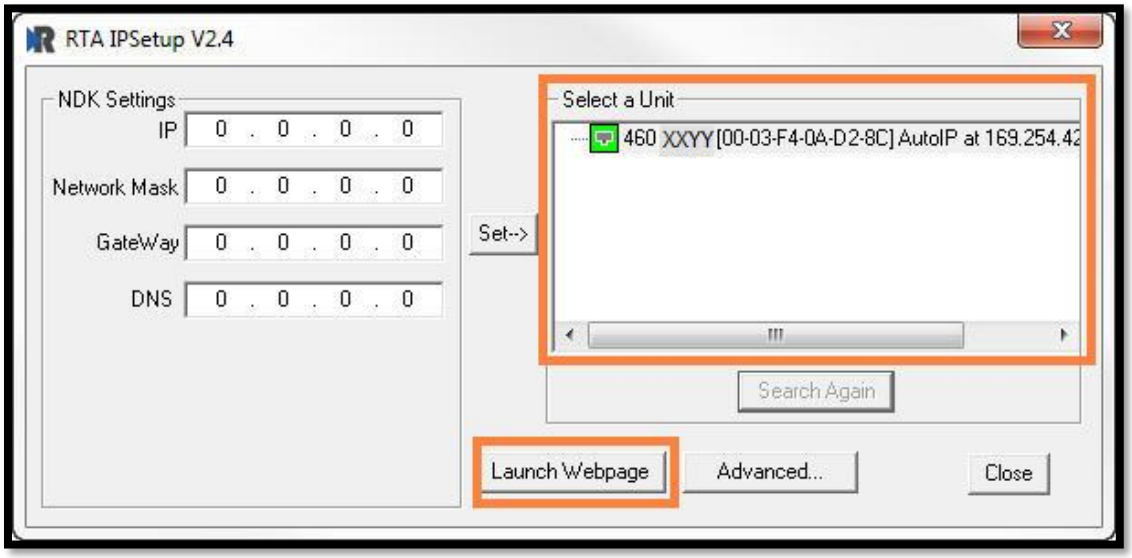
Follow these steps to remove your gateway.

1. Press up on gateway to engage the spring-loaded lower clip.
2. Swing top of the gateway 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 the gateway under Select a Unit.
   a. Change Gateway's IP address to match that of your PC if DHCP has failed.
      i. You will know DHCP has failed if the gateway's IP address is AutoIP at 169.254.X.Y.
      ii. If successful, it will say DHCP'd at ex: 192.168.0.100 or however your DHCP Client is set up.
   b. If you do not see the gateway in this tool, then your PC is most likely set up as a static IP.
      i. Change your PC's network settings to 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 the gateway can be discovered now.
4. Click Launch Webpage. The Main page should appear.

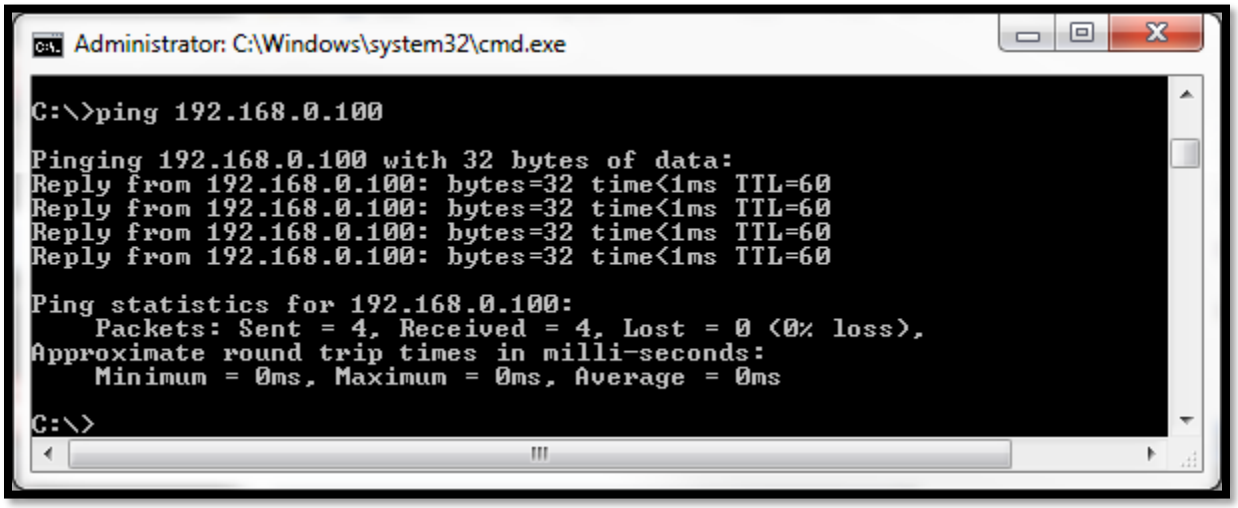
Default setting is set to DHCP. If DHCP fails, default IP Address is 169.254.x.y

Error: Main Page Does Not Launch

If the Main Page does not launch, please verify the following:

1. Check that the PC is set to a valid IP Address
   a. Open a 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 set up for DHCP or static.

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



The screenshot above shows a gateway that is currently set to a static IP Address of 192.168.0.100.
If you can 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.

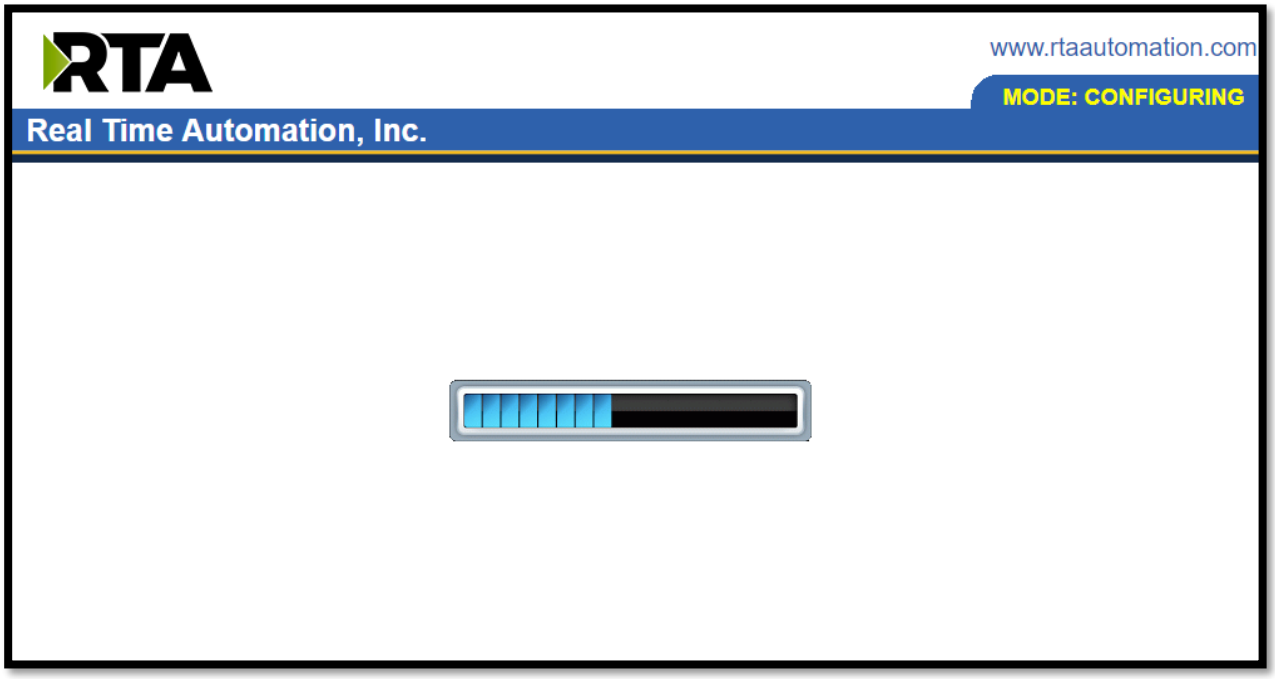


Committing Changes to the Settings

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, click 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

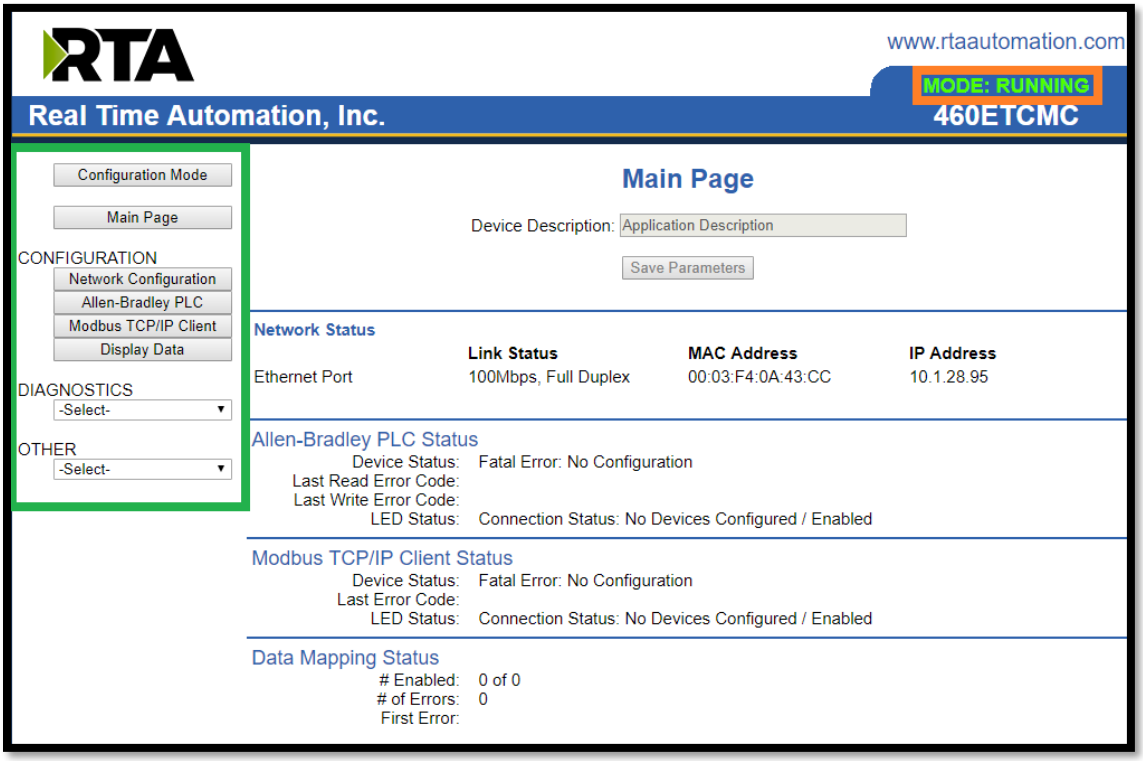
The main page is where important information about your gateway and its connections are displayed.
Mode (orange box below):
Running Mode:

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

Configuration Mode:

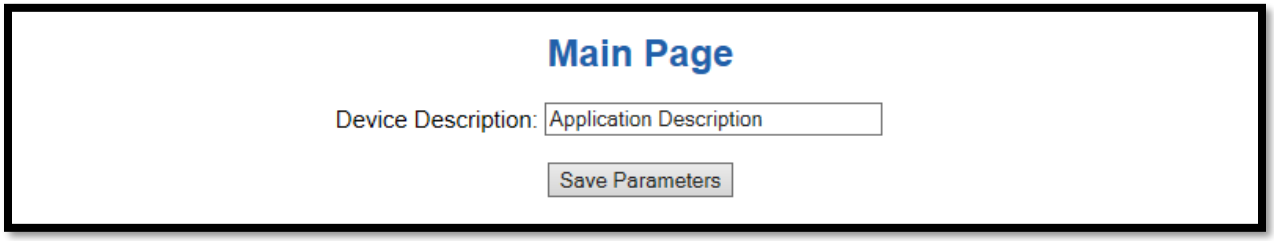
1. Protocol communication is stopped and no data is transmitted.
2. Configuration is allowed.

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.



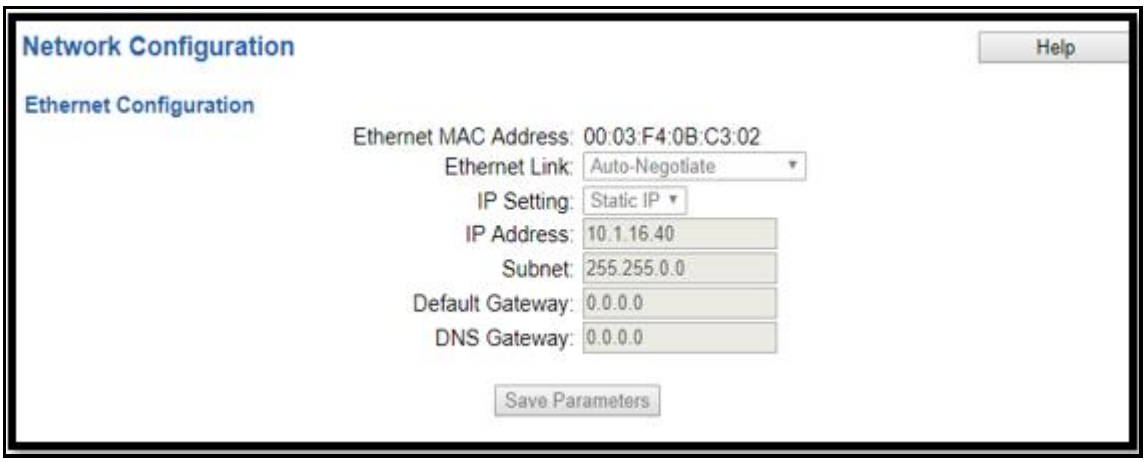
Once you are done configuring the Description, click the Save Parameters button.

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.

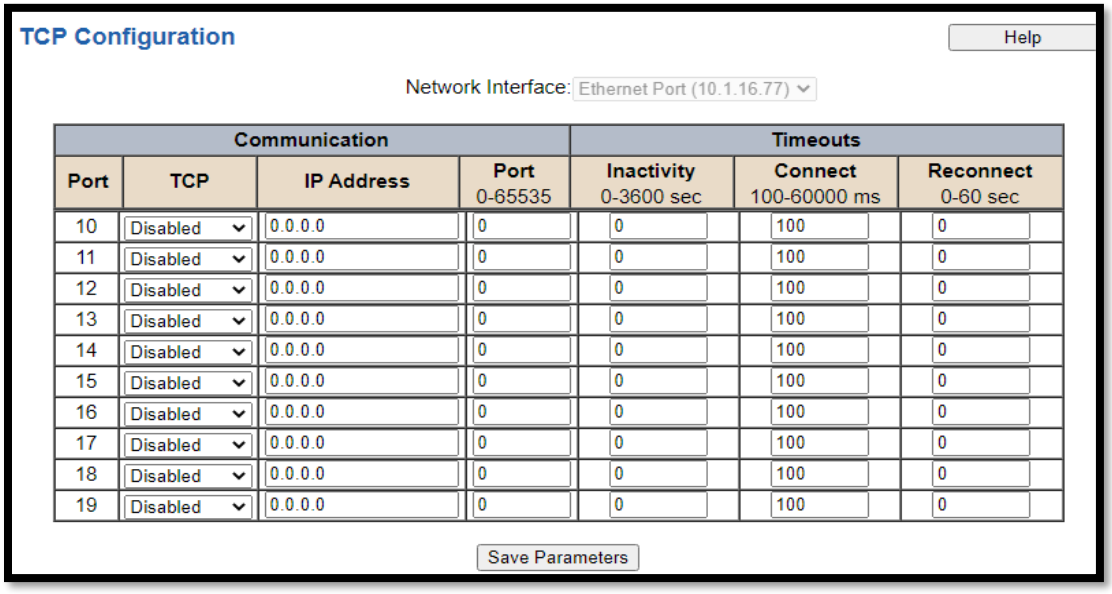
If you are changing the IP Address of the gateway, the change will not take effect until the unit has been rebooted. After rebooting, you must enter the new IP Address into the URL.



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

TCP/IP Configuration

Click the TCP/IP Configuration button to access the primary configuration page for this device. If you have an N2E or N2EW hardware, then select which Network Interface ASCII comms will be on.



To connect to a TCP server device on the network, enable a TCP client connection in the gateway for one of the available ports:

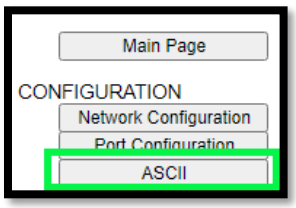
1. **TCP**: Under this dropdown select TCP Client.
2. **IP Address**: Enter the IP address of the TCP server to connect to.
3. **Port**: Enter the port to open a connection.
4. **Inactivity Timeout**: Enter the amount of time, in seconds, the gateway will wait for data to be transmitted to the gateway or sent from the gateway to the TCP device. If the timer expires, the gateway will close the connection.
5. **Connect Timeout**: Enter the amount of time, in milliseconds, the gateway will wait for the TCP server to accept the connection.
6. **Reconnect Timeout**: Enter the amount of time, in seconds, the gateway will wait after the Connect Timeout has expired before issuing another connect.

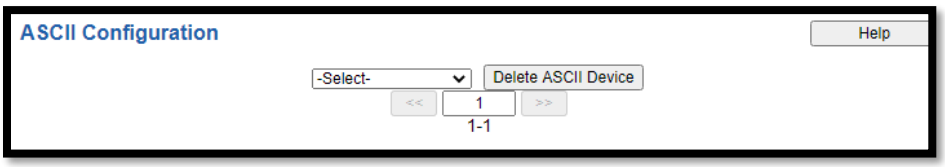
To connect to a TCP client device on the network, enable a TCP server connection in the gateway for one of the available ports:

1. **TCP**: Under this dropdown select TCP server.
2. **IP Address**: Enter the IP address of the TCP client that will connect to the gateway.
3. **Port**: Enter the port to listen for a connection.
4. **Inactivity Timeout**: Enter the amount of time, in seconds, the gateway will wait for data to be transmitted to the gateway or sent from the gateway to the TCP device. If the timer expires, the gateway will close the connection.
5. **Connect Timeout**: Not used in this case (Client only).
6. **Reconnect Timeout**: Not used in this case (Client only).

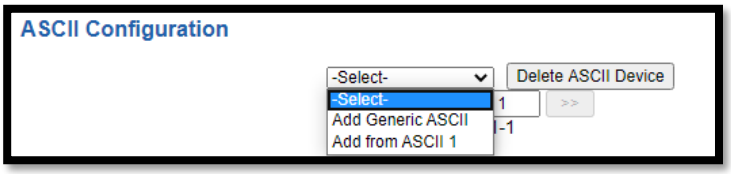
ASCII Configuration

After the port configuration has been completed, click the **ASCII** button to continue configuration.

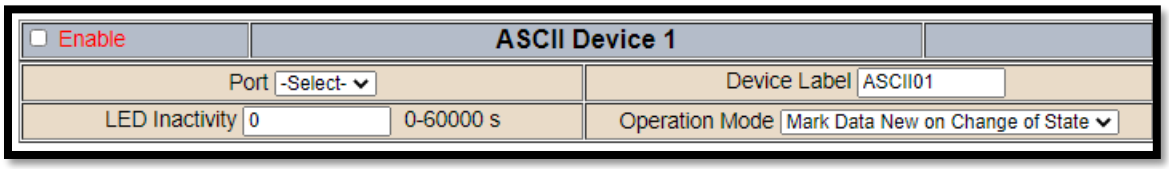




1. To add an ASCII device or additional ASCII device, click the -Select- dropdown menu under ASCII Configuration and select **Add Generic ASCII** option.

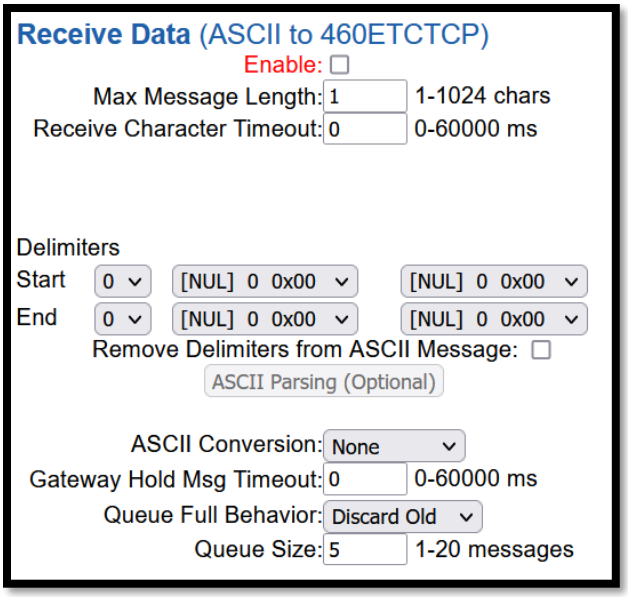


   a. To remove a device, navigate to the ASCII device to delete using the **<<** and **>>** buttons and click the **Delete ASCII Device** button.
   b. To create a new ASCII device with the same parameters already configured from another ASCII device, click the -Select- dropdown menu and select the **Add from ASCII X** option (where X represents the ASCII device you wish to copy parameters from).
   c. Once created, you can make any additional changes needed to that new ASCII device.
2. The **Enable** check box should be selected for the device.
3. **Port**: Select which port is being used for communication. This port must be configured on the Port/USB or TCP/IP (depending on your product) Configuration page. If it has not yet been configured, it will not display in this dropdown.
4. Enter a **Device Label** to identify the device within the gateway.
5. **LED Inactivity Timeout**: Enter the amount of time, in seconds, to wait before flashing the LED red indicating that no messages have been received or transmitted during this time.
6. **Operation Mode:**
   a. Mark Data New on Change of State: Send data to the mating technology, on a per point basis, upon a change of state. For more explanation see the Receive Data – Operation Mode section below.
   b. Mark Data New on New Message: Send data to the mating technology for all data points, no matter change of state or not. For more explanation see the Receive Data – Operation Mode section below.



Receive Data

This side is configured to receive data from the ASCII device into the gateway.



Use the following fields to determine when a message has been received.

1. **Enable**: Check this box to configure the Receive Data section.
2. **Max Message Length**: Enter the max number of characters that can be received by the gateway.
   Example: Max Message Length is set to 5 and the message of "helloworld" was sent by the ASCII device. This will be sent to the other protocol as "hello" followed by "world" as two messages.
3. **Receive Character Timeout:** Enter the max amount of time (in ms) between characters that the gateway will wait before issuing a timeout and calling the message complete.
   Example: If Max Message Length varies in size, then use a timeout to call the message complete rather than message length. You can also use End Delimiters (below) to call a complete message.
4. **Number of Start Delimiters:** Select the number of delimiters that the gateway should look for before the gateway processes the data.
5. **Select Start Delimiters:** Select the Start Delimiters that the gateway should look for.
6. **Number of End Delimiters:** Select the number of delimiters that the gateway should look for to call a message complete.
7. **Select End Delimiters:** Select the End Delimiters that the gateway should look for.
8. **Remove Delimiters from ASCII Message:** If checked, the gateway will remove all delimiters that have been configured before sending it to the other protocol.
9. **ASCII Parsing (Optional):** Additional parsing can be performed on the string before being passed to the other protocol. See the ASCII Configuration - ASCII Parsing section for more information.
10. **ASCII Conversion**
    a. None - received string is treated as is
    b. ASCII Hex - received string must be Hex Digits 0 - F in ASCII
    c. ASCII Raw: received string will be mapped (memory copy) to the byte of data configured
11. **Gateway Hold Msg Timeout:** Enter the amount of time (in ms) to wait before sending a new message to the other protocol.

12. **Queue Full Behavior**: Select which message to discard when the queue is full. Once the queue is full, the gateway will discard either the oldest or newest message (Only used if Gateway Hold Msg Timeout is non-zero).
13. **Queue Size**: Select how many complete messages the gateway will hold before starting to discard (Only used if Gateway Hold Msg Timeout is non-zero).

Receive Data – Operation Mode

Mark Data New on Change of State (COS)

When data comes into the RTA gateway, then it will be sent over to the matting protocol only if the data has a different value.



Example for 460ETCA

Operator scans "HelloWorld" with a barcode scanner. That data is gathered in the ASCII side of the RTA gateway, and is then processed and sent over to the ETC side and written over to the Allen-Bradley PLC. The next time the operator scans the same barcode "HelloWorld", the ASCII side gathers the data, but the data didn't change so it will not be sent over to the ETC portion of the RTA gateway. If the operator scans "1234567890" with the barcode scanner, the ASCII side of the RTA gateway will process the data. Since the data has changed it will be sent over to ETC and sent over to the PLC.

Mark Data New on New Message

When data comes into the RTA gateway, then it will be sent over to the matting protocol regardless if it's the same data. This allows you to send the same data over again to the mating protocol.

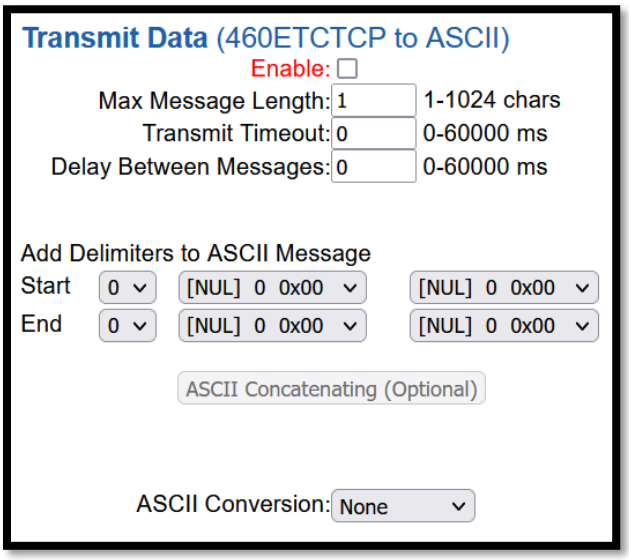


Example ETCA

Operator scans "HelloWorld" with a barcode scanner. That data is gathered in the ASCII side of the RTA gateway, and is then processed and sent over to the ETC side and written over to the Allen-Bradley PLC. The next time the operator scans the same barcode "HelloWorld", the ASCII side gathers the data, processes it, then sends it over to the ETC portion of the RTA gateway to be sent out. If the operator scans "1234567890", the ASCII side of the RTA gateway will process the data and send it over to ETC side and then to the PLC.

Transmit Data

This side is configured to transmit data from the gateway into the ASCII device.



Use the following setup fields to help the 460 transmit an ASCII message.

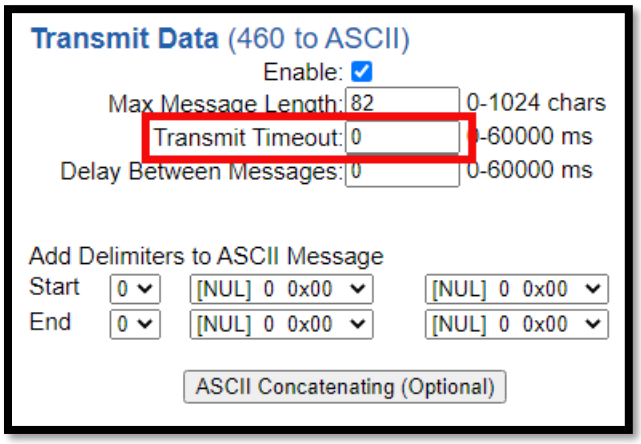
1. **Enable**: Check this box to configure the Transmit Data section.
2. **Max Message Length**: Enter the max number of characters that can be transmitted by the gateway.
3. **Transmit Timeout:** Enter the amount of time (in ms) that the gateway waits before sending an ASCII message (0 Sends Immediately). If the data has changed before the time expires, the gateway immediately sends the message to the ASCII device.
4. **Delay Between Messages:** Enter the amount of time (in ms) that the gateway waits before verifying a Change of State of the ASCII message OR will start the Transmit Timeout.
5. **Number of Start Delimiters:** Select the number of delimiters that will be added onto the beginning of the ASCII string.
6. **Select Start Delimiters:** Select the Start Delimiters that should be added to the ASCII string.
7. **Number of End Delimiters:** Select the number of delimiters that will be added onto the end of the ASCII string.
8. **Select End Delimiters:** Select the End Delimiters that should be added to the ASCII string.
9. **ASCII Concatenating (Optional):** Additional concatenating can be performed on the string before being written to the ASCII device. See the ASCII Configuration - ASCII Concatenating section for more information.
10. **ASCII Conversion:**
    - **a.** None - transmit string is treated as is.
    - b. ASCII Raw - transmit string will be mapped (memory copy) from the byte of data configured.

Transmit Data – Triggering Methods

There are 3 methods that determine when the message is ready to be transmitted to your ASCII device:

1. **Cyclic** – This means that every *x* ms a new ASCII message will be transmitted, regardless of whether the data has changed or not.
2. **Triggering** – This means that a trigger event determines when a new ASCII message will be transmitted. Some methods can co-exist with others. Here are the optional rules:
   a. **Option 1:** Change-Of-State is defaulted, so this method is chosen if the Transmit Timeout field is left at 0 and **ALL** data is new.

      Example 1: From the PLC, send a message of "hello", through the RTA gateway, the ASCII device sees "hello". If you send "hello' again, nothing will happen because of the RTA Change-of-State Rule.

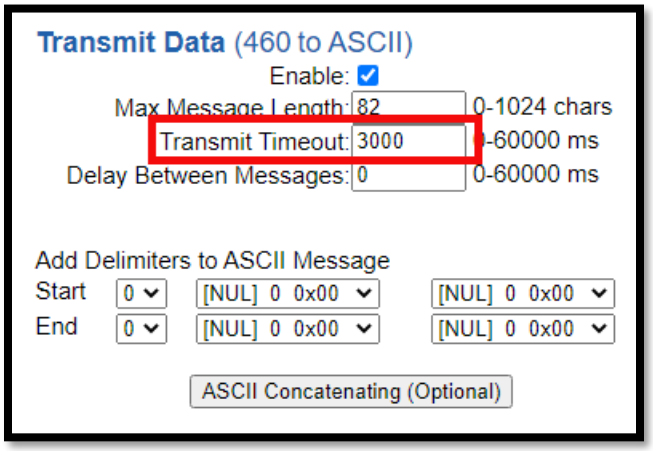


   b. **Option 2:** Technology Triggering (A/USB/TCP/WI). This method is chosen if the Transmit Timeout field is left at 0 and the trigger variables (as described in ASCII Configuration – Technology Triggering Method section of this manual) are mapped. This will disable Change-of-State. This method is recommended if your product is not an 460ETC product.
      NOTE: If you have an 460ETC it's high recommended you use the Optimization Triggering.

      Example 2: Using the Technology Triggering Mappings (shown below in the Technology Triggering Method section) you can make the data new only with a trigger. If you want to send the same/new message of based on a trigger and NOT cyclically, then keep the Transmit Timeout at 0 **AND** use the 2 Trigger Mappings. *See below for more examples in the* ASCII Configuration – Technology Triggering Method.

c. **Option 3:** Cyclic and Trigger can co-exist. For this to happen, the Transmit Timeout field needs be to nonzero and the trigger variables (as described in ASCII Configuration – ASCII Message Triggering Method section of this manual) are also mapped.

Example 3: From the PLC, send a message of "hello", based on whatever gets triggered first (the 3000ms Timeout or the trigger data point) the ASCII device will get updated. If the trigger data point is not updated, the then the RTA gateway will send the data every x ms to the ASCII device. See below for more examples in the ASCII Configuration – Technology Triggering Method.

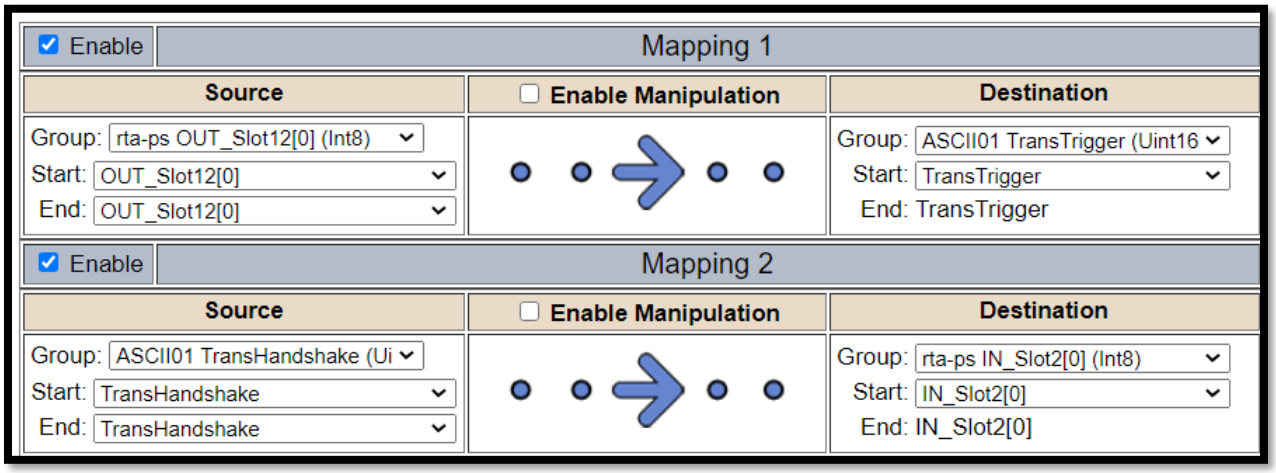


Technology Triggering Method

This method allows the other protocol to signal when to send the next message using data handshakes. These "signals" are controlled using data variables (TransTrigger and TransHandshake) already in the mapping. The method will send the new/old data when triggered.

NOTE: These two data variables will need to be mapped manually on the Data Mapping webpage since it will not be mapped using Auto-Map.

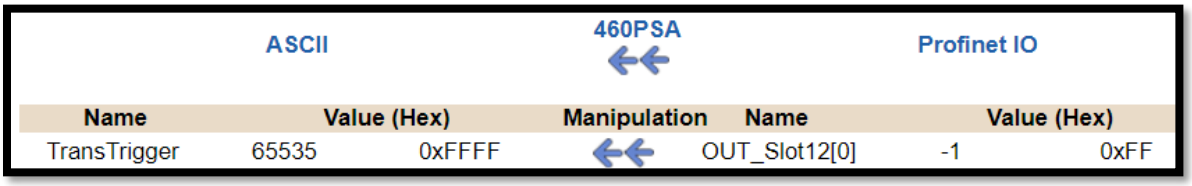
While these two data variables are mapped, the Change-of-State method is disabled but messages can still be sent via the cyclic method, if configured. For more information on the ASCII triggering methods, please see the Transmit Data – Triggering Methods section of this user guide.



How the triggering method works: The example shown below is our 460PS* (*A/TCP/USB)

1. The mating protocol sends a numbered value to the ASCII TransTrigger diagnostic variable. This value must be different from the previous value for a new message to be triggered. The following example is Slot 12[0] as the trigger for the PLC to update everything in Slot 11[0] which is the data.
2. Depending on the TransTigger value in the Display Data page, one of 4 things will occur:
   a. If TransTrigger = 65535, then the triggering method is disabled. Usually on powerup.

RTA460 Display Data Example:



b. If TransTrigger = 0, then the triggering method is enabled, but no message will transmit.
RTA460 Display Data Example:

ASCII			460PSA	Profinet IO	
Name	**Value (Hex)**	**Manipulation**	**Name**	**Value (Hex)**	
TransTrigger	0	0x0000	←	OUT_Slot12[0]	0	0x00
Trans_Field01	11	0x000B	←	OUT_Slot11[0]	11	0x0B

TIA Portal Example: The data will still go to the RTA gateway, however the RTA gateway will NOT transmit the data to the ASCII device until the Slot12[0] triggers the TransTrigger.

	Name	Address	Display for..	Monitor ...	Modify va...	Comment
1		%QB80	DEC+/-		11	Data to RTA ASCII
2		%QB88	DEC+/-		0	Trigger data to RTA

c. If TransTrigger is between 1-65534 **AND** the value **IS** equal to the TransHandshake diagnostic variable, then no new message will transmit, until Slot 12[0] triggers again.

RTA460 Display Data Example:

ASCII			460PSA	Profinet IO	
Name	**Value (Hex)**	**Manipulation**	**Name**	**Value (Hex)**	
TransTrigger	1	0x0001	←	OUT_Slot12[0]	1	0x01

ASCII			460PSA	Profinet IO	
Name	**Value (Hex)**	**Manipulation**	**Name**	**Value (Hex)**	
TransHandshake	1	0x0001	→	IN_Slot2[0]	1	0x01

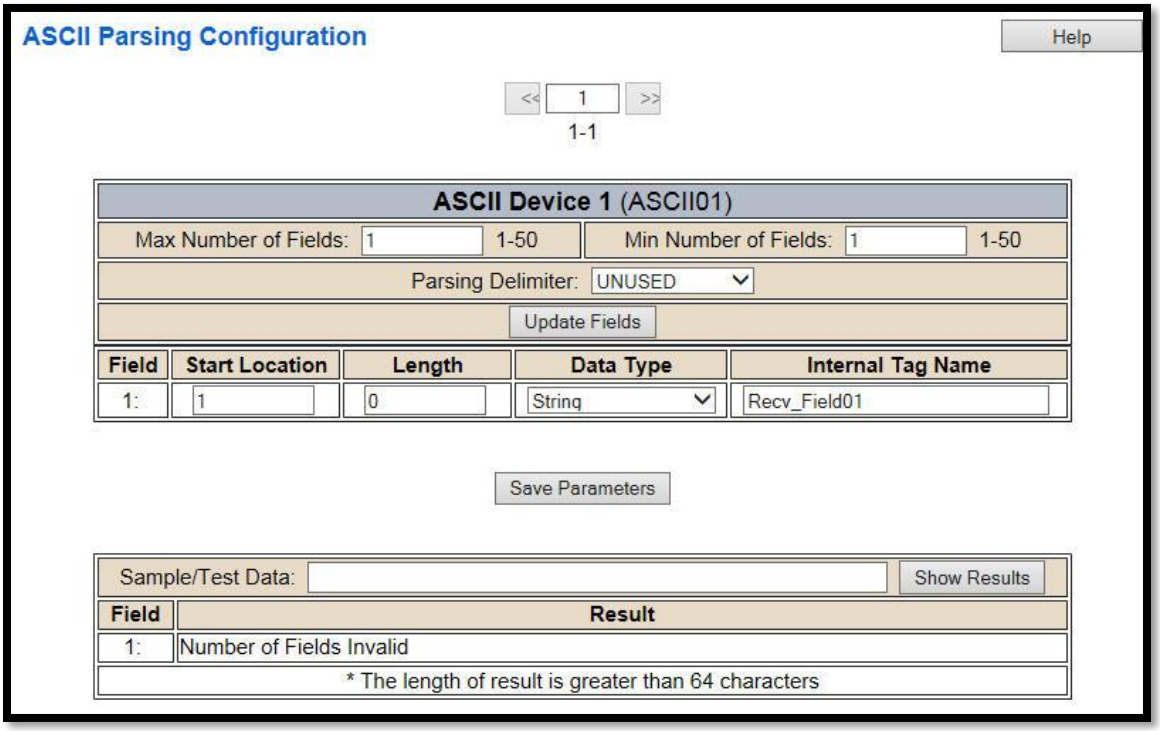
d. If TransTrigger is between 1-65534 **AND** the value **IS NOT** equal to the TransHandshake diagnostic variable, then a new message will be transmitted. The value in TransTrigger will then be moved to TransHandshake.
TIA Portal Example: Once the Slot12[0] increments (data is sent from the PLC to the ASCI device) then the Slot2[0] will get updated with the handshake

	Name	Address	Display format	Monitor value	Modify value	Comment
1		%QB80	DEC+/-		11	Data to RTA ASCII
2		%QB88	DEC+/-		1	Trigger data to RTA

	Address	Display format	Monitor value	Modify value	Comment
1	%IB92	DEC+/-	0		Data From RTA
2	%IB100	DEC+/-	1		RTA Handshake

ASCII Parsing

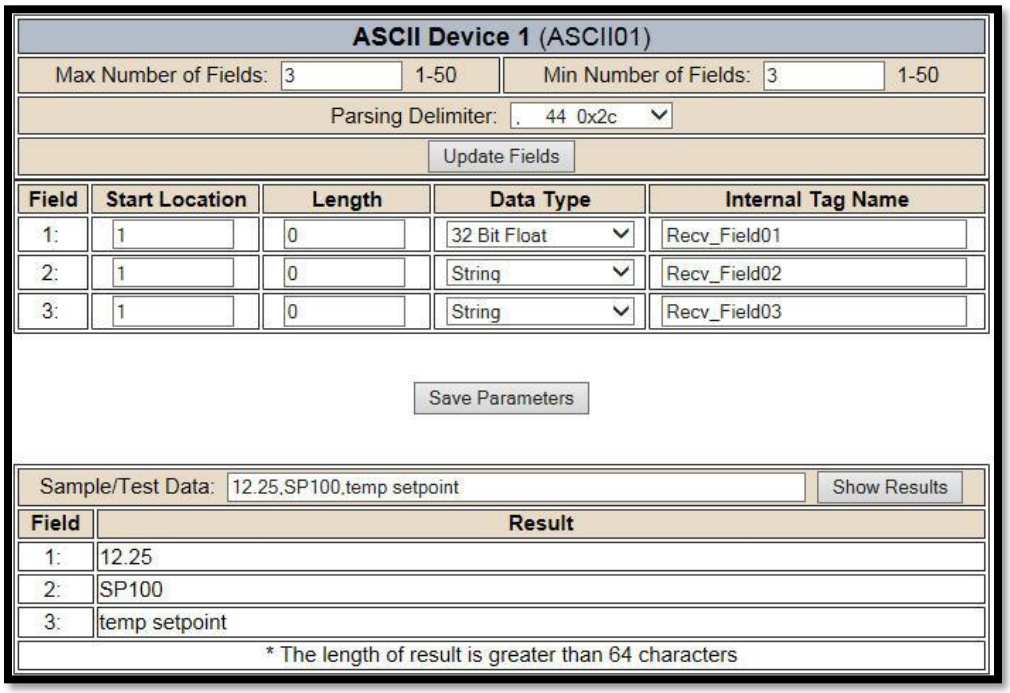
The ASCII parsing feature allows you to break apart an incoming ASCII string by delimiter or character offset into multiple data fields. You can then apply a data type to the fields and deliver them to user defined locations in the mating protocol. Click the **ASCII Parsing (Optional)** button at the bottom of the ACII Configuration page to access the ASCII Parsing Configuration page for this device.



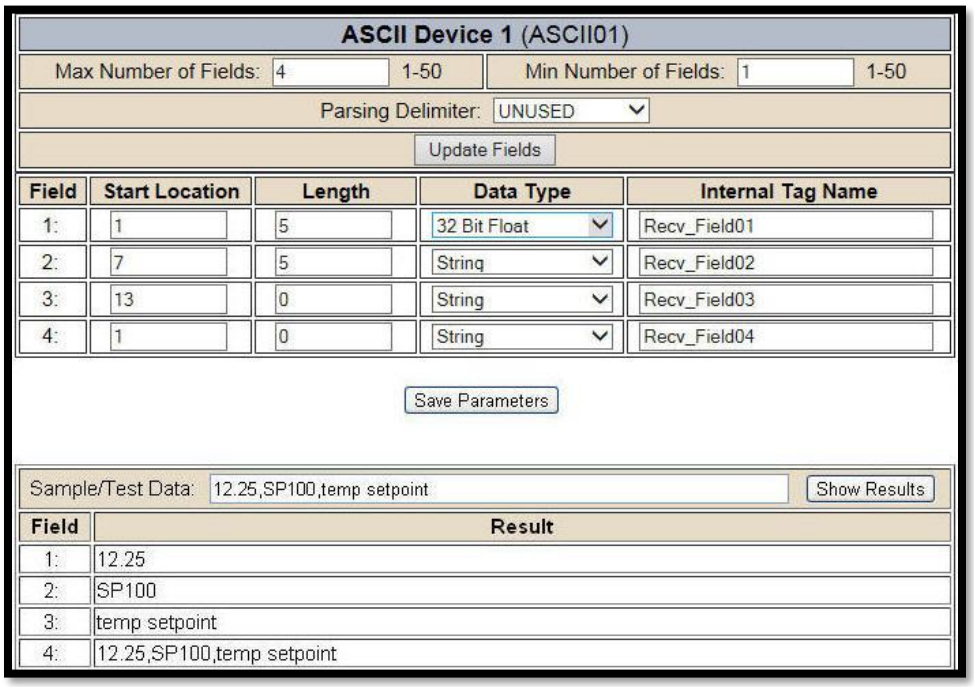
1. **Max Number of Fields:** This indicates the max number of fields the ASCII data will be parsed into (up to 50 values per message).
2. **Min Number of Fields:** This indicates the min number of fields that must be present in an ASCII string for the message to be considered valid. An error will be flagged if the actual number of fields is less than this value.
3. **Parsing Delimiter:** This defines the delimiter that will be used to parse an ASCII message. If delimiters are not present, select UNUSED and use the length fields to parse the message.
4. **Start Location & Length:**
   a. If a parsing delimiter is used, the **Start Location** will be the first character of the data field. The **Length** will be the number of characters from the Start Location. If the **Length** is 0, the gateway will read the entire field.
   b. If the parsing delimiter is unused, then the **Start Location** will be the first character of the string. The **Length** will be the number of characters from the Start Location. If the **Length** is 0, the gateway will read the entire message from the **Start Location** to the end of the ASCII string.
5. **Data Type:** Select the data type of the parsed value.
6. **Internal Tag Name:** Enter a name to reference this tag within the gateway's display and mapping pages.

ASCII Parsing Examples

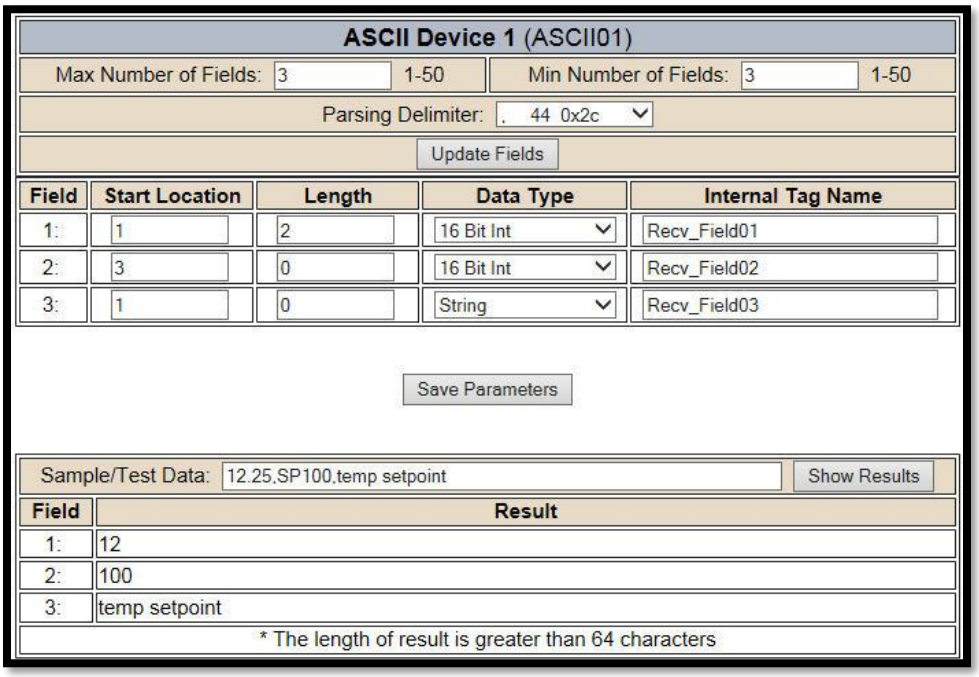
Example #1 - Parsing a message using the Parsing Delimiter option:
In this example, we are separating the string "12.25,SP100,temp setpoint" by a comma delimiter. The first value is being parsed into a float data type, the second and third values are being parsed into a string data type. Since the Min Number of Fields is 3, all 3 fields must be present for the message to be considered valid and processed. The output is seen below:



Example #2 - Parsing a message without the Parsing Delimiter option:
In this example, we are separating the fields in the string "12.25,SP100,temp setpoint" using the start and length parameters. The first value is being parsed from the 1st character for a length of 5 and stored into a float data type. The second value is being parsed from the 7th character for a length of 5 characters and stored into a string data type. The third value is being parsed starting from the 13th character for the rest of the remaining characters and stored into a string. The fourth value contains the entire ASCII message and is stored into a string. Only the first field needs to be present for the data to be considered valid and will be processed. If less than field 1 is present, the message will not be parsed and will be flagged an error. The output is seen below:

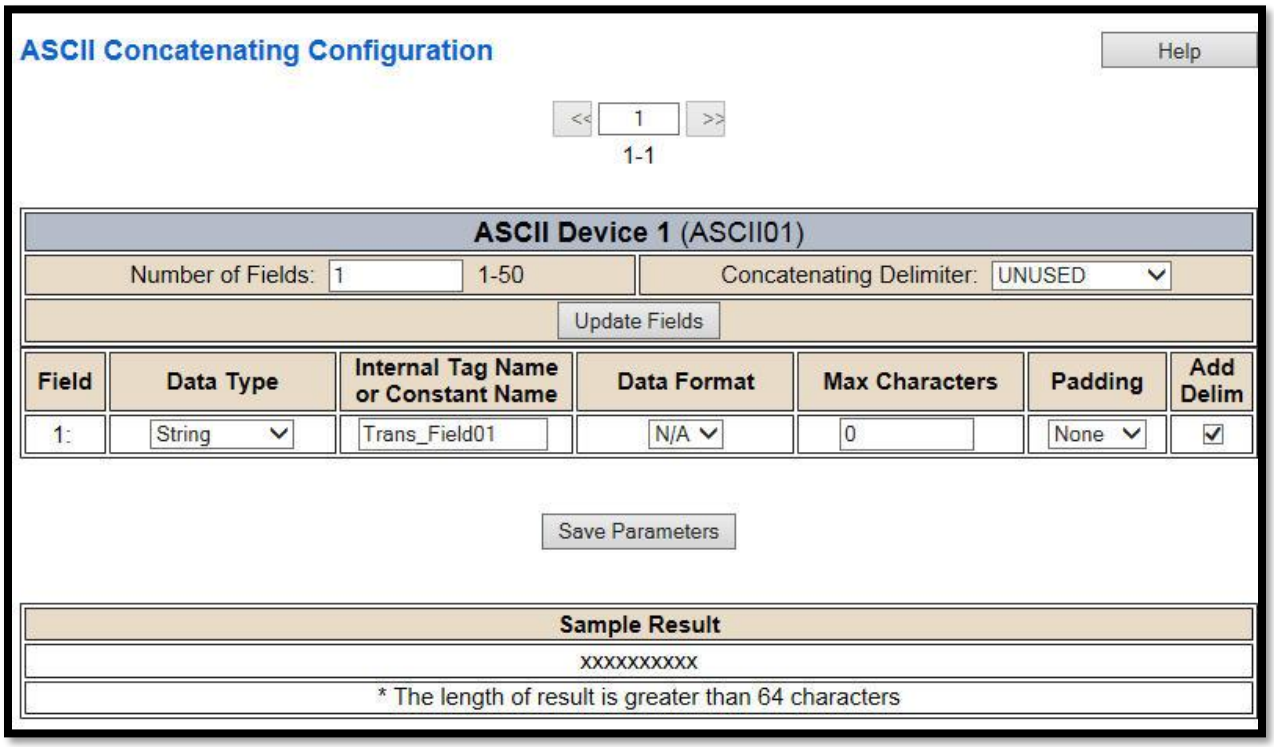


Example #3 - Parsing a message using the Parsing Delimiter option and Start Location and Length:
In this example, we are separating the fields in the string "12.25,SP100,temp setpoint" using the comma delimiter, the start, and length fields. The first value is being parsed from the 1st character for a length of 2 and stored into an integer data type. The second value is being parsed from the 3rd character of the second comma-parsed field for the remainder of that field and stored into an integer data type. The third value is being parsed starting from the 1st character of the third comma-parsed field for that entire field and stored into a string. All 3 fields need to be present for the message to be valid. The output is seen below:



ASCII Concatenating

The ASCII concatenating feature allows you to combine multiple data points and locations, in the mating protocol, into a single ASCII string. Click the **ASCII Concatenating (Optional)** button at the bottom of the ACII Configuration page to access the ASCII Concatenating Configuration page for this device.



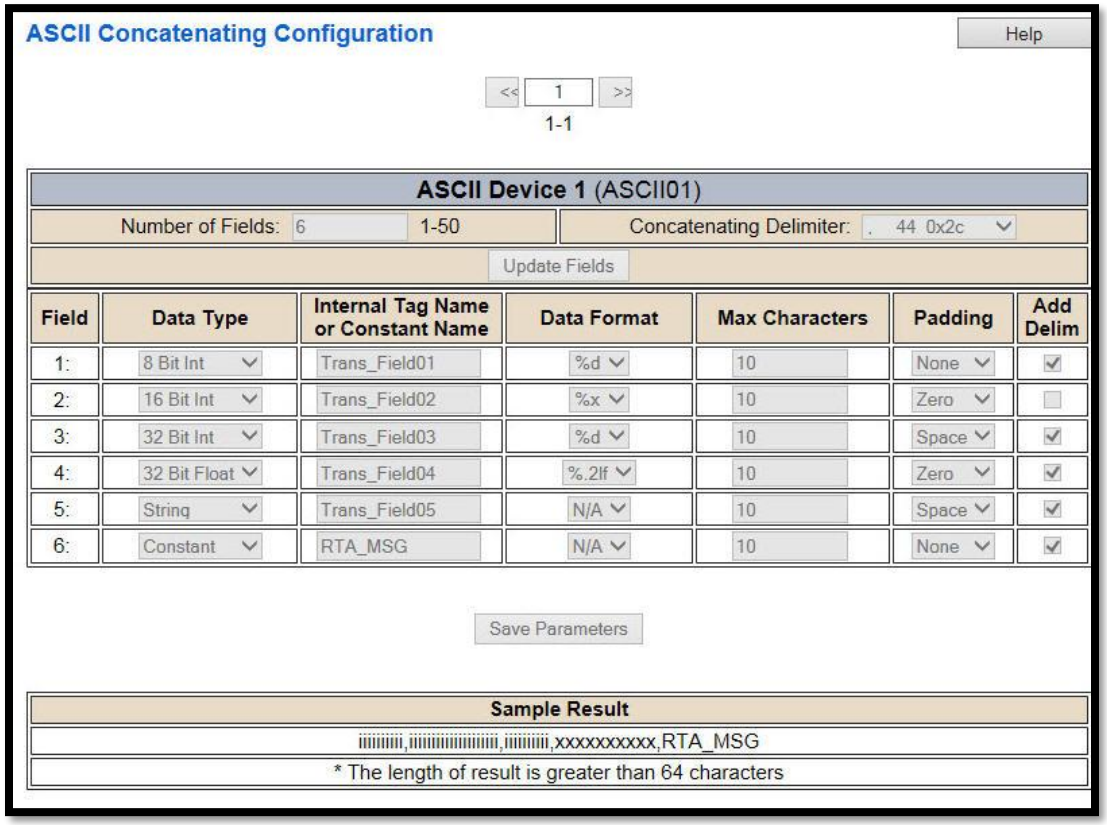
1. **Number of Fields:** This indicates how many values will be concatenated together to form a single ASCII message (up to 50 values per message).
2. **Concatenating Delimiter:** This adds a delimiter between data fields in the ASCII string. If a delimiter should not appear between each of the fields, select UNUSED.
3. **Data Type:** Select the data type of the parsed value.
   a. Signed and Unsigned 8/16/32/64 Bit Integers
   b. 32/64 Bit Floating Points
   c. String – in order to use, a String data type must be selected in the other protocol. Cannot concatenate an Integer to a String.
   d. Constant String
4. **Internal Tag Name/Constant Name:**
   a. If data type other than Constant String is selected, then this will be the name to reference this tag within the gateway. This value is used on the display page and the mapping page.
   b. If data type Constant String is selected, then this is the string value that will send.

5. **Data Format:**
   a. %d – used for Signed Integers
   b. %u – used for Unsigned Integers
   c. %lf – used for Floating Points with no set decimal precision
   d. %.1lf…%.6lf – used for Floating Points to show the offset of the decimal point value
      i. EX: 123.456789 set as %.3lf will display as 123.456
   e. %e – used for Exponential Notation
   f. %x – used to represent Hexadecimal values for Signed/Unsigned Integers or Floating points
   g. String and Constant String data types do not use this field
6. **Max Characters:** This is the max number of characters that can be transmitted for a single field.
   Special Cases
   a. If set to 0, the entire field is transmitted.
   b. If the length of the value is less than the Max Characters, then the Padding Character will be used (if set).
   c. If the length of the value is greater than the Max Characters, then the value will be truncated.
7. **Padding:** If the length of the value is less than the Max Characters padding Zeroes, Spaces, or Nothing to the remaining character placeholders, the padding will occur to the left of the value.
8. **Add Delim:** Used when a concatenating delimiter is selected. Check to add the concatenating delimiter to the end of that field.
9. **Sample Result:** This will display an example of how the data will output. This will not display live data. It provides an example of the string structure.
   NOTE: Sample Result field will only show the first 64 characters of the message.
   a. String data and constant data types will display as *x*'s.
   b. Any other data type will display as *i*'s.
   NOTE: For display purposes, if Max Characters is set to 0, only 10 characters will display for that field in the Sample Result section. The true value, if larger, will be processed correctly.
   EX: Field 1 is set for a String data type and Max Characters is set to 0, only 10 *x*'s will display in the sample result even though the max character length is set to 50.

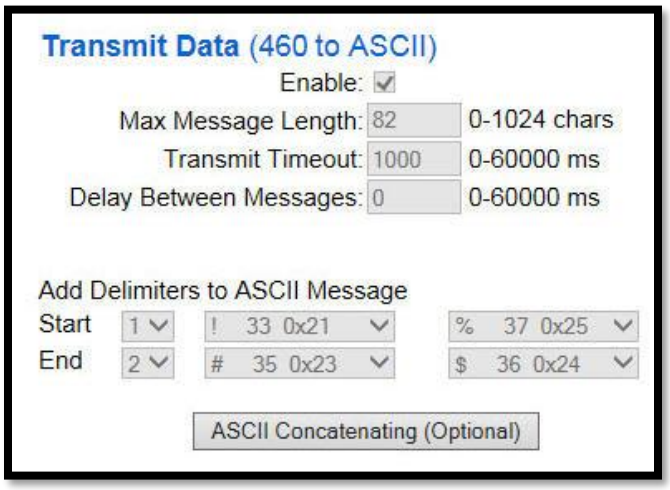
ASCII Concatenating Examples

Example #1 - Concatenating a message using the concatenating delimiter option:
In this example, the comma is selected as the concatenating delimiter. Let's look at each field closer:

1. Field 1 –8 bit int represented as Trans_Field01 in the gateway. It will output as an integer with a max of 10 characters. No padding is used and a comma will be added to the end of the value.
   a. EX: "34,"
2. Field 2 –16 bit int represented as Trans_Field02. It will output in Hexadecimal with a max of 10 characters, padded with zeros and no comma will be added to the end of the value.
   a. EX: "00000000A0"
3. Field 3 –32 bit int represented as Trans_Field03. It will output as an integer with a max of 10 characters, padded with spaces and a comma will be added to the end of the value.
   a. EX: "___123456," (shown with _'s to see spaces)
4. Field 4 –32 bit float represented as Trans_Field04. It will output as a float with 2 decimal places with a max of 10 characters, padded with zeros and a comma will be added to the end of the value.
   a. EX: "00001234.56,"
5. Field 5 –String represented as Trans_Field05 in the gateway. It will output as string with a max of 10 characters, padded with spaces and a comma will be added to the end of the value.
   a. EX: "__testing," (shown with _'s to see spaces)
6. Field 6 – Constant String will output as "RTA_MSG" with a max of 10 characters. No padding is used and no comma will be added to the end (though checked) since it is the last field.
   a. EX: "RTA_MSG"



Below is a sample of the Transmit Data is set up with the following delimiters:



Example 1 Sample Result: This use case is sending data via 5 PLC tags. Using the concatenating setup example and the transmit example, the ASCII data will be displayed within your ASCII device shown in the example below.



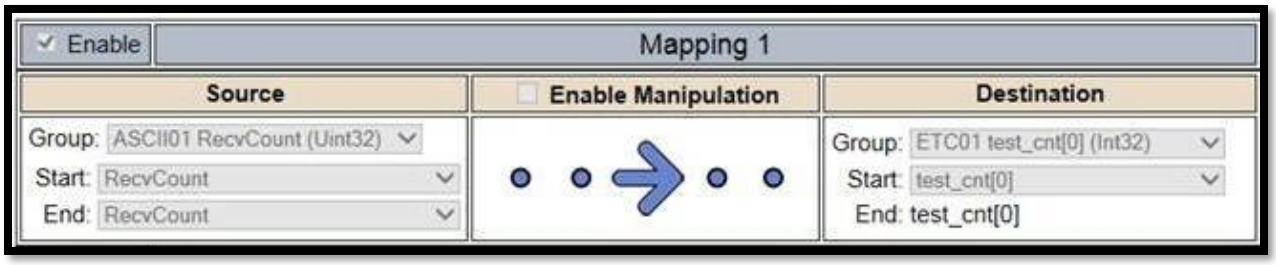
ASCII Message Counter

There is an additional ASCII variable that is very useful to access within the gateway's mating protocol. This data variable will need to be added manually since it will not be mapped using Auto-Map.

RecvCount- indicates how many ASCII messages have been successfully read by the gateway for that device. A successful incoming message means that at least one of our three end cases (Max Length, Timeout or Delimiters) has been met. This will match the Diagnostic Variable Successful Receive Count for each ASCII device.

This variable can be mapped to the mating protocol using the Data Mapping webpage. It is mapped just like the Status_XY variable described in the Data Mapping- Adding Diagnostic Information section of this user guide.

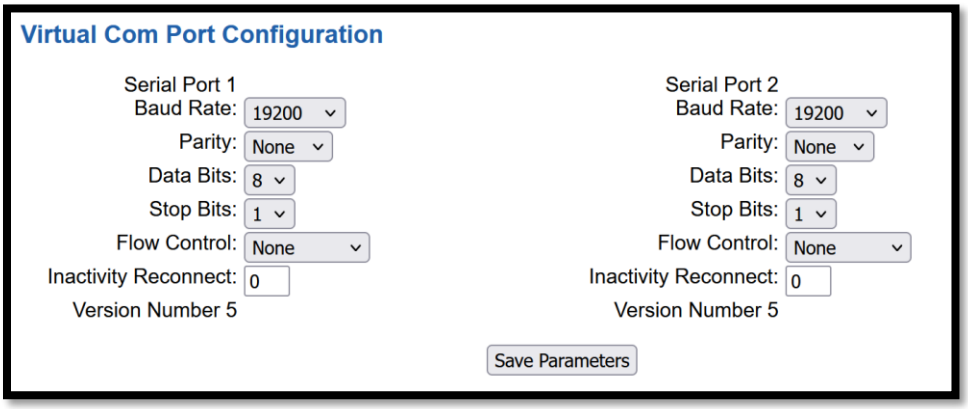
Example: For this example, the other protocol in the gateway is the Allen-Bradley PLC. As you can see from the picture below, the RecvCount for ASCII Device 1 is mapped to the first index of a PLC tag array called test_cnt. The data type of this tag is an Int32 to match the data type of RecvCount. The tag test_cnt[0] will now hold the number of successfully read messages from ASCII Device 1.



Application Use: This is particularly useful for applications connecting devices like barcode scanners and weigh scales. The gateway will cyclically update the mating protocol with the last ASCII message sent, a change in the RecvCount is the only way to identify a new message if the messages are identical.

Virtual Com Config

The Virtual Com Port Configuration page is used to configure serial settings when utilizing a serial connection over USB. This connection would be enabled by a device equipped with something such as the FT232R chipset from FTDI. If a USB serial connection is not being utilized, the settings on this page will not affect communication in any way.



NOTE: If the Version Numbers shown under each port do not match, or one of both of them are blank, please contact RTA for support.

How to Know if a Device is Using Serial over USB

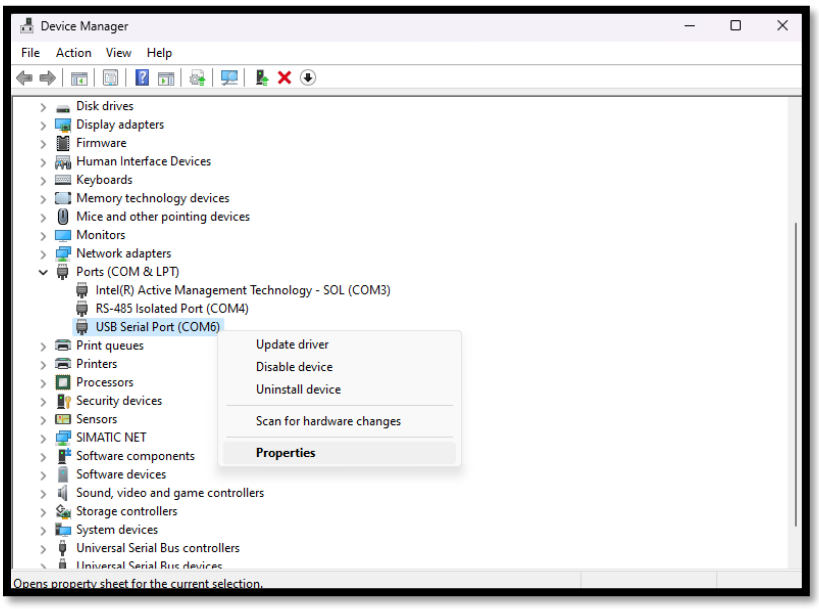
This would typically be called out in a device's documentation, if the documentation lists settings for baud rate, data bits, stop bits, or parity under the USB section, it is likely using serial over USB. This can be verified by sending data to a terminal program running on a PC. Some examples of terminal programs are TerraTerm, Putty, or RealTerm.

How to Check Chipset Type

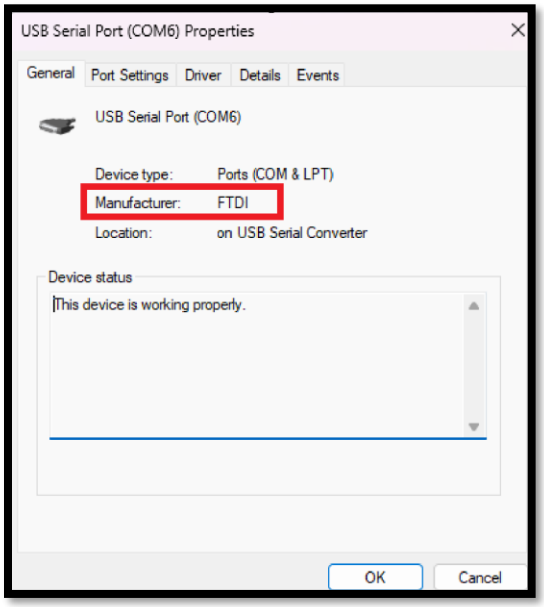
The 460 gateways USB serial connection will only work with chipsets from the manufacturer FTDI. To ensure a USB serial device will work it is recommended to verify that it is using an FTDI chipset. To verify this:

1. Plug the USB serial device into a Windows PC.
2. Open Device Manager.
3. Find your USB serial device in Device Manager. (Likely under the Ports section)

4. Right Click your device and select “Properties”



5. In the properties window ensure the manufacturer is FTDI. If the manufacturer is not FTDI the USB serial connection likely will not work with the 460 gateway.

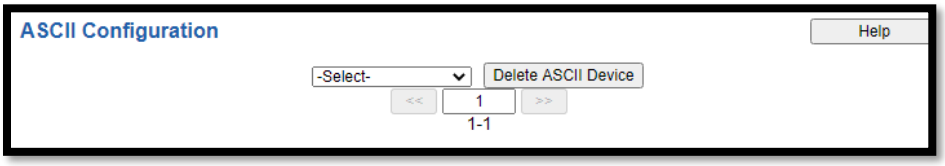


Inactivity Reconnect

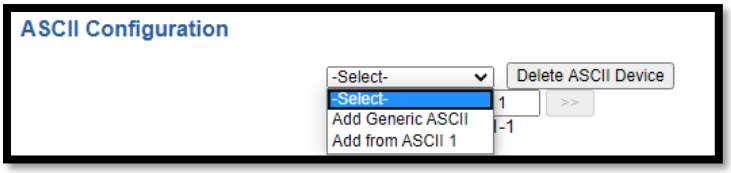
The USB Inactivity Reconnect configuration allows the configuration of an idle timeout of 1-60 minutes for the connected USB device. If a new message from the connected HID device is not received in the configured

interval, the gateway will reset the USB connection to ensure the device is still connected. The default value of 0 will disable this feature.

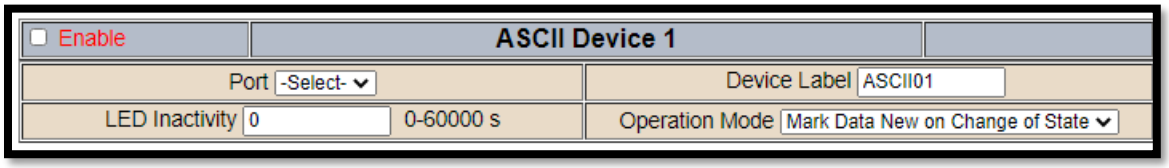
ASCII Configuration



1. To add an ASCII device or additional ASCII devices, click the -Select- dropdown menu under ASCII Configuration and select **Add Generic ASCII** option.

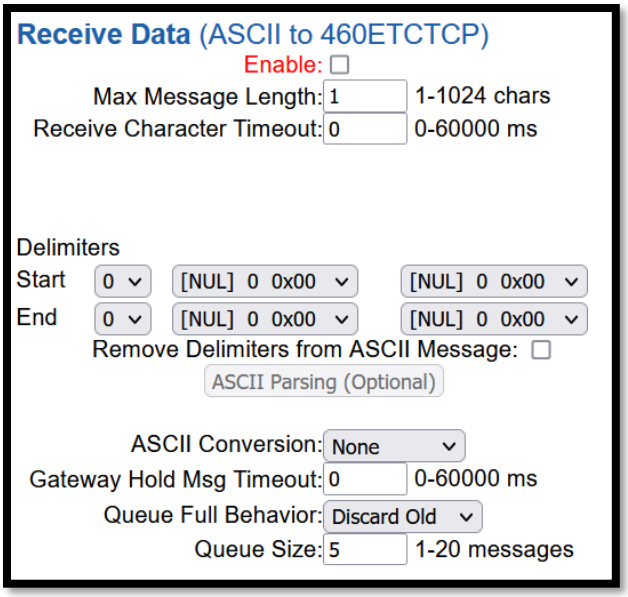


   a. To remove a device, navigate to the ASCII device to delete using the **<<** and **>>** buttons and click the **Delete ASCII Device** button.
   b. To create a new ASCII device with the same parameters already configured from another ASCII device, click the -Select- dropdown menu and select the **Add from ASCII X** option (where X represents the ASCII device you wish to copy parameters from).
   c. Once created, you can make any additional changes needed to that new ASCII device.
2. The **Enable** check box should be selected for the device.
3. **Port**: Select which port is being used for communication. This port must be configured on the Port/USB or TCP/IP (depending on your product) Configuration page. If it has not yet been configured, it will not display in this dropdown.
4. Enter a **Device Label** to identify the device within the gateway.
5. **LED Inactivity Timeout**: Enter the amount of time, in seconds, to wait before flashing the LED red indicating that no messages have been received or transmitted during this time.
6. **Operation Mode:**
   a. Mark Data New on Change of State: Send data to the mating technology, on a per point basis, upon a change of state. For more explanation see the Receive Data – Operation Mode section below.
   b. Mark Data New on New Message: Send data to the mating technology for all data points, no matter change of state or not. For more explanation see the Receive Data – Operation Mode section below.



Receive Data

This side is configured to receive data from the ASCII device into the gateway.



Use the following fields to determine when a message has been received.

1. **Enable**: Check this box to configure the Receive Data section.
2. **Max Message Length**: Enter the max number of characters that can be received by the gateway.
   Example: Max Message Length is set to 5 and the message of "helloworld" was sent by the ASCII device. This will be sent to the other protocol as "hello" followed by "world" as two messages.
3. **Receive Character Timeout:** Enter the max amount of time (in ms) between characters that the gateway will wait before issuing a timeout and calling the message complete.
   Example: If Max Message Length varies in size, then use a timeout to call the message complete rather than message length. You can also use End Delimiters (below) to call a complete message.
4. **Number of Start Delimiters:** Select the number of delimiters that the gateway should look for before the gateway processes the data.
5. **Select Start Delimiters:** Select the Start Delimiters that the gateway should look for.
6. **Number of End Delimiters:** Select the number of delimiters that the gateway should look for to call a message complete.
7. **Select End Delimiters:** Select the End Delimiters that the gateway should look for.
8. **Remove Delimiters from ASCII Message:** If checked, the gateway will remove all delimiters that have been configured before sending it to the other protocol.
9. **ASCII Parsing (Optional):** Additional parsing can be performed on the string before being passed to the other protocol. See the ASCII Configuration - ASCII Parsing section for more information.
10. **ASCII Conversion**
    a. None - received string is treated as is
    b. ASCII Hex - received string must be Hex Digits 0 - F in ASCII
    c. ASCII Raw: received string will be mapped (memory copy) to the byte of data configured
11. **Gateway Hold Msg Timeout:** Enter the amount of time (in ms) to wait before sending a new message to the other protocol.

12. **Queue Full Behavior**: Select which message to discard when the queue is full. Once the queue is full, the gateway will discard either the oldest or newest message (Only used if Gateway Hold Msg Timeout is non-zero).
13. **Queue Size**: Select how many complete messages the gateway will hold before starting to discard (Only used if Gateway Hold Msg Timeout is non-zero).

Receive Data – Operation Mode

Mark Data New on Change of State (COS)

When data comes into the RTA gateway, it will be sent over to the matting protocol only if the data has a different value.



Example for 460ETCA

Operator scans "HelloWorld" with a barcode scanner. That data is gathered in the ASCII side of the RTA gateway, and is then processed and sent over to the ETC side and written over to the Allen-Bradley PLC. The next time the operator scans the same barcode "HelloWorld", the ASCII side gathers the data, but the data didn't change so it will not be sent over to the ETC portion of the RTA gateway. If the operator scans "1234567890" with the barcode scanner, the ASCII side of the RTA gateway will process the data and since the data has changed it will be sent over to ETC and sent over to the PLC.

Mark Data New on New Message

When data comes into the RTA gateway, it will be sent over to the matting protocol regardless if it's the same data. This allows you to send the same data again to the mating protocol.

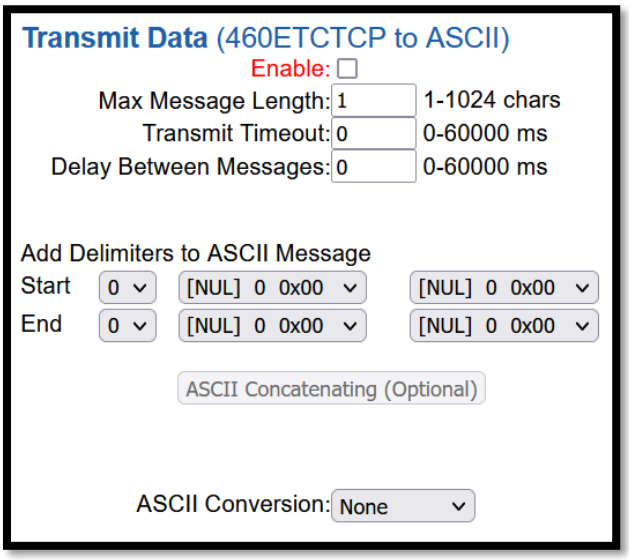


Example ETCA

Operator scans "HelloWorld" with a barcode scanner. That data is gathered in the ASCII side of the RTA gateway, and is then processed and sent over to the ETC side and written over to the Allen-Bradley PLC. The next time the operator scans the same barcode "HelloWorld", the ASCII side gathers the data, it gets processed then sent over to the ETC portion of the RTA gateway to be sent out. If the operator scans "1234567890" the ASCII side of the RTA gateway will process the data and send it over to ETC side and then the PLC.

Transmit Data

This side is configured to transmit data from the gateway into the ASCII device.



Use the following setup fields to help the 460 transmit an ASCII message.

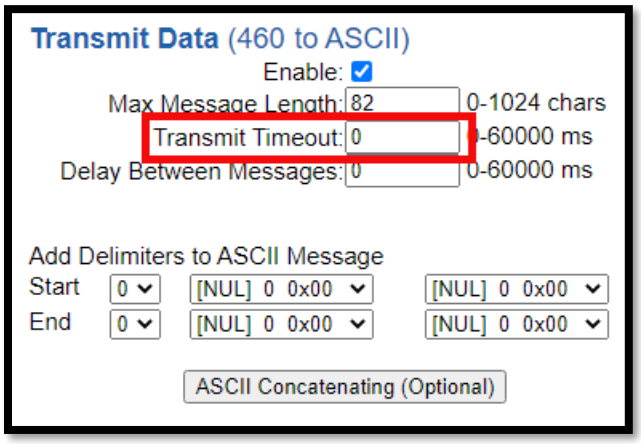
1. **Enable**: Check this box to configure the Transmit Data section.
2. **Max Message Length**: Enter the max number of characters that can be transmitted by the gateway.
3. **Transmit Timeout:** Enter the amount of time (in ms) that the gateway waits before sending an ASCII message (0 Sends Immediately). If the data has changed before the time expires, the gateway immediately sends the message to the ASCII device.
4. **Delay Between Messages:** Enter the amount of time (in ms) that the gateway waits before verifying a Change of State of the ASCII message OR will start the Transmit Timeout.
5. **Number of Start Delimiters:** Select the number of delimiters that will be added onto the beginning of the ASCII string.
6. **Select Start Delimiters:** Select the Start Delimiters that should be added to the ASCII string.
7. **Number of End Delimiters:** Select the number of delimiters that will be added onto the end of the ASCII string.
8. **Select End Delimiters:** Select the End Delimiters that should be added to the ASCII string.
9. **ASCII Concatenating (Optional):** Additional concatenating can be performed on the string before being written to the ASCII device. See the ASCII Configuration - ASCII Concatenating section for more information.
10. **ASCII Conversion:**
    - **a.** None - transmit string is treated as is.
    - b. ASCII Raw - transmit string will be mapped (memory copy) from the byte of data configured.

Transmit Data – Triggering Methods

There are 3 methods that determine when the message is ready to be transmitted to your ASCII device:

1. **Cyclic** – This means that every *x* ms a new ASCII message will be transmitted, regardless of whether the data has changed or not.
2. **Triggering** – This means that a trigger event determines when a new ASCII message will be transmitted. Some methods can co-exist with others. Here are the optional rules:
   a. **Option 1:** Change-Of-State is defaulted, so this method is chosen if the Transmit Timeout field is left at 0 and **ALL** data is new.

      Example 1: Send a message of "hello" from the PLC to the RTA gateway. The ASCII device see's "hello". Send "hello' again and nothing will happen because of the RTA Change-of-State Rule.

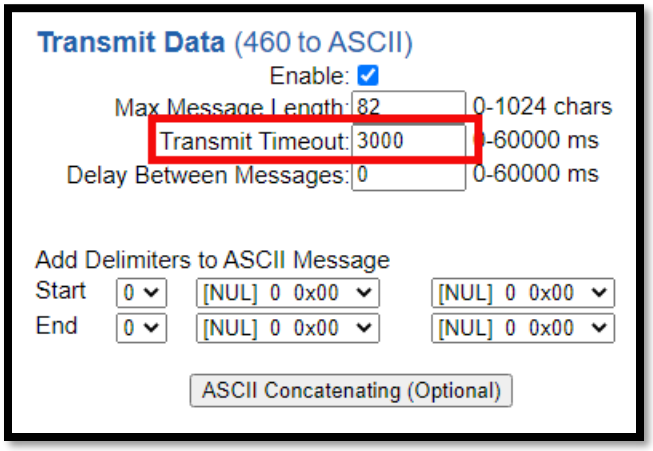


   b. **Option 2:** Technology Triggering (A/USB/TCP/WI). This method is chosen if the Transmit Timeout field is left at 0 and the Trigger Variables (as described in ASCII Configuration – Technology Triggering Method section of this manual) are mapped. This will disable Change-of-State. This method is recommended if your product is not a 460ETC product.
      NOTE: If you have a 460ETC it's high recommended you use Optimization Triggering.

      Example 2: Using the Technology Triggering Mappings (shown below in the Technology Triggering Method section), you can make the data new only with a trigger. If you want to send the same/new message of based on a trigger and NOT cyclically, keep the Transmit Timeout at 0 **AND** use the 2 Trigger Mappings. *See below for more examples in the* ASCII Configuration – Technology Triggering Method.

c. **Option 3:** Cyclic and Trigger can co-exist. For this to happen, the Transmit Timeout field needs be to nonzero and the Trigger Variables (as described in ASCII Configuration – ASCII Message Triggering Method section of this manual) are also mapped.

Example 3: Send a message of "hello" from the PLC. Based on whatever is triggered first (the 3000ms Timeout or the Trigger data point), the ASCII device will get updated. If the trigger data point is not updated, the then the RTA gateway will send the data every x ms to the ASCII device. See below for more examples in the ASCII Configuration – Technology Triggering Method.

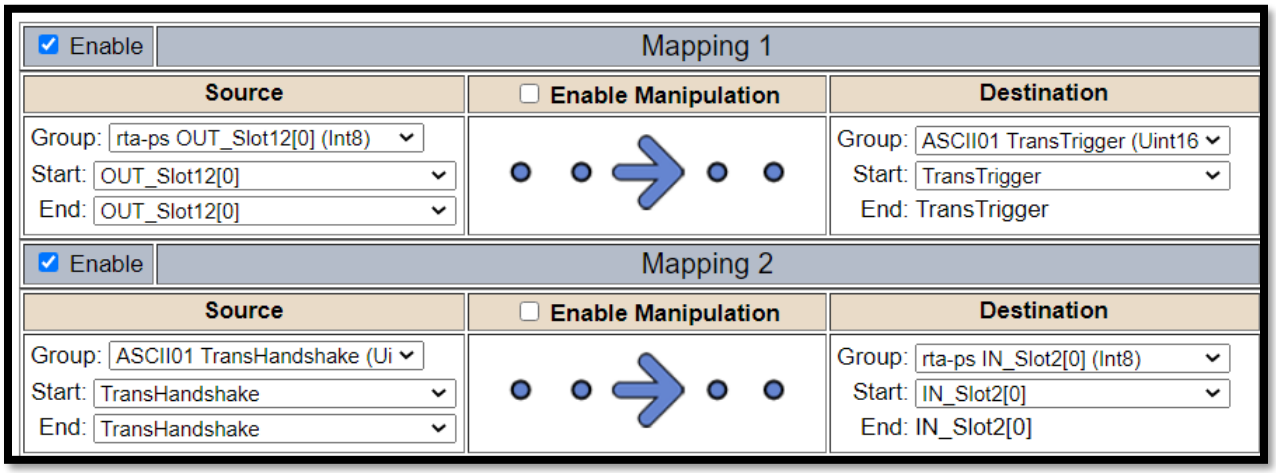


Technology Triggering Method

This method allows the other protocol to signal when to send the next message using data handshakes. These "signals" are controlled using data variables (TransTrigger and TransHandshake) already in the mapping. Then Method will send the new/old data when triggered.

NOTE: These two data variables will need to be mapped manually on the Data Mapping webpage since it will not be mapped using Auto-Map.

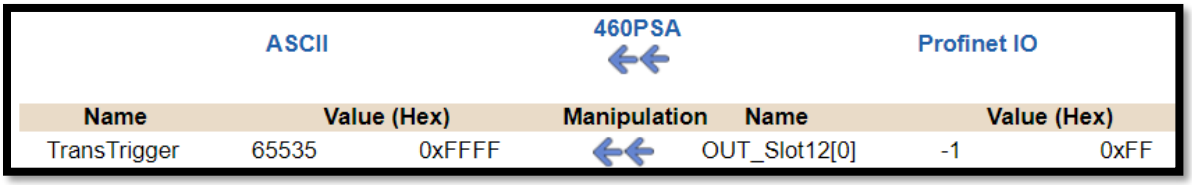
While these two data variables are mapped, the Change-of-State method is disabled but messages can still be sent via the cyclic method, if configured. For more information on the ASCII triggering methods, please see the Transmit Data – Triggering Methods section of this user guide.



How the triggering method works: The example shown below is our 460PS* (*A/TCP/USB)

1. The mating protocol sends a numbered value to the ASCII TransTrigger diagnostic variable. This value must be different from the previous value for a new message to be triggered. The following example is Slot 12[0] as the trigger for the PLC to update everything in Slot 11[0] which is the data.
2. Depending on the TransTigger value in the Display Data page, one of 4 things will occur:
   a. If TransTrigger = 65535, then the triggering method is disabled. Usually on powerup.

RTA460 Display Data Example:



b. If TransTrigger = 0, then the triggering method is enabled, but no message will transmit.
RTA460 Display Data Example:

ASCII			460PSA	Profinet IO	
Name	**Value (Hex)**	**Manipulation**	**Name**	**Value (Hex)**	
TransTrigger	0	0x0000	OUT_Slot12[0]	0	0x00
Trans_Field01	11	0x000B	OUT_Slot11[0]	11	0x0B

TIA Portal Example: The data will still go to the RTA gateway, however the RTA gateway will NOT transmit the data to the ASCII device until the Slot12[0] triggers the TransTrigger.

	Name	Address	Display for..	Monitor ...	Modify va...	Comment
1		%QB80	DEC+/-		11	Data to RTA ASCII
2		%QB88	DEC+/-		0	Trigger data to RTA

c. If TransTrigger is between 1-65534 **AND** the value **IS** equal to the TransHandshake diagnostic variable, then no new message will transmit, until Slot 12[0] triggers again.

RTA460 Display Data Example:

ASCII			460PSA	Profinet IO	
Name	**Value (Hex)**	**Manipulation**	**Name**	**Value (Hex)**	
TransTrigger	1	0x0001	OUT_Slot12[0]	1	0x01

ASCII			460PSA	Profinet IO	
Name	**Value (Hex)**	**Manipulation**	**Name**	**Value (Hex)**	
TransHandshake	1	0x0001	IN_Slot2[0]	1	0x01

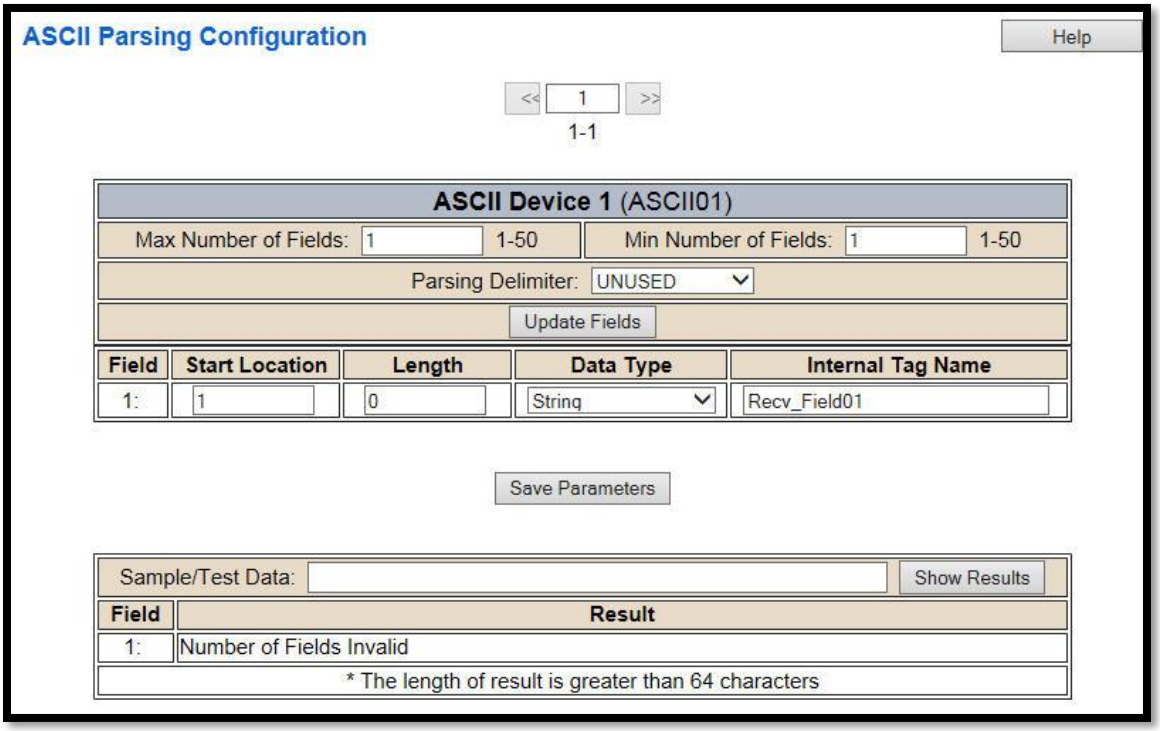
d. If TransTrigger is between 1-65534 **AND** the value **IS NOT** equal to the TransHandshake diagnostic variable, then a new message will be transmitted. The value in TransTrigger will then be moved to TransHandshake.
TIA Portal Example: Once the Slot12[0] increments (data is sent from the PLC to the ASCI device) then the Slot2[0] will get updated with the handshake

	Name	Address	Display format	Monitor value	Modify value	Comment
1		%QB80	DEC+/-		11	Data to RTA ASCII
2		%QB88	DEC+/-		1	Trigger data to RTA

	Address	Display format	Monitor value	Modify value	Comment
1	%IB92	DEC+/-	0		Data From RTA
2	%IB100	DEC+/-	1		RTA Handshake

ASCII Parsing

The ASCII Parsing feature allows you to break apart an incoming ASCII string by delimiter or character offset into multiple data fields. You can then apply a data type to the fields and deliver them to user defined locations in the mating protocol. Click the **ASCII Parsing (Optional)** button at the bottom of the ACII Configuration page to access the ASCII Parsing Configuration page for this device.



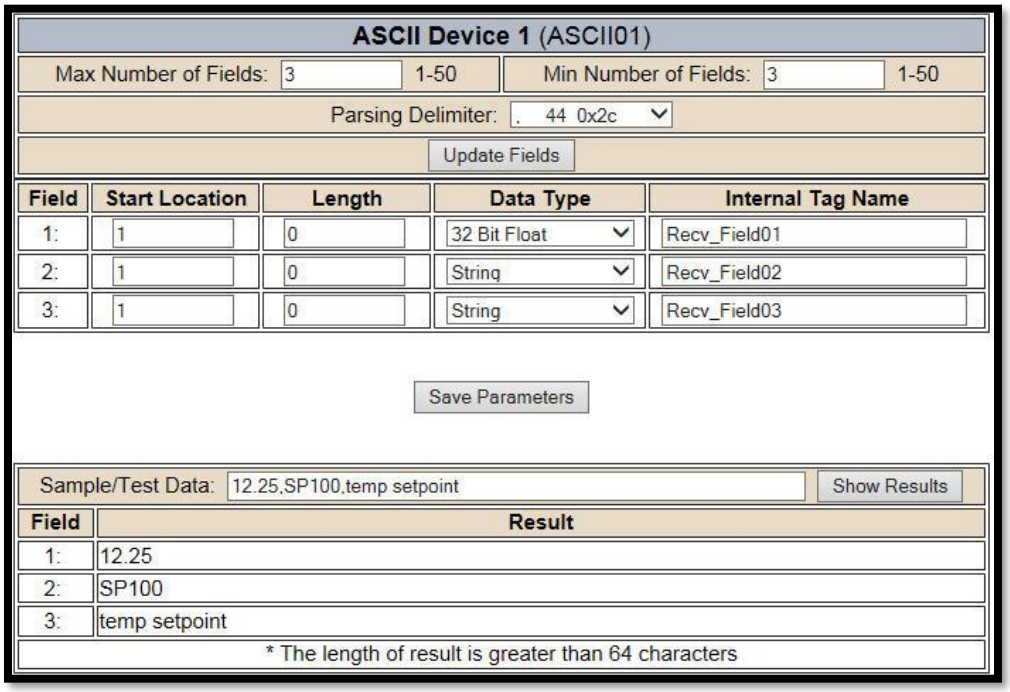
1. **Max Number of Fields:** This indicates the max number of fields the ASCII data will be parsed into (up to 50 values per message).
2. **Min Number of Fields:** This indicates the min number of fields that must be present in an ASCII string for the message to be considered valid. An error will be flagged if the actual number of fields is less than this value.
3. **Parsing Delimiter:** This defines the delimiter that will be used to parse an ASCII message. If delimiters are not present, select UNUSED and use the length fields to parse the message.
4. **Start Location & Length:**
   a. If a Parsing Delimiter is used, the **Start Location** will be the first character of the data field. The **Length** will be the number of characters from the Start Location. If the **Length** is 0, the gateway will read the entire field.

b. If the Parsing Delimiter is unused, then the **Start Location** will be the first character of the string. The **Length** will be the number of characters from the Start Location. If the **Length** is 0, the gateway will read the entire message from the **Start Location** to the end of the ASCII string.

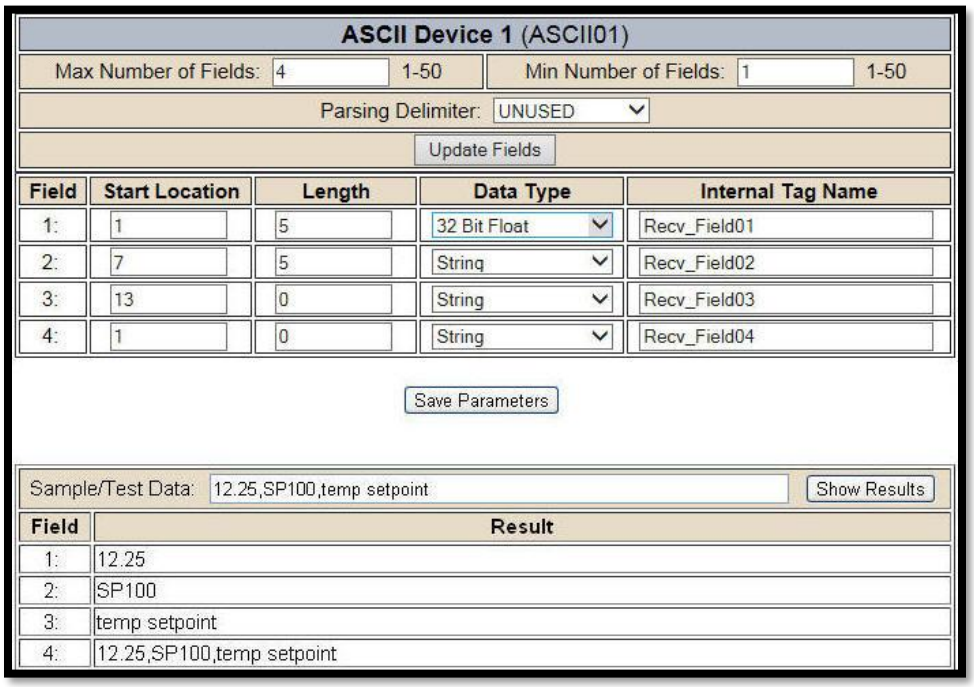
5. **Data Type:** Select the data type of the parsed value.
6. **Internal Tag Name:** Enter a name to reference this tag within the gateway's display and mapping pages.

ASCII Parsing Examples

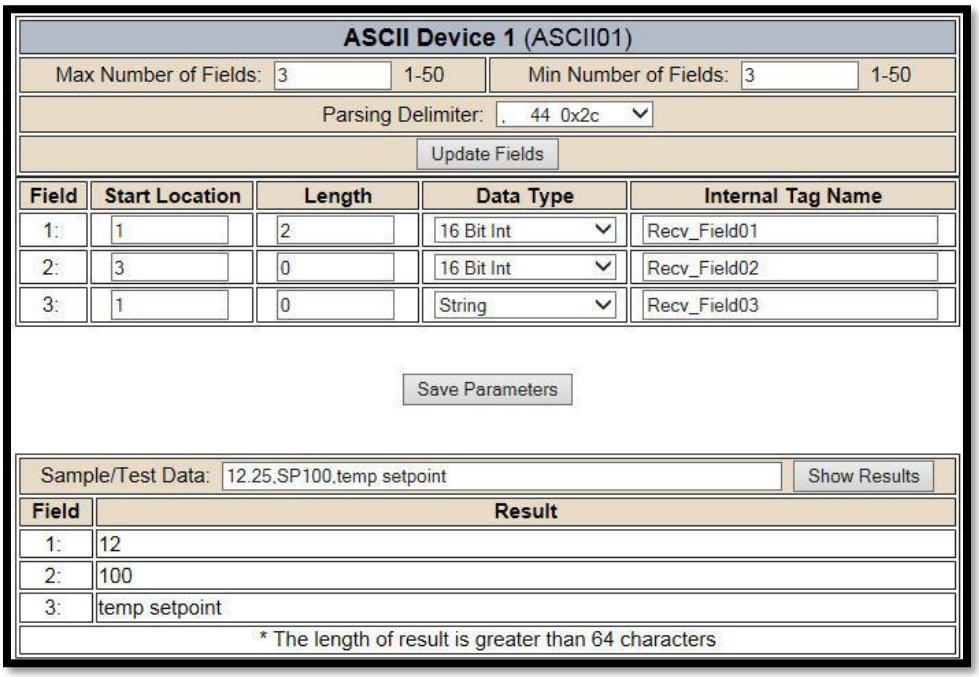
Example #1 - Parsing a message using the Parsing Delimiter option:
In this example, we are separating the string "12.25,SP100,temp setpoint" by a comma delimiter. The first value is being parsed into a float data type, the second and third values are being parsed into a string data type. Since the Min Number of Fields is 3, all 3 fields must be present for the message to be considered valid and processed. The output is seen below:



Example #2 - Parsing a message without the Parsing Delimiter option:
In this example, we are separating the fields in the string "12.25,SP100,temp setpoint" using the start and length parameters. The first value is being parsed from the 1st character for a length of 5 and stored into a float data type. The second value is being parsed from the 7th character for a length of 5 characters and stored into a string data type. The third value is being parsed starting from the 13th character for the rest of the remaining characters and stored into a string. The fourth value contains the entire ASCII message and is stored into a string. Only the first field needs to be present for the data to be considered valid and will be processed. If less than field 1 is present, the message will not be parsed and will be flagged an error. The output is seen below:

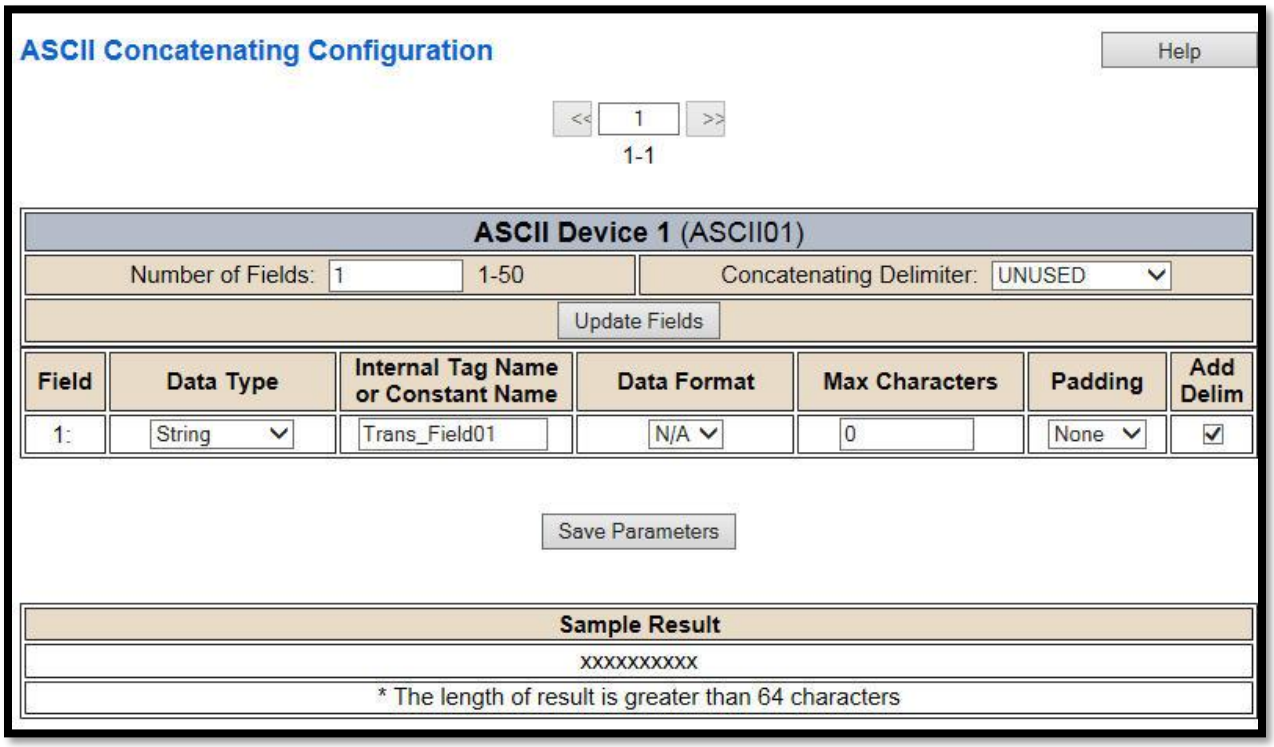


Example #3 - Parsing a message using the Parsing Delimiter option and Start Location and Length:
In this example, we are separating the fields in the string "12.25,SP100,temp setpoint" using the comma delimiter, the start, and length fields. The first value is being parsed from the 1st character for a length of 2 and stored into an integer data type. The second value is being parsed from the 3rd character of the second comma-parsed field for the remainder of that field and stored into an integer data type. The third value is being parsed starting from the 1st character of the third comma-parsed field for that entire field and stored into a string. All 3 fields need to be present for the message to be valid. The output is seen below:



ASCII Concatenating

The ASCII Concatenating feature allows you to combine multiple data points and locations, in the mating protocol, into a single ASCII string. Click the **ASCII Concatenating (Optional)** button at the bottom of the ACII Configuration page to access the ASCII Concatenating Configuration page for this device.



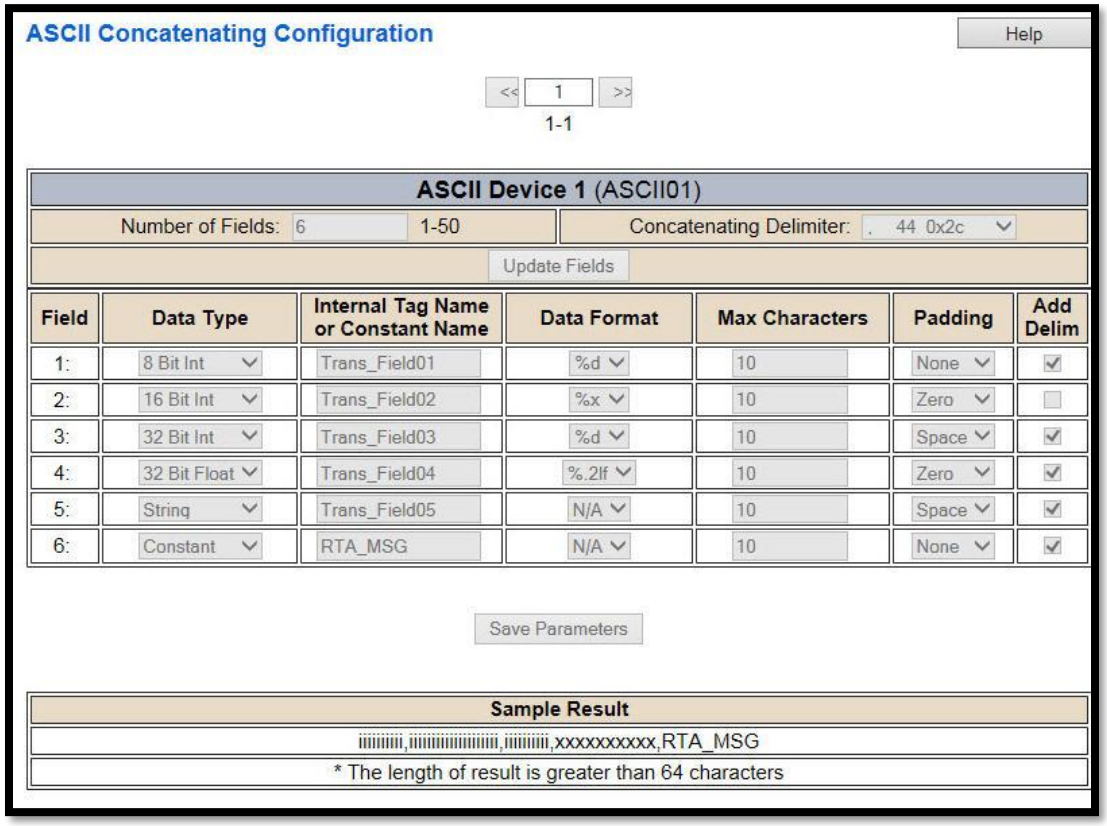
1. **Number of Fields:** This indicates how many values will be concatenated together to form a single ASCII message (up to 50 values per message).
2. **Concatenating Delimiter:** This adds a delimiter between data fields in the ASCII string. If a delimiter should not appear between each of the fields, select UNUSED.
3. **Data Type:** Select the data type of the parsed value.
   a. Signed and Unsigned 8/16/32/64 Bit Integers
   b. 32/64 Bit Floating Points
   c. String – to use a String data type must be selected in the other protocol. Cannot concatenate an Integer to a String.
   d. Constant String
4. **Internal Tag Name/Constant Name:**
   a. If Data Type other than Constant String is selected, this will be the name to reference this tag within the gateway. This value is used on the display page and the mapping page.
   b. If Data Type Constant String is selected, then this is the string value that will send.

5. **Data Format:**
   a. %d – used for Signed Integers
   b. %u – used for Unsigned Integers
   c. %lf – used for Floating Points with no set decimal precision
   d. %.1lf…%.6lf – used for Floating Points to show the offset of the decimal point value
      i. EX: 123.456789 set as %.3lf will display as 123.456
   e. %e – used for Exponential Notation
   f. %x – used to represent Hexadecimal values for Signed/Unsigned Integers or Floating points
   g. String and Constant String Data Types do not use this field
6. **Max Characters:** This is the Max Number of Characters that can be transmitted for a single field.
   Special Cases
   a. If set to 0, the entire field is transmitted.
   b. If the length of the value is less than the Max Characters, then the Padding Character will be used (if set).
   c. If the length of the value is greater than the Max Characters, then the value will be truncated.
7. **Padding:** If the length of the value is less than the Max Characters padding Zeroes, Spaces, or Nothing to the remaining character placeholders, the padding will occur to the left of the value.
8. **Add Delim:** Used when a Concatenating Delimiter is selected. Check to add the Concatenating Delimiter to the end of that field.
9. **Sample Result:** This will display an example of how the data will output. This will not display live data. It provides an example of the string structure.
   NOTE: Sample Result field will only show the first 64 characters of the message.
   a. String data and Constant data types will display as *x*'s.
   b. Any other data type will display as *i*'s.
   NOTE: For display purposes, if Max Characters is set to 0, only 10 characters will display for that field in the Sample Result section. The true value, if larger, will be processed correctly.
   EX: Field 1 is set for a String data type and Max Characters is set to 0, only 10 *x*'s will display in the sample result even though the max character length is set to 50.

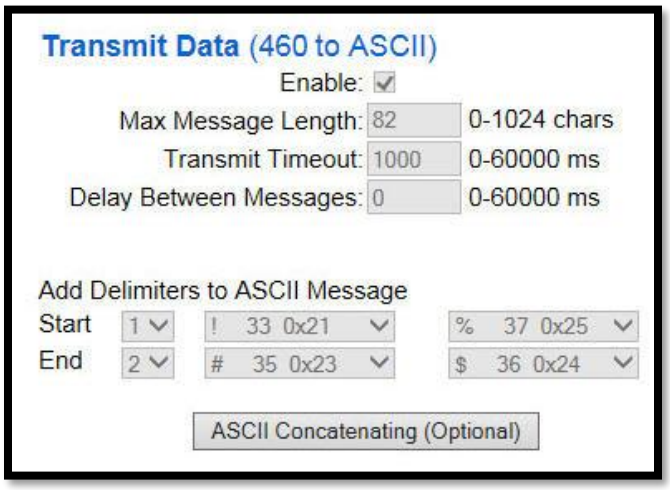
ASCII Concatenating Examples

Example #1 - Concatenating a message using the Concatenating Delimiter option:
In this example, the comma is selected as the Concatenating Delimiter. Let's look at each field closer:

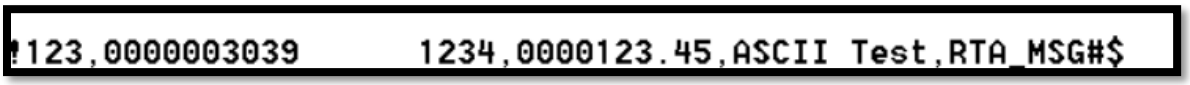
1. Field 1 –8 bit int represented as Trans_Field01 in the gateway. It will output as an integer with a max of 10 characters. No padding is used and a comma will be added to the end of the value.
    - EX: "34,"
2. Field 2 –16 bit int represented as Trans_Field02. It will output in Hexadecimal with a max of 10 characters, padded with zeros and no comma will be added to the end of the value.
    - EX: "00000000A0"
3. Field 3 –32 bit int represented as Trans_Field03. It will output as an integer with a max of 10 characters, padded with spaces and a comma will be added to the end of the value.
    - EX: "___123456," (shown with _'s to see spaces)
4. Field 4 –32 bit float represented as Trans_Field04. It will output as a float with 2 decimal places with a max of 10 characters, padded with zeros and a comma will be added to the end of the value.
    - EX: "00001234.56,"
5. Field 5 –String represented as Trans_Field05 in the gateway. It will output as string with a max of 10 characters, padded with spaces and a comma will be added to the end of the value.
    - EX: "__testing," (shown with _'s to see spaces)
6. Field 6 – Constant String will output as "RTA_MSG" with a max of 10 characters. No padding is used and no comma will be added to the end (though checked) since it is the last field.
    - EX: "RTA_MSG"



The sample belows shows the Transmit Data set up with the following delimiters.



Example 1 Sample Result: This use case is sending data via 5 PLC tags. Using the concatenating setup example and the transmit example, the ASCII data will be display within your ASCII device shown as the example below.



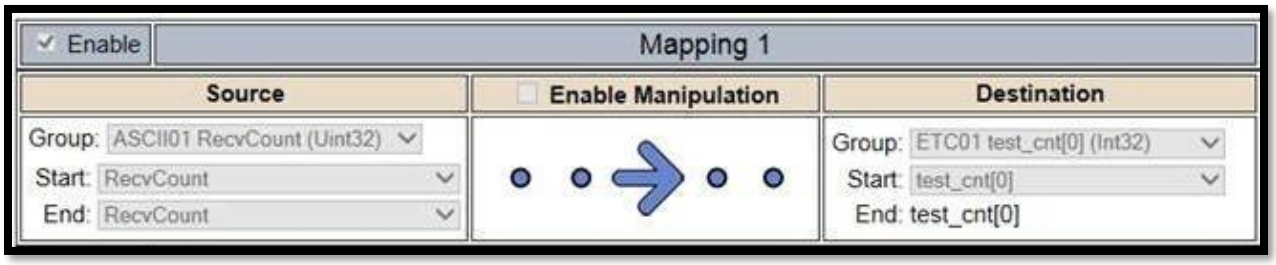
ASCII Message Counter

There is an additional ASCII variable that is very useful to access within the gateway's mating protocol. This data variable will need to be added manually since it will not be mapped using Auto-Map.

RecvCount- indicates how many ASCII messages have been successfully read by the gateway for that device. A successful incoming message means that at least one of our three end cases (Max Length, Timeout or Delimiters) has been met. This will match the Diagnostic Variable Successful Receive Count for each ASCII device.

This variable can be mapped to the mating protocol using the Data Mapping webpage. It is mapped just like the Status_XY variable described in the Data Mapping- Adding Diagnostic Information section of this user guide.

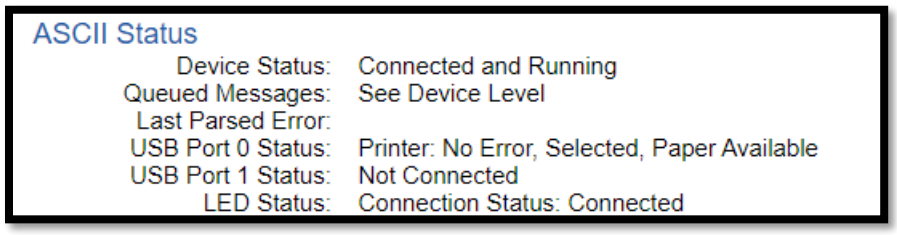
Example: For this example, the other protocol in the gateway is the Allen-Bradley PLC. As you can see from the picture below, the RecvCount for ASCII Device 1 is mapped to the first index of a PLC tag array called test_cnt. The data type of this tag is an Int32 to match the data type of RecvCount. The tag test_cnt[0] will now hold the number of successfully read messages from ASCII Device 1.



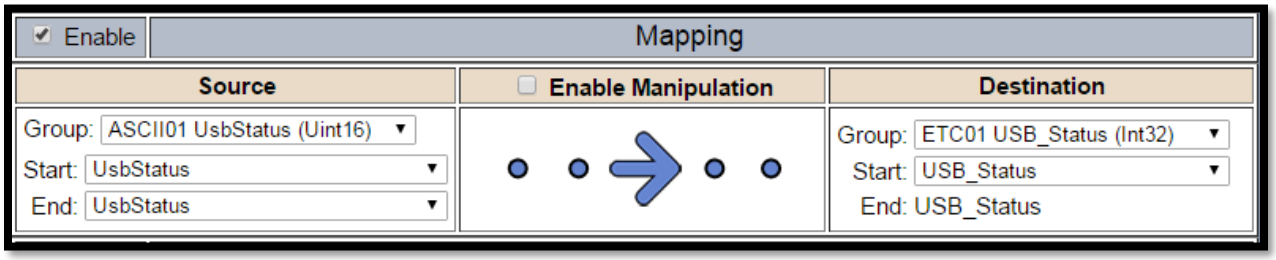
Application Use: This is particularly useful for applications connecting devices like barcode scanners and weigh scales. The gateway will cyclically update the mating protocol with the last ASCII message sent. A change in the RecvCount is the only way to identify a new message if the messages are identical.

Printer Port Status

UsbStatus - Indicates if there are any printer errors like paper empty when dealing with USB printer devices (Class 7 only). This Status will match the USB Port 0/1 Status on the diagnostics page and main page for each USB device connected to a printer.



The UsbStatus is a diagnostics variable already defined in the 460 gateway. For this example, the other protocol in the gateway is the Allen-Bradley PLC. As you can see from the picture below, the UsbStatus for ASCII Device 1 is mapped to a PLC tag called USB_Status. The data type of this tag is an Int32 to match the data type of UsbStatus. The tag USB_Status will now hold the printer status of ASCII Device 1.



Application Use: This is particularly useful if you wish to see the printer status from the other protocol connected to the gateway. Description of value is listed below:

24 = Printer: No Error, Selected, Paper Available

16 = Printer: Error – Check Printer, Selected, Paper Available

56 = Printer: No Error, Selected, No Paper

Note: Some USB printers may not always be able to determine this information. In this case, they should return benign status of "Paper Not Empty", "Selected", and "No Error".

Mapping - Transferring Data Between Devices

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

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

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

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

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

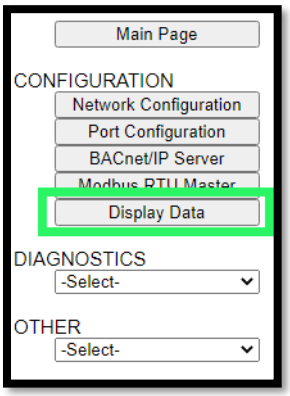
Option 5 – Move Diagnostic Information: You can manually move diagnostic information from the gateway to either protocol. Diagnostic information is not mapped in Auto-Configure Mappings Mode. See Diagnostic Info section for more details.

Display Mapping and Values

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

Display Data

Click the Display Data button to view how the data is mapped and what the values of each mapping are.

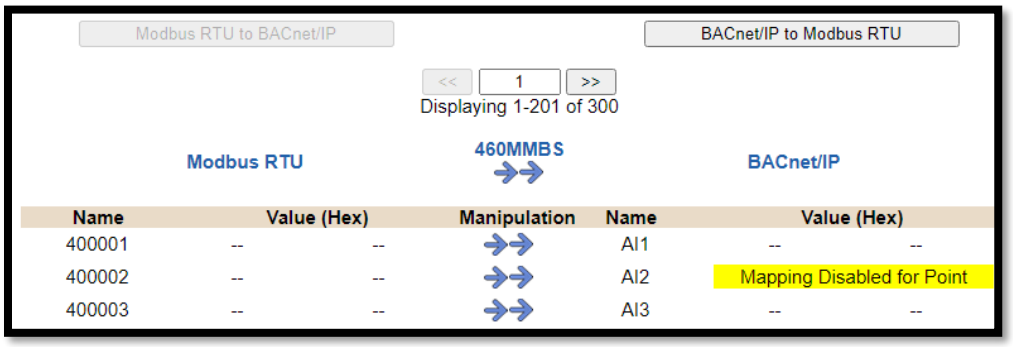


Here you will see how each data point (excluding strings) is mapped. To view, select the device from the dropdown menu and click **View** to generate the information regarding that device. Then select either the ***Protocol 1 to Protocol 2*** or ***Protocol 2 to Protocol 1*** button, correlating to the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



This page is very useful when verifying that all data is mapped somehow from one protocol to another. If a data point is not mapped, it will display on this page in a yellow highlighted box. The Display Data page will display up to 200 mappings per page, simply navigate to the next page for the additional mapping to display.

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



In the above example, we see the following:

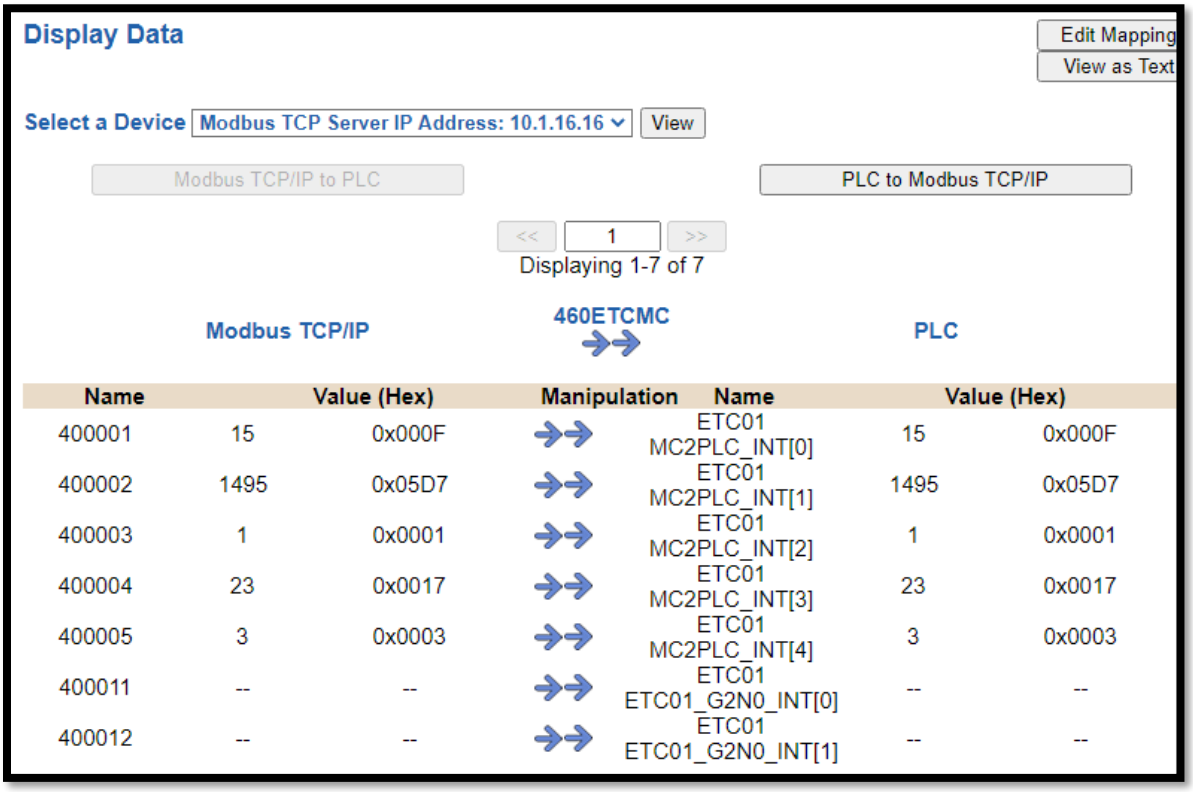
- Modbus register 400001 from Slave 1 is being mapped to AI1 on BACnet
- Nothing is being moved from Modbus register 400002 to AI2 on BACnet because the mapping is disabled
- Modbus register 400003 from Slave 1 is being mapped to AI3 on BACnet

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

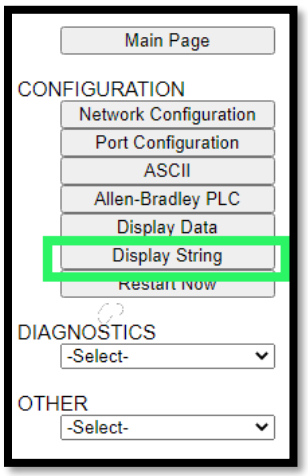


To view the actual data mappings, click the Edit Mapping button. For more details, see the Data Mapping-Explanation section.

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

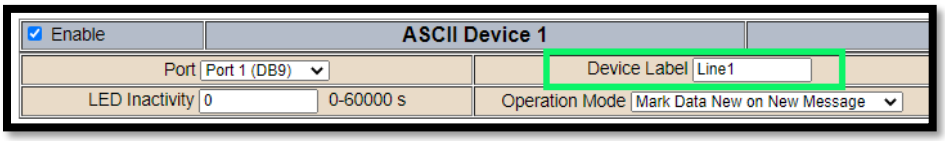
Click the Display String button to view what the values of each Parsing and/or Concatenating strings are, you can also click the Edit Mapping button to view the mapping of each string.

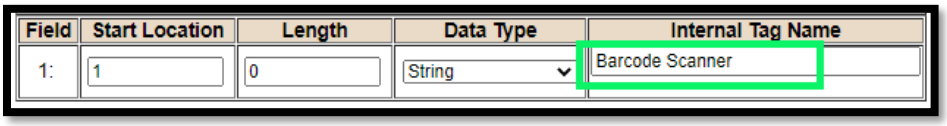


To view the source or destination groups from a string, click the dropdown menu to generate the information regarding that device. The string data will be displayed in both Hex and ASCII (only the ASCII data is sent). The example below shows data that is coming from the source device. A group will be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

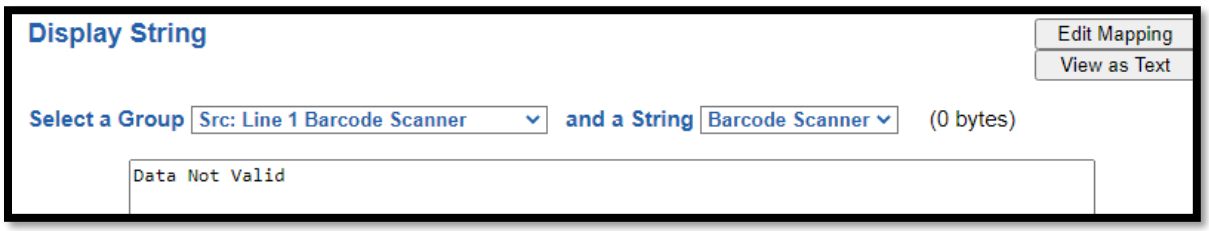


In the Group dropdown, "Line1" is defined on the ASCII Device configuration page and "Barcode Scanner" is defined in the ASCII Parsing configuration.





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.



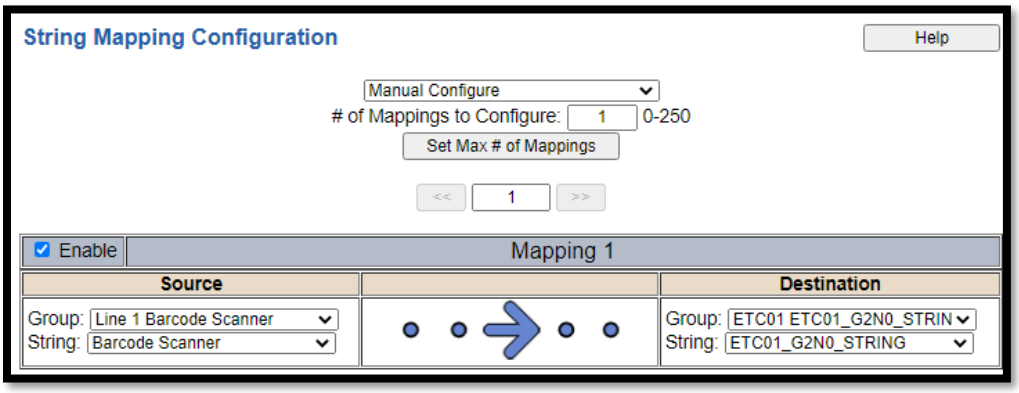
NOTE: You can view the whole string data by clicking the Diagnostics Info dropdown and navigating to ASCII Diagnostics page. You will also have to select the port you want to view in the dropdown below ASCII.



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



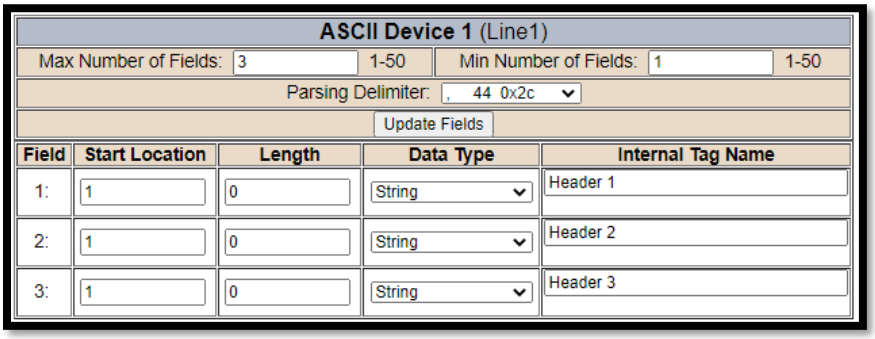
NOTE: Only String data types can be mapped to another String data type.



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.



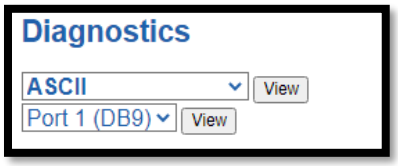
The message is broken up into 3 "Groups" or Parsing fields.

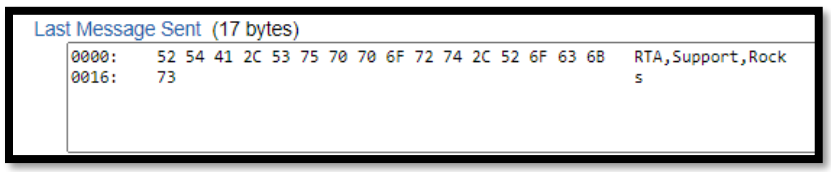






To view the Entire message, click the Diagnostic dropdown, select Diagnostics Info. Select ASCII, click view, select your Port. The complete data will be in the Last Message Sent Diagnostic box.





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.

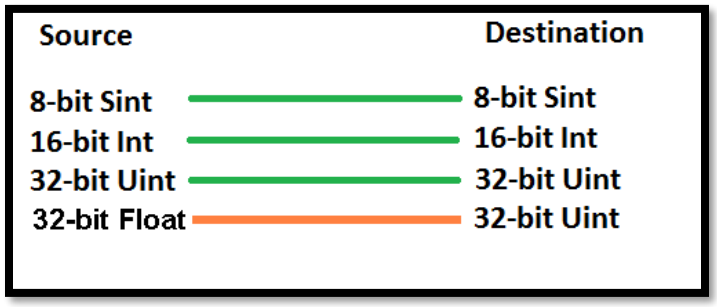
The following are examples of the Auto-Configure function.

1. This example shows a common valid setup.



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

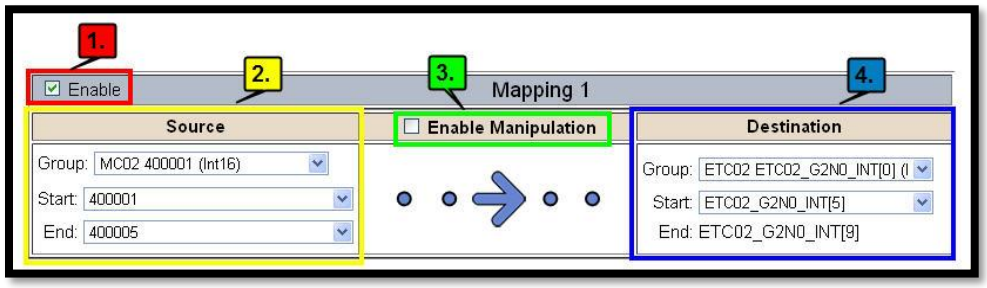
2. This example shows how Auto-Configure will make its best guess.



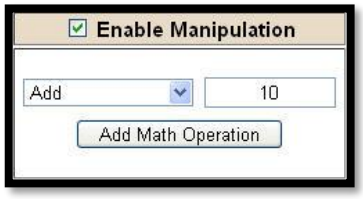
   a. The 32-bit Float from the Source location could not find a matching Destination data-type. After all other like data types were mapped, the only data type available was the 2nd 32-bit Uint data type. Auto-Configure was completed even though the data in the Float will be truncated.

Data Mapping – Explanation

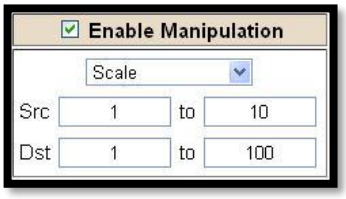
Below are the different parts that can be modified to make up a data mapping.



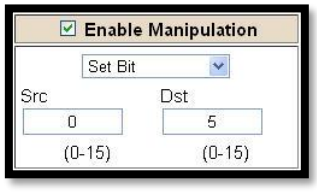
1. Enable (red box above): Check to enable mapping. If not checked, this mapping is skipped.
2. Source Field (yellow box above):
   a. Group - Select the data group you set up in the protocol config to use for this mapping.
   b. Start - This is the starting point for this mapping.
   c. End - This is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

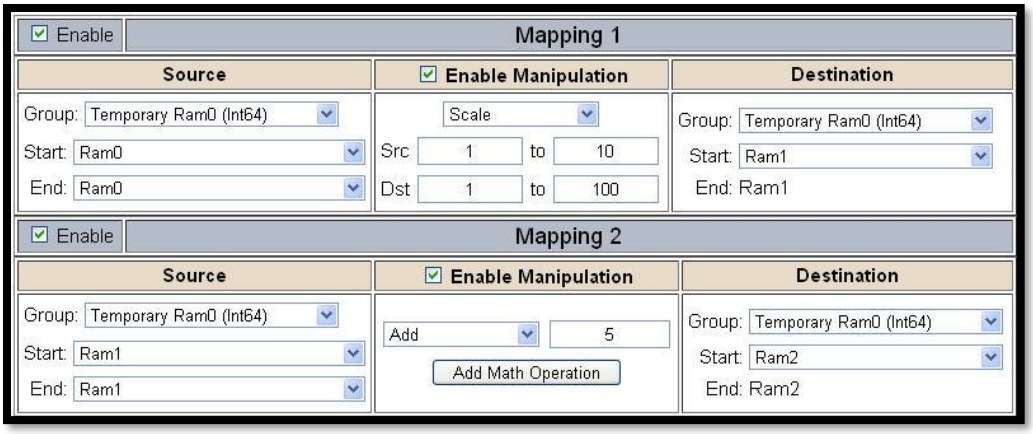
4. Destination Field (blue box above):
   a. Group - Select the data group you set up in the protocol config to use for this mapping.
   b. Start - This is the starting point for where the data is being stored.
   c. End - The End point is derived from the length of the source and cannot be modified.

Data Mapping – Adding Diagnostic Information

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

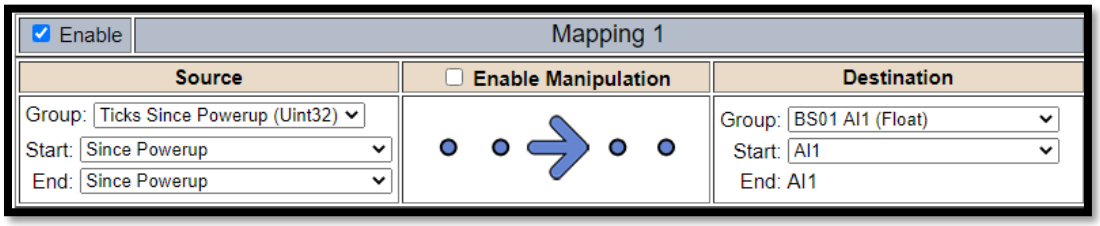
IMPORTANT NOTE: Only add Diagnostic Information **AFTER** both sides of the gateway have been configured. If changes to either protocol are made after diagnostic information has been added to the mapping table, it is necessary to verify all mappings. Remapping may be necessary.

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.



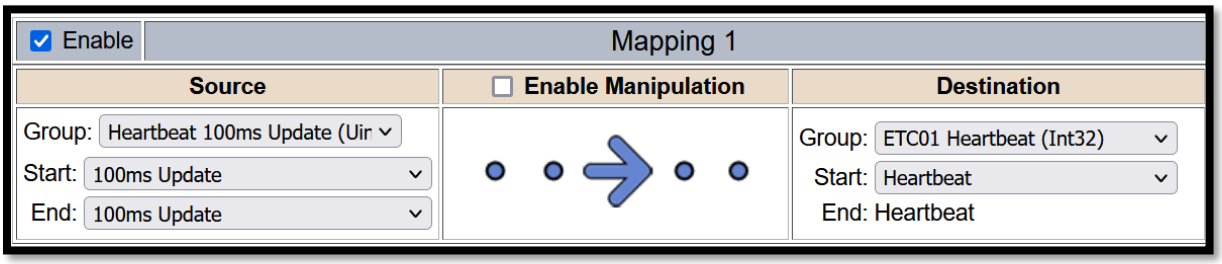
In this example, Ram0 is scaled into Ram1. Ram1 is then increased by 5 and stored into Ram2. Ram0 and Ram2 could be considered a source or destination group.

2. Temporary Ram (Double)
   a. This is similar to the Temporary Ram (Int 64), except manipulations will be conducted against the 64bit floating point to allow for large data.
3. Ticks Per Second
   a. The gateway operates at 200 ticks per second. This equates to one tick every 5ms. Thus, mapping this to a destination will give easy confirmation of data flow without involving one of the two protocols. If data stops on the destination end, then the RTA is offline.

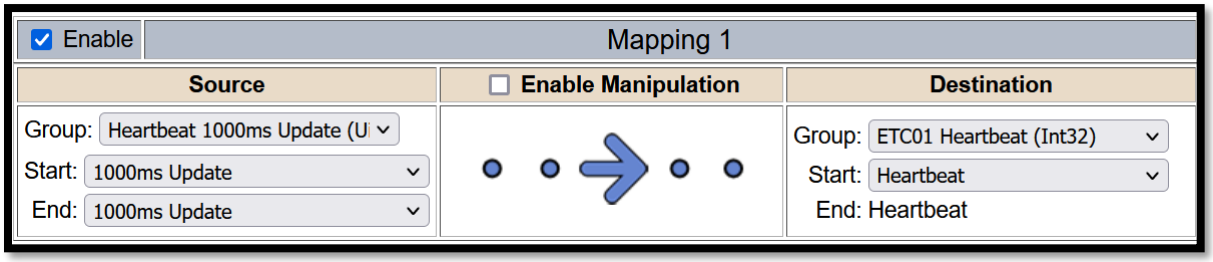


4. Heartbeat 100ms Update

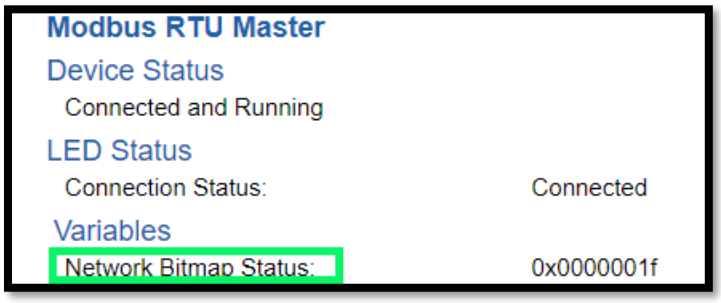
a. The Heartbeat 100ms Update variable can be used as a heartbeat that updates once every 100ms. The variable starts at 0 on gateway startup and increments by 1 every 100ms. This can be mapped into a destination on one of the available protocols to monitor the gateway's connection status. If the value 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 gateway's connection status. If the value stops updating every 1000ms the gateway is offline.



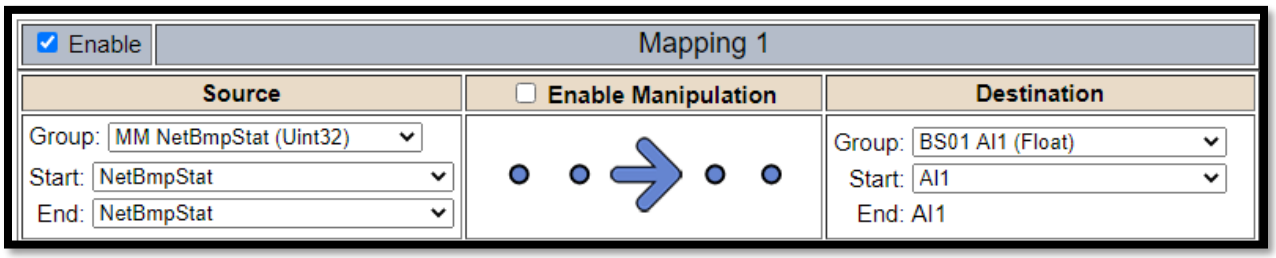
6. XY_NetBmpStat
   a. If a protocol is a Client/Master, there is a Network Bitmap Status that is provided on the Diagnostics Info page under the Variables section.



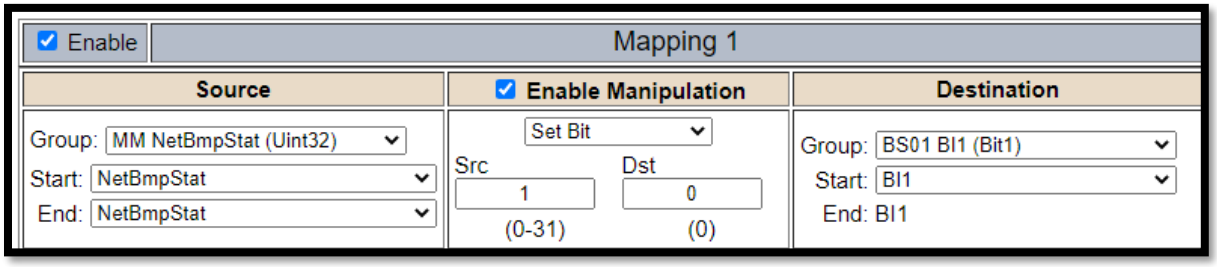
   b. Since a Client/Master may be trying to communicate with multiple devices on the network, it may be beneficial to know if a Server/Slave device is down. By using this Network Bitmap Status, you can expose the connection statuses of individual devices. Values shown are in HEX.
      I. 0x00000002 shows 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 means 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 monitored to a BACnet Binary Object. You can define the object in the BACnet Name configuration.

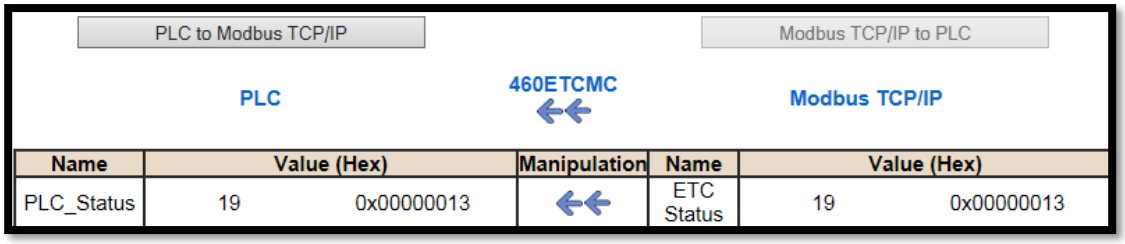


7. Status_XY
   a. There are two Statuses provided, one for each protocol. This gives access to the overall status of that Protocol. Each Bit has its own meaning as follows:

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



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

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

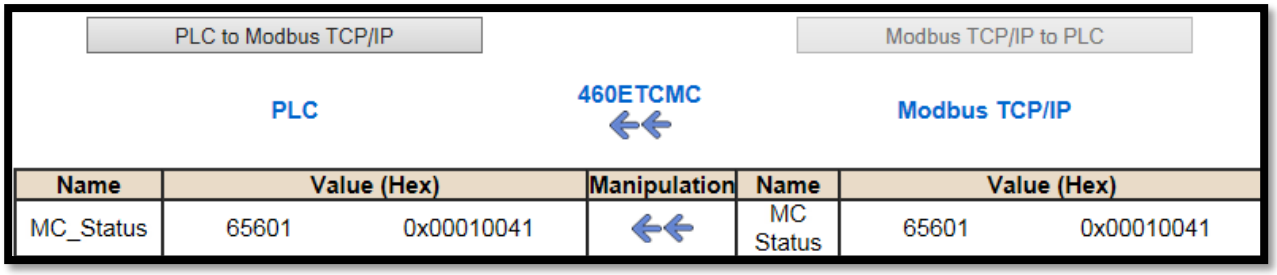
Hex:	Bit Position:	Decimal:	Explanation:
0x01	16	65,536	recoverable fault - timed out

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



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

Common Status:

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

Recoverable Faults:

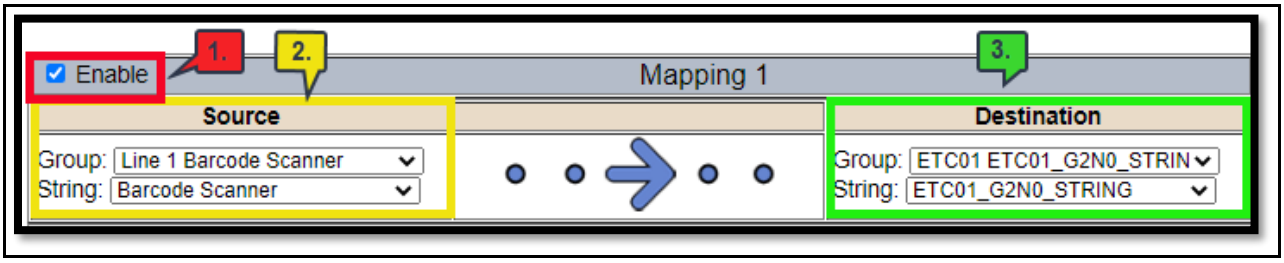
Hex:	Bit:	Decimal:	Explanation:
0x01	16	65,536	recoverable fault – timed out

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.

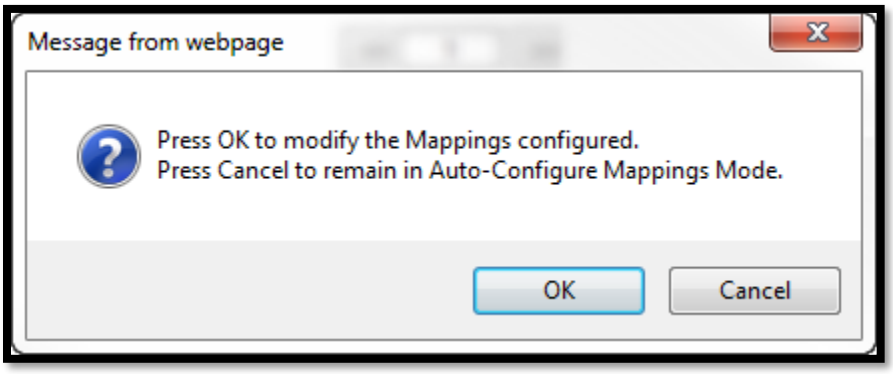


1. Enable (red box above): Check to enable mapping. If not checked, this mapping is skipped.
2. Source Field (yellow box above):
   a. Group - Select the string data group you set up in the protocol config to use for this mapping.
   b. String - This is the string used for this mapping.
3. Destination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

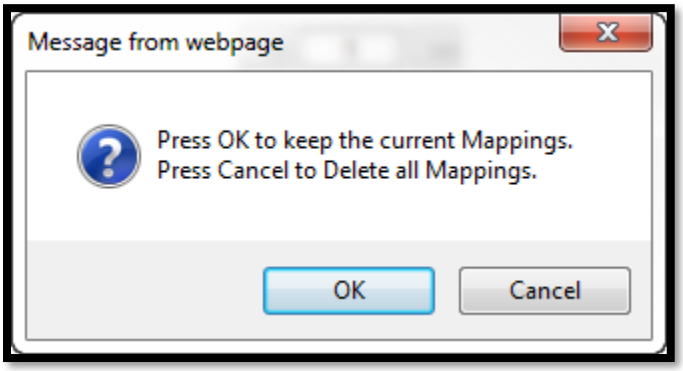
To transition from Auto-Configure Mapping Mode to Manual Configure Mode, click the dropdown at the top of the Mapping Configuration page and select Manual Configure.

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.

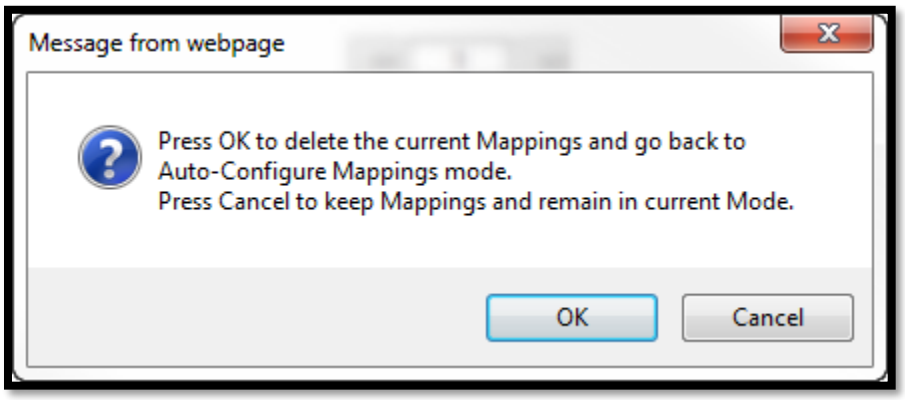


1. To keep the mappings that are already configured click OK.
   a. You would want this option if you added additional mappings or want to modify the mapping(s) that already exist.
2. To delete the mappings that are already there and start over click Cancel.

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

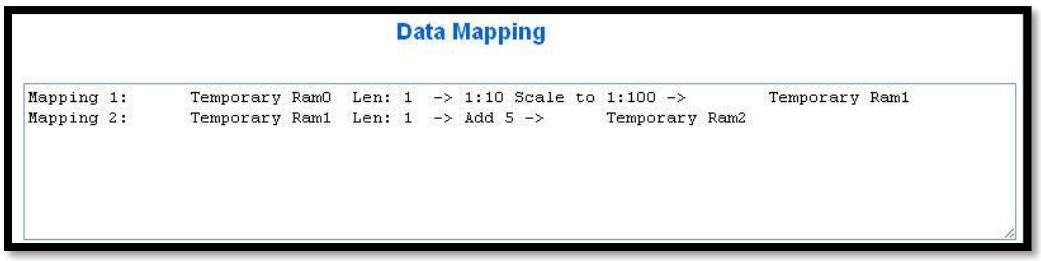
The View as Text page displays the point-to-point mapping(s) you set up in the Data Mapping section. This will also display any manipulation(s) that are configured.

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 find it 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.



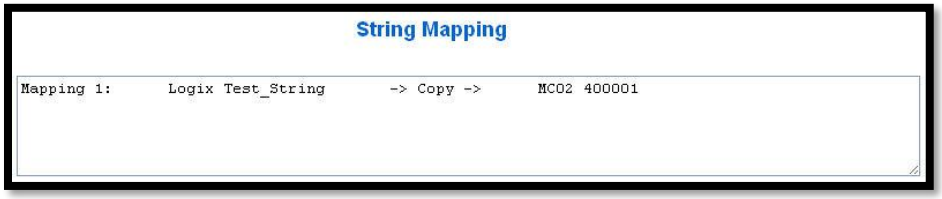
String Mapping

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 find it 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 Validation 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.

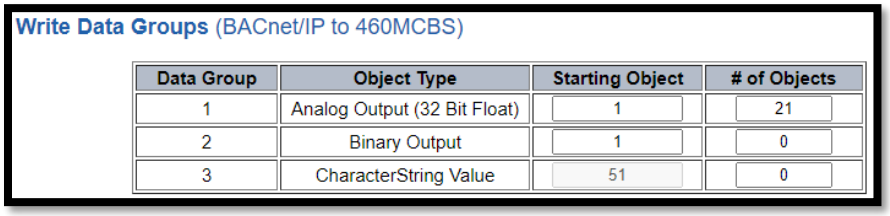
How does this work?

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 setting 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 of the server/slave connected to the gateway.

How do you set this up?

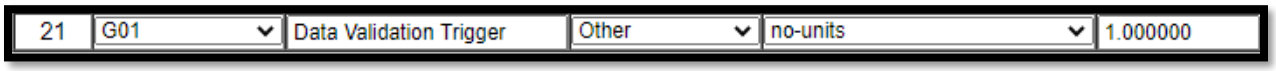
In this example I'm using a 460MCBS. My Building Automation System wants to verify that all data read from Modbus TCP/IP Server is valid.

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



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



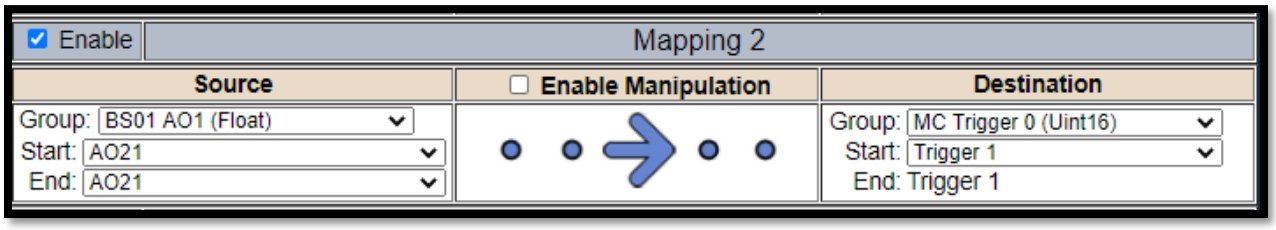


2. Add another Analog Input as reference for when data has been validated. When you write from AO21 to validate data, the RTA will reply to AI40 saying "validation complete".

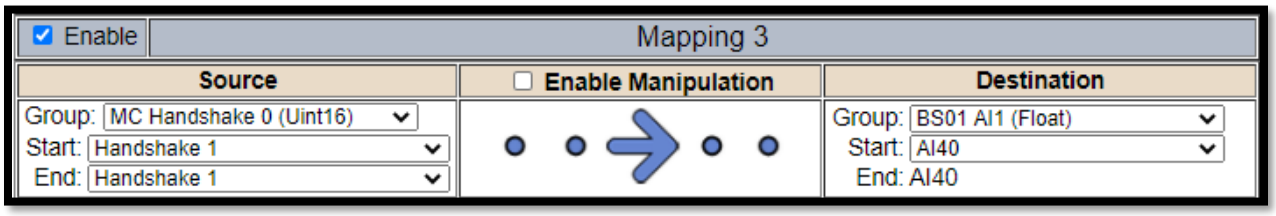
Data Group	Object Type	Starting Object	# of Objects
1	Analog Input (32 Bit Float)	1	40
2	Binary Input	1	0
3	CharacterString Value	1	0

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.



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.



Security Configuration

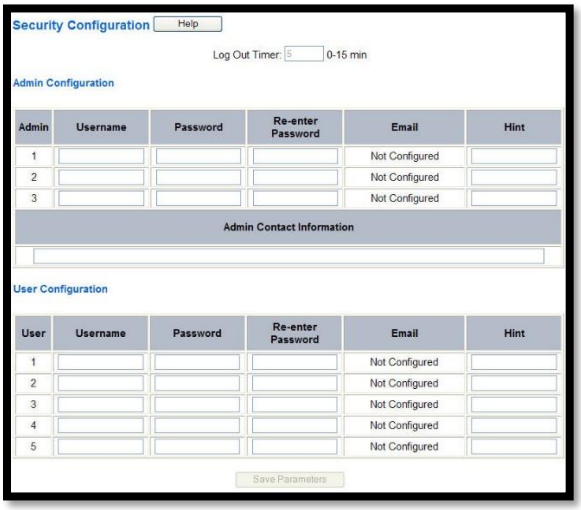
To set up security on the 460 gateways, navigate to Other > Security Configuration. You can configure Security for 3 administrators, 5 users and 1 guest.

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

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 - Log In

1. Username: Name of the user to login.
2. Password: Password of the user to login.
3. Log In: If login is successful, the user will be redirected to the Main Page.
4. Send Password to Email: Sends the specified User's Password to the email configured for that user.
5. Display Hint: Displays the hint specified for the User if one was set up.
6. 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 the Log Out Timer specified during the configuration.



Closing the browser is not sufficient to log out.

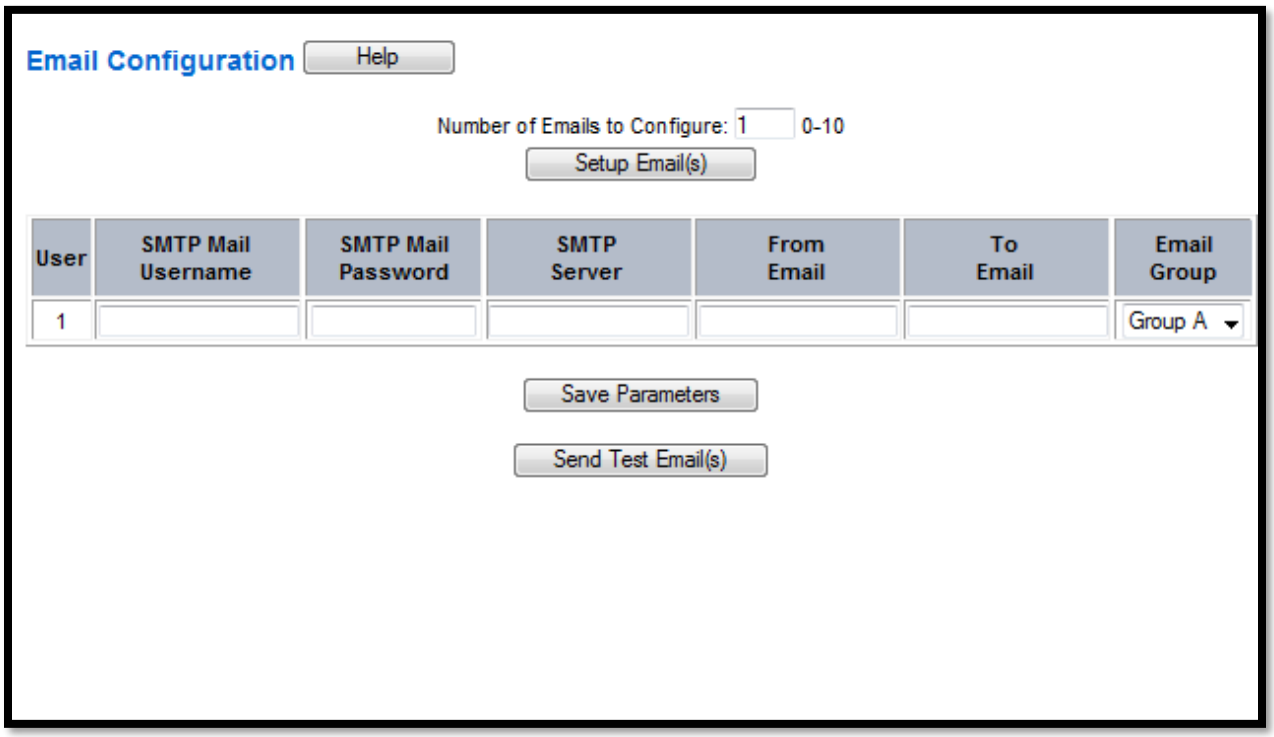
Email Configuration

To set up e-mails on the 460 gateways, 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 on other web pages.

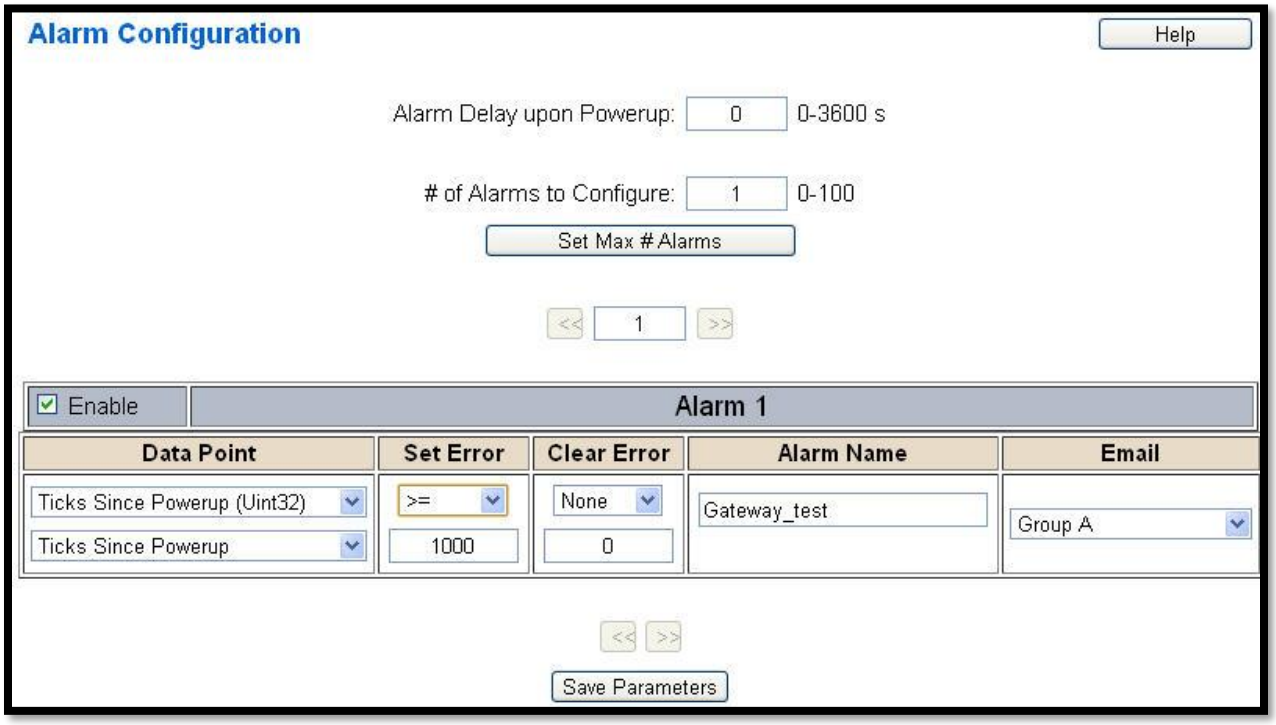
Click the Save Parameters button to make the changes and reboot the gateway.



Alarm Configuration

To set up alarms on the 460 gateways, 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. # of Alarms to Configure: Enter the number of alarms to configure and click Set Max # Alarms to generate those lines.
3. 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. 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.

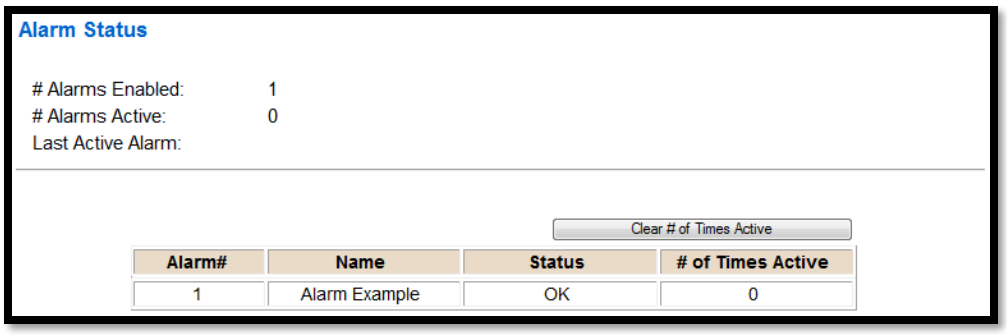
5. In the Clear Error Section:
   a. Select the Clear Error Operation. Available options are <, >, <=, >=, !=, ==, and Change of State (COS). This is the operation that will be used to compare the Data Point value against the Error Value to determine if the alarm needs to be cleared.
   b. Select the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

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

Diagnostics – Alarm Status

Alarm Status will only be displayed 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 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 increase.



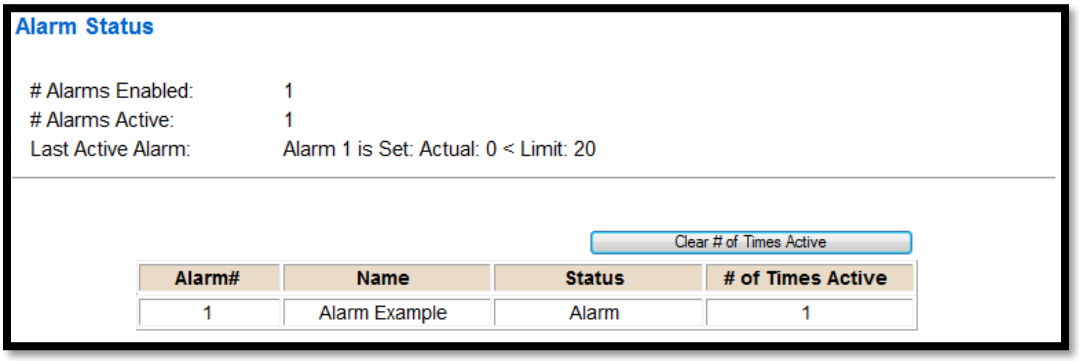
Alarms – Active:

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:

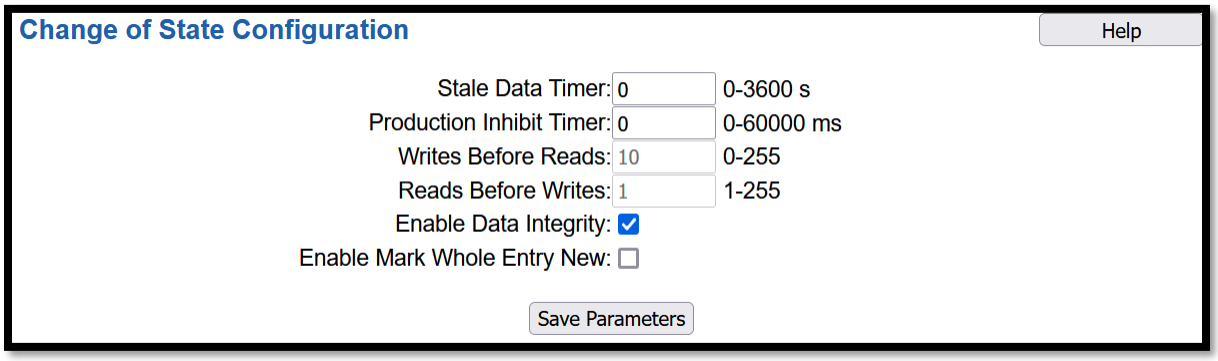
1. A one-time notification will be sent to the email associated with the alarm.
   a. For duplicate emails to occur, the alarm must become active and then be cleared again.
2. Total *# Alarms Active* will decrement. *Last Active Alarm* will not be changed.
3. Status of the Individual Alarm will be reset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

Change of State (COS) Configuration

To access the configuration files in the 460 gateways, navigate to dropdown Other > COS Configuration. The gateway, by default, only writes when data has changed. The gateway also waits for the data 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

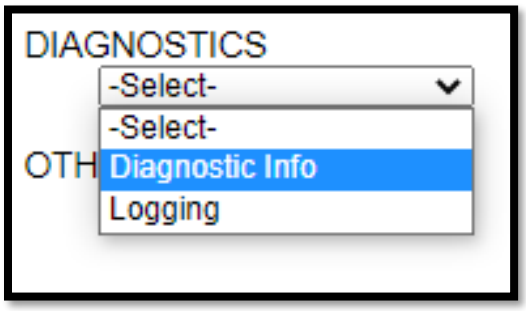
1. Stale Data Timer: If the data has not changed within the time allocated in this Stale Data Timer, the data will be marked as stale within the gateway and will force a write request to occur. This timer is to be used to force cyclic updates in the gateway, since data will only be written if it has changed by default. There is a separate timer for data mapping.
   Gateway behavior:
   a. If time = 0s => (DEFAULT) The gateway will write out new values on a Change of State basis.
   b. If time > 0s => The gateway will write out new values whenever the timer expires to force cyclic updates (write every *x* second).
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 jittering. Default value is 0ms. This timer takes priority over the Stale Data Timer. There is a separate timer for each 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 writing 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 make 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 Mappings and # Alarm Mappings.



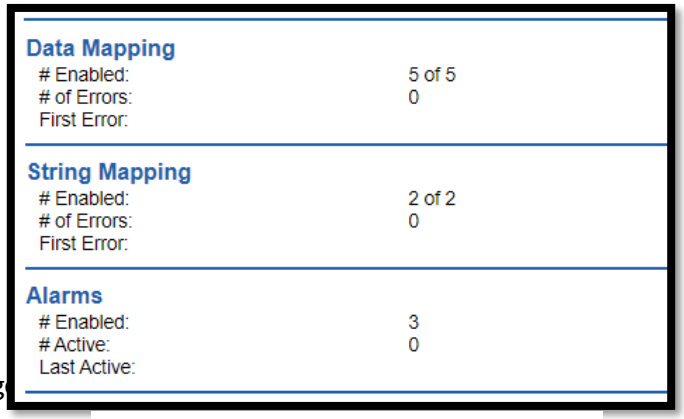
For protocol specific diagnostic information, refer to the next few pages.

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 data point
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 rang
4. Math Error
   a. The 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 - ASCII

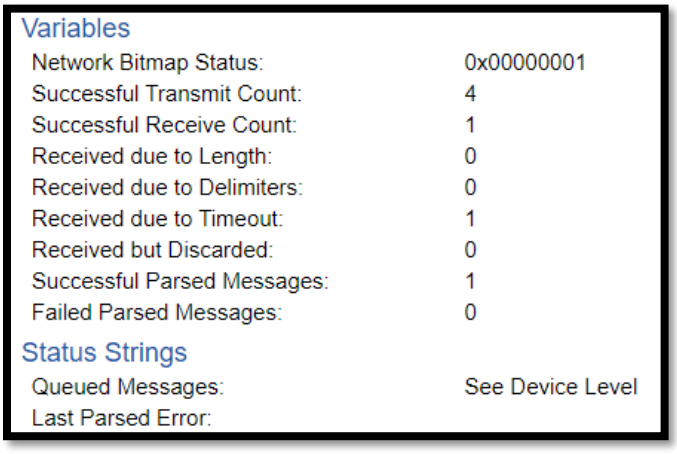
Select ASCII in the top dropdown menu on the Diagnostics Page to view a breakdown of the diagnostics that are displayed on the page. You may also view individual ASCII device counters and messages by selecting the device in the *All ASCII* dropdown and clicking View. Additional diagnostic information can be found by clicking the Help button.



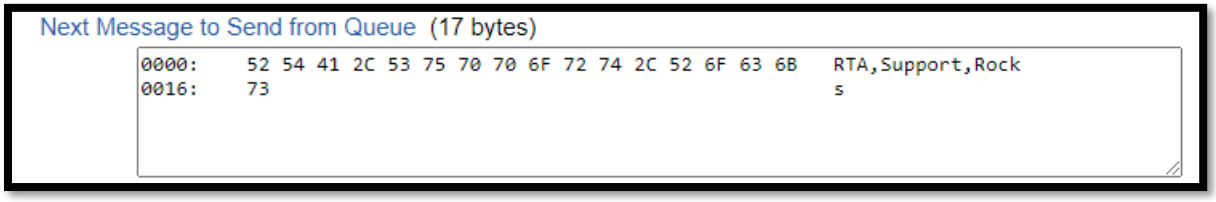
NOTE: This page will auto-refresh every five seconds with the latest data.

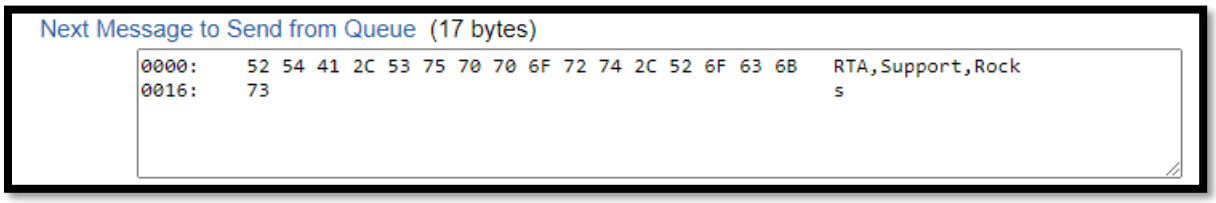
Clear All Values: This will only affect displayed values.

1. This will reset all displayed values back to zero and clear the Status Strings.
   Example: If viewing ASCII: Port #, this will only clear the values for Port #. This will reduce the *All ASCII* values indirectly.



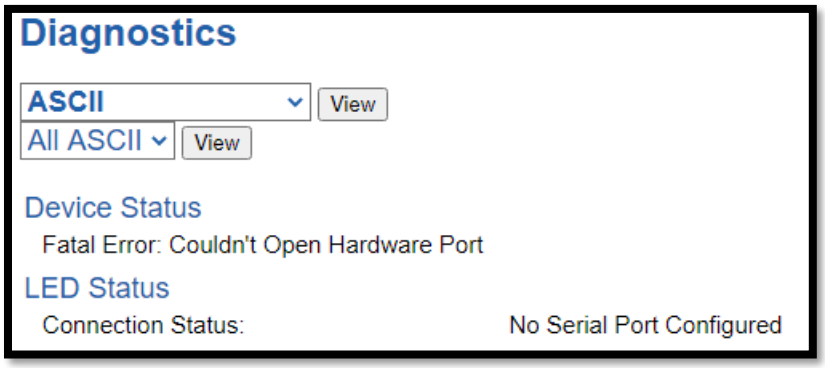
Clear Buffers: This will clear the Next Message to Send from Queue buffer and Current Message being received from ASCII buffer and any message stored in the Queue.



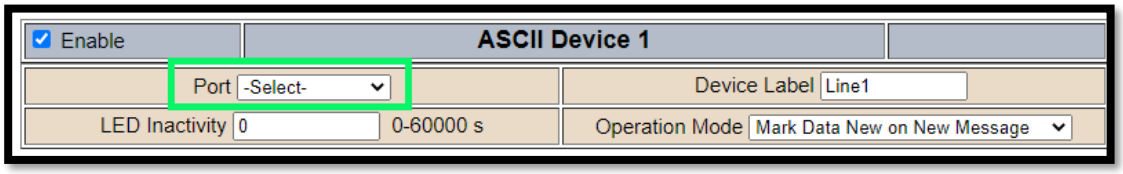


Device Status: This will only display when viewing *All ASCII*.

1. Connected and Running: The gateway is connected to all the ASCII devices and data is being received/transmitted.
2. Not Connected: There have been no messages received or transmitted.
   a. Verify that the serial /TCP/IP/USB settings match your device.
3. Fatal Error: Hardware Port Not Configured: The port selected on the ASCII Configuration page is not configured.



   a. Verify the ASCII device is enabled and configured.
   b. Verify the port configured matches the port enabled.



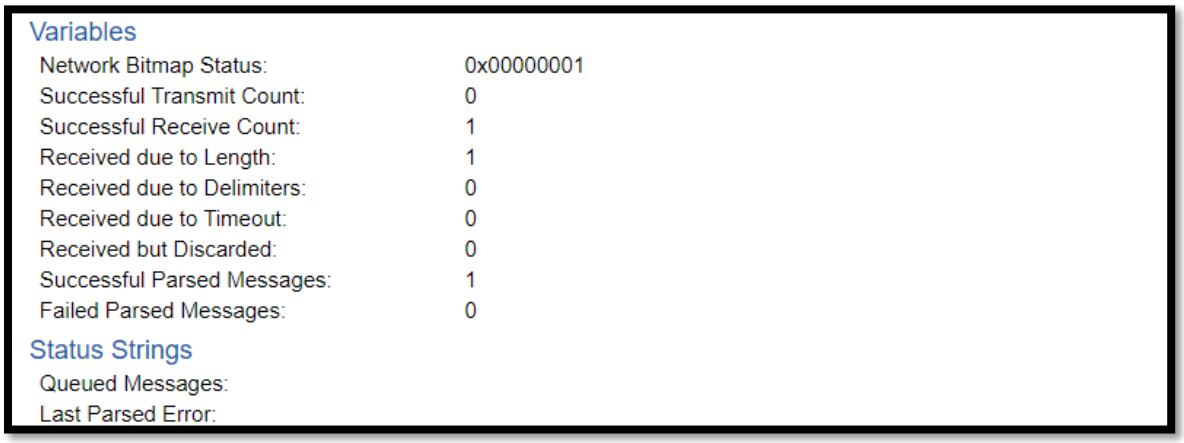
LED Status: This is the Status for *All ASCII* or the specific ASCII device selected.

1. Solid Green (Connected): The gateway is receiving/transmitting data within the inactivity period for all the ASCII devices that are configured and enabled.
2. Flashing Green (Not Connected/First Time Scan): Start up state. No messages have been received or transmitted, but port is connected.
3. Flashing Red (Connection Timeout): The only way to exit this state is with a valid received message.
   a. Data has been discarded due to the queue being full.
   b. Data has not been received/transmitted within the inactivity period.
   c. Port not opened.
   d. Message parsing has failed.



Variables: These are the values for *All ASCII*, or the ASCII device selected.

1. Successful Transmit Count:
   a. Number of messages that the gateway has transmitted to the ASCII device
2. Successful Receive Count:
   a. Number of complete messages that the gateway has received from the ASCII device
3. Received due to Length:
   a. Number of messages completed due to the Max Message Length being reached
4. Received due to Delimiters:
   a. Number of messages completed due to the Start or End Delimiters being seen
5. Received due to Timeout:
   a. Number of messages completed due to the Receive Character Timeout being reached
6. Received but Discarded:
   a. Number of messages that are complete but discarded due to the queue being full
   b. Change the Gateway Hold Msg Timeout to be less than what you currently have set
7. Successful Parsed Messages:
   a. Number of messages that are complete and have been successfully parsed
8. Failed Parsed Messages:
   a. Number of messages that are complete but have not been parsed successfully



Status Strings: These are the values for *All ASCII*, or the ASCII device selected.

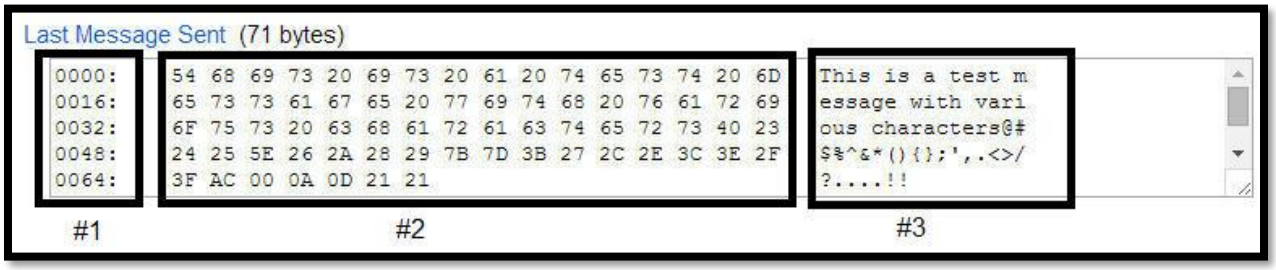
1. Queued Messages:
   a. The gateway will hold up to 20 (configurable) complete messages to send to the other protocol

   b. This will only increment if the Gateway Hold Msg Timeout is non-zero and messages are being received faster than we can send to the other protocol
2. Last Parsed Error:
   a. Last parsed error the gateway encountered

Common Error Messages:

1. **Number of Fields Invalid:** The total number of parsed fields is greater than the number of fields the gateway was expecting
2. **Discard:** The Field has been discarded
3. **Invalid Length for Field:** Number of characters parsed is greater than the number of characters that the gateway is expecting
4. **Calculated Length of Data exceeds 255 Characters:** Number of characters parsed within a field exceeds 255 characters

Buffers

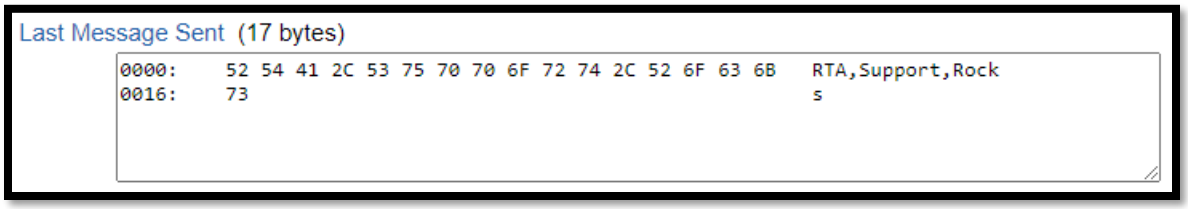


Each buffer text area is divided into three separate parts. Refer to screenshot above for labels.

1. Starting byte for that line
2. HEX character representation
3. ASCII character representation (Unprintable ASCII characters (like <CR>) will be displayed as '.' on the right-hand side of the buffer area.)

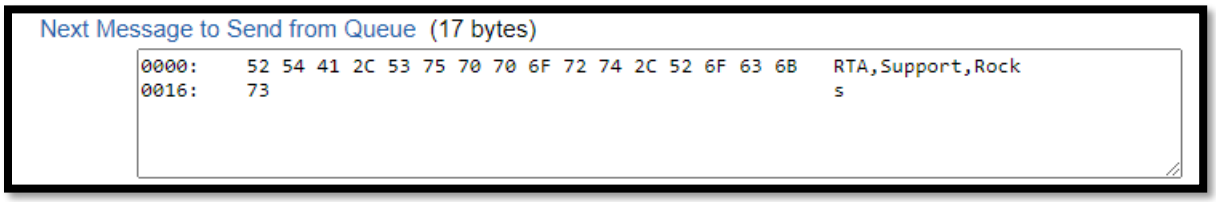
Last Message Sent:

1. Last complete message the gateway received from the ASCII device, processed, and sent to the other protocol



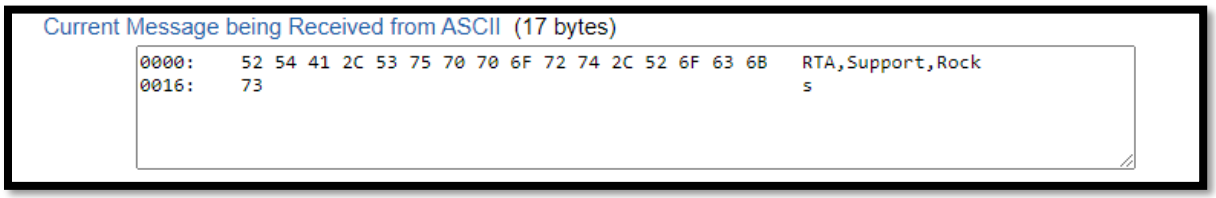
Next Message to Send from Queue:

1. This is the next complete message that the gateway has already received and processed from the ASCII device, and will be sent next to the other protocol



Current Message being Received from ASCII:

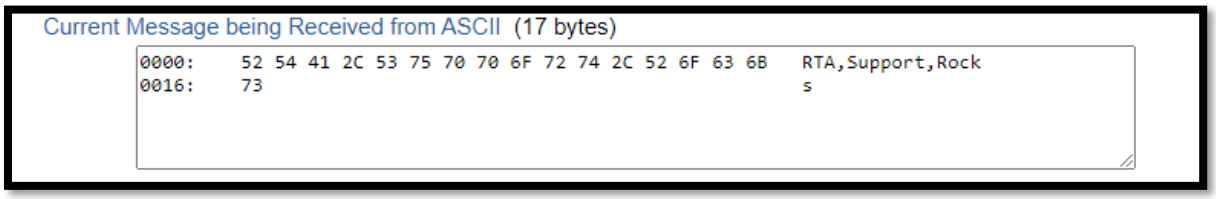
1. The current data that the gateway is receiving. The data needs to hit one of the three end cases to call a message complete:
   a. Max Message Length (max number of characters to receive)
   b. Receive Character Timeout (max time to wait after a character to call the current message complete)
   c. Delimiters (gateway has not received the delimiters that are specified)



Last Message Sent to ASCII:

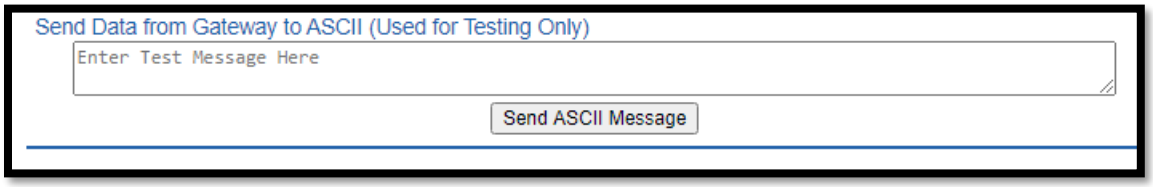
1. Last message that the gateway sent to the ASCII device

   Note: The concatenated delimiters are not displayed in this message but will be transmitted with the message



Send Data from Gateway to ASCII: (Used for testing only, Character limit of 1024):

1. Enter a message to send to your ASCII device
2. Can be used to test communication and test formatting of messages



Diagnostics - ASCII

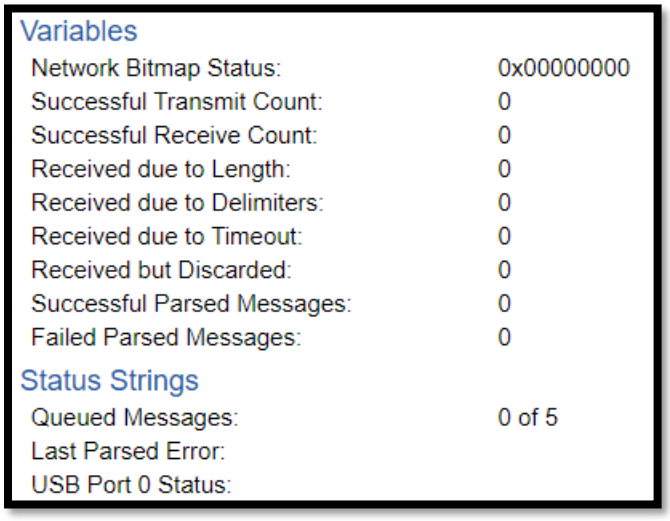
Select ASCII in the top dropdown menu on the Diagnostics Page to view a breakdown of the diagnostics that are displayed on the page. You may also view individual ASCII device counters and messages by selecting the device in the *All ASCII* dropdown and clicking View. Additional diagnostic information can be found by clicking the Help button.



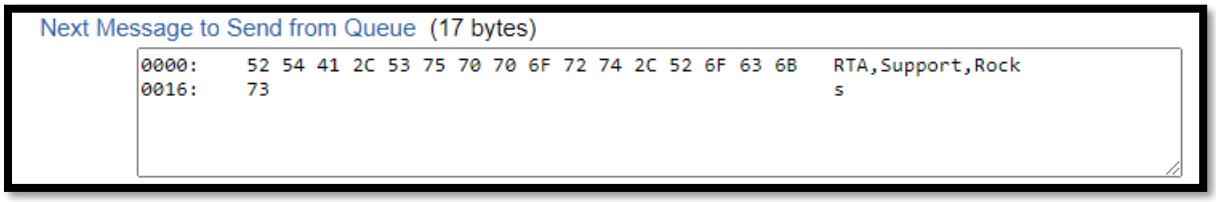
NOTE: This page will auto-refresh every five seconds with the latest data.

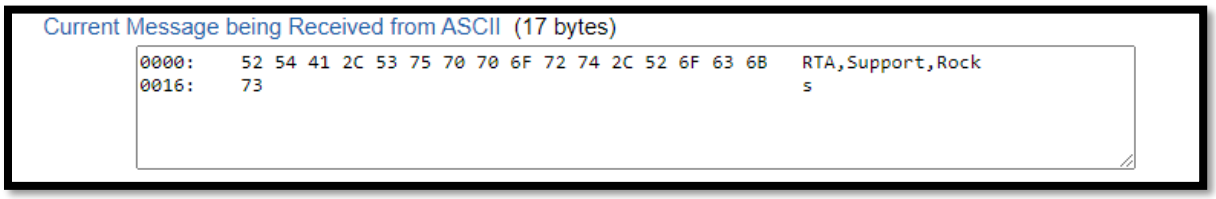
Clear All Values: This will only affect displayed values.

1. This will reset all displayed values back to zero and clear the Status Strings.
   Example: If viewing ASCII: Port #, this will only clear the values for Port #. This will reduce the *All ASCII* values indirectly.



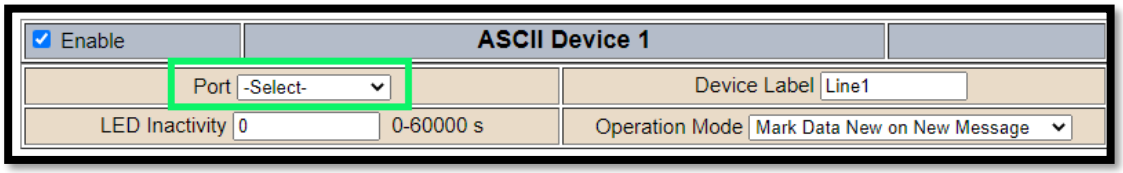
Clear Buffers: This will clear the Next Message to Send from Queue buffer and Current Message being received from ASCII buffer and any message stored in the Queue.





Device Status: This will only display when viewing *All ASCII*.

1. Connected and Running: The gateway is connected to all the ASCII devices and data is being received/transmitted.
2. Not Connected: There have been no messages received or transmitted.
   a. Verify that the serial /TCP/IP/USB settings match your device.
3. Fatal Error: Hardware Port Not Configured: The port selected on the ASCII Configuration page is not configured.
   a. Verify the ASCII device is enabled and configured.
   b. Verify the port configured matches the port enabled.



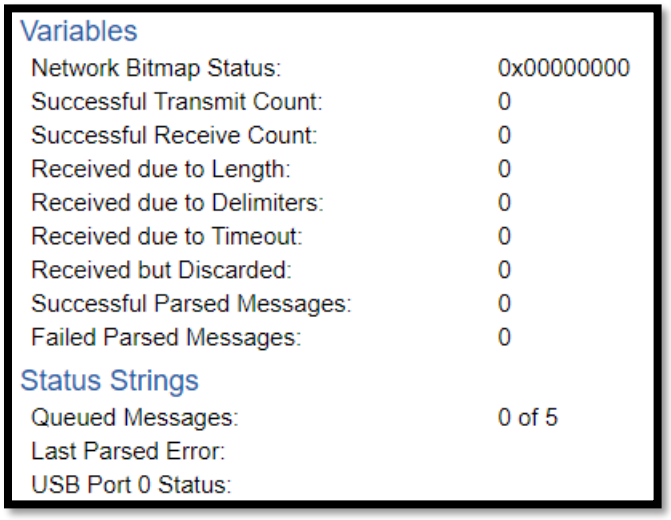
LED Status: This is the Status for *All ASCII* or the specific ASCII device selected.

1. Solid Green (Connected): The gateway is receiving/transmitting data within the inactivity period for all the ASCII devices that are configured and enabled.
2. Flashing Green (Not Connected/First Time Scan): Start up state. No messages have been received or transmitted, but port is connected.
3. Flashing Red (Connection Timeout): The only way to exit this state is with a valid received message.
   a. Data has been discarded due to the queue being full.
   b. Data has not been received/transmitted within the inactivity period.
   c. Port not opened.
   d. Message parsing has failed.



Variables: These are the values for *All ASCII*, or the ASCII device selected.

1. Network Bitmap Status (Displayed in Hex):
   a. Each bit corresponds to an ASCII device.
   b. For Serial ASCII, if the bit is set, then that means the gateway has transmitted or received data within the Timeout configured, otherwise the bit is 0.
   c. For USB ASCII, if the bit is set, then that means the gateway has a USB device physically connected, otherwise the bit is 0.
   d. For Ethernet TCP ASCII, if the bit is set, then that means the gateway has a TCP connection, otherwise the bit is 0.
   e. For Ethernet UDP ASCII, if the bit is set, then that means the gateway has transmitted or received data within the Timeout configured, otherwise the bit is 0.
   f. Bit 0 corresponds to ASCII device 1 and Bit 4 is for ASCII device 5 and so on.
2. Successful Transmit Count:
   a. Number of messages that the gateway has transmitted to the ASCII device
3. Successful Receive Count:
   a. Number of complete messages that the gateway has received from the ASCII device
4. Received due to Length:
   a. Number of messages completed due to the Max Message Length being reached
5. Received due to Delimiters:
   a. Number of messages completed due to the Start or End Delimiters being seen
6. Received due to Timeout:
   a. Number of messages completed due to the Receive Character Timeout being reached
7. Received but Discarded:
   a. Number of messages that are complete but discarded due to the queue being full
   b. Change the Gateway Hold Msg Timeout to be less than what you currently have set
8. Successful Parsed Messages:
   a. Number of messages that are complete and have been successfully parsed
9. Failed Parsed Messages:
   a. Number of messages that are complete but have not been parsed successfully



Status Strings: These are the values for *All ASCII*, or the ASCII device selected.

1. Queued Messages:
   a. The gateway will hold up to 20 (configurable) complete messages to send to the other protocol
   b. This will only increment if the Gateway Hold Msg Timeout is non-zero and messages are being received faster than we can send to the other protocol
2. Last Parsed Error:
   a. Last parsed error the gateway encountered

Common Error Messages:

1. Number of Fields Invalid: The total number of parsed fields is greater than the number of fields the gateway was expecting
2. Discard: The Field has been discarded
3. Invalid Length for Field: Number of characters parsed is greater than the number of characters that the gateway is expecting
4. Calculated Length of Data exceeds 255 Characters: Number of characters parsed within a field exceeds 255 characters

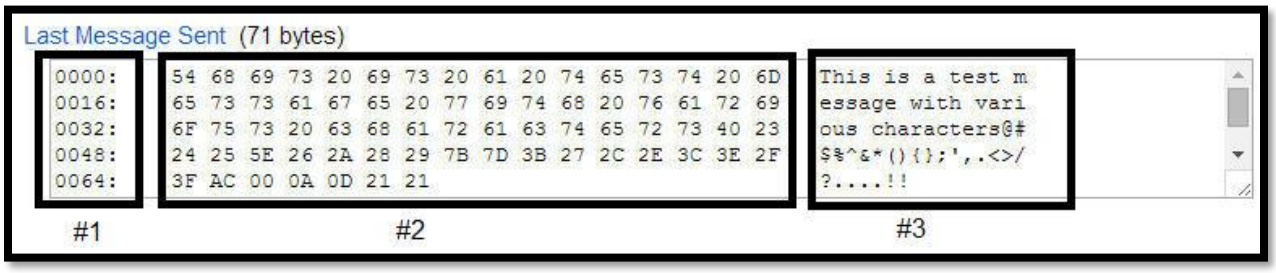
USB Port 0/1 Status:

   a. Status of the two USB ports.
   b. Our gateway supports Class 3 (HID Devices) and Class 7 (Printers) only.

Common Messages:

1. Not Connected, No USB device detected
2. HID Device Connected
3. Unsupported HID Device
4. Error-Missing Device Info
5. Unknown HID Error
6. Unsupported USB Class XX
7. (Printer Devices Only) Printer: Error Check Printer, Not Selected, Paper Available/Paper Empty
8. (Printer Devices Only) Printer: No Error, Selected, Paper Available
   NOTE: Some USB printers may not always be able to determine this information. In this case, they should return benign status of "Paper Not Empty", "Selected" and "No Error".

Buffers:



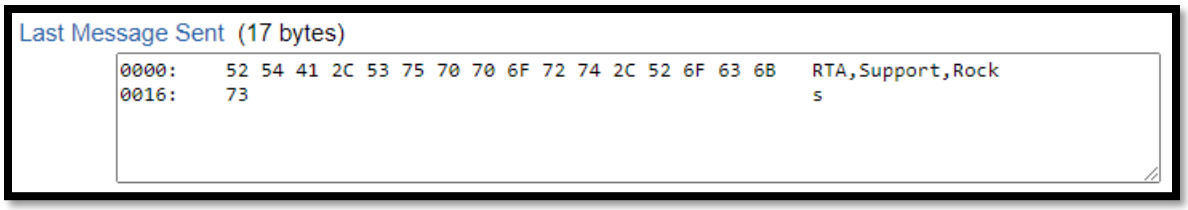
Each buffer text area is divided into three separate parts. Refer to screenshot above for labels.

1. Starting byte for that line
2. HEX character representation

3. ASCII character representation (Unprintable ASCII characters (like <CR>) will be displayed as '.' on the right-hand side of the buffer area.)

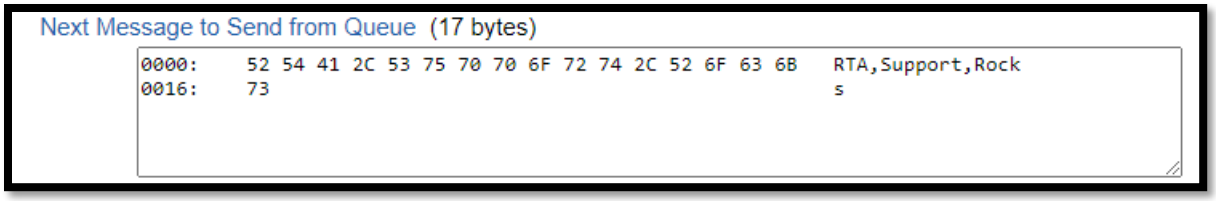
Last Message Sent:

1. Last complete message the gateway received from the ASCII device, processed, and sent to the other protocol



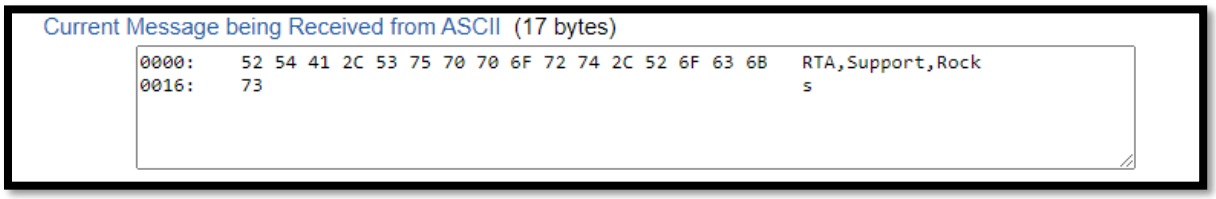
Next Message to Send from Queue:

1. This is the next complete message that the gateway has already received and processed from the ASCII device, and will be sent next to the other protocol



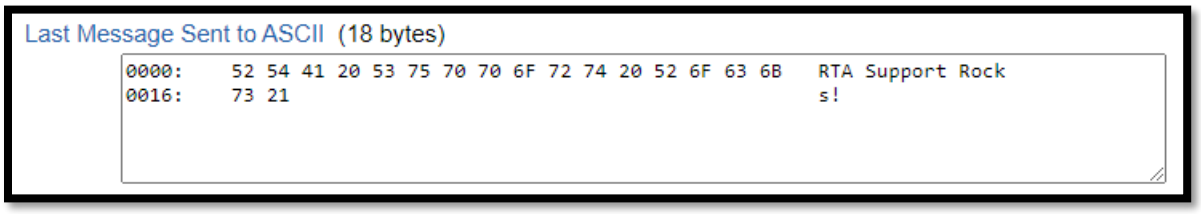
Current Message being Received from ASCII:

1. The current data that the gateway is receiving. The data needs to hit one of the three end cases to call a message complete:
   a. Max Message Length (max number of characters to receive)
   b. Receive Character Timeout (max time to wait after a character to call the current message complete)
   c. Delimiters (gateway has not received the delimiters that are specified)



Last Message Sent to ASCII:

1. Last message that the gateway sent to the ASCII device
   Note: The concatenated delimiters are not displayed in this message but will be transmitted with the message.



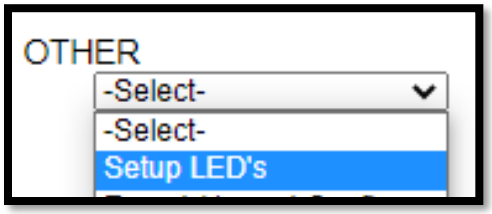
Send Data from Gateway to ASCII: (Used for testing only, Character limit of 1024):

1. Enter a message to send to your ASCII device.
2. Can be used to test communication and test formatting of messages.



LED Configuration

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

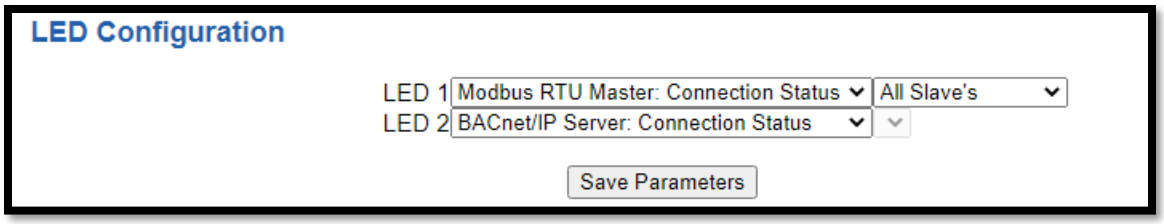


Each LED may be set to Disabled, Protocol 1 or Protocol 2. If either protocol is a master/client, you may set the LED to represent either all slaves/servers configured in the gateway or a slave/server device.

To select a slave/server device:

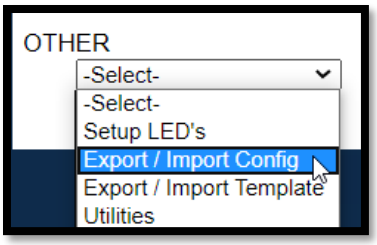
1. Select the protocol in the left dropdown menu.
2. Click the Save Parameters button.
3. Select the individual device in the right dropdown menu.

Click the Save Parameters button to make the changes and reboot the gateway.



Export / Import Configuration Files

To access the configuration file in the 460 gateways, 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.

When you click 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:

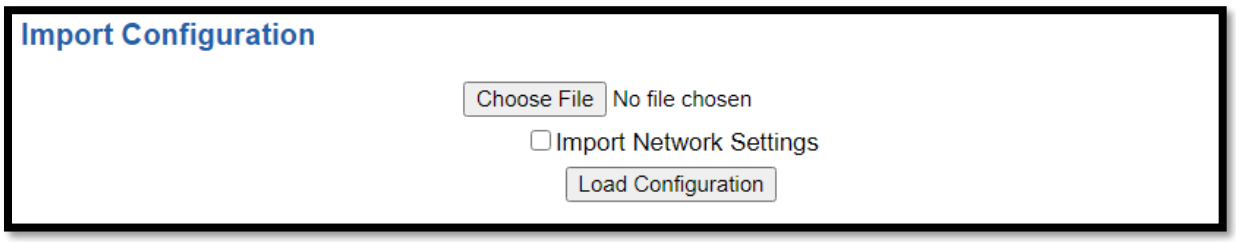
You can import a previously exported configuration file or a configuration file from another device into the 460 gateways, whenever it is in Configuration Mode.

When you click 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 settings with the settings in the configuration file. Click the Load Configuration button. A banner will display your gateway's new IP address.



If the configuration has been successfully loaded, the gateway will confirm this with a message 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 gateway fails in the future, the last configuration is stored on the SD card and can be used for a new gateway to get the application back up and running quickly.

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

Replacing Configuration Using SD Card:

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

1. Extract SD Card from gateway you wish to copy the configuration from.
2. Power up the gateway you wish to copy the configuration to. Do not insert the SD Card yet.
3. Navigate to the webpage inside the unit.
4. Navigate to Other > Utilities.
5. If you are not currently in Mode: Configuration, click the Configuration Mode button at the top left-hand side of the screen.
6. Click 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 in it.
7. When the unit comes back in Mode: Running, insert the SD Card.
8. Perform a hard power cycle. Do not reset power via the 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

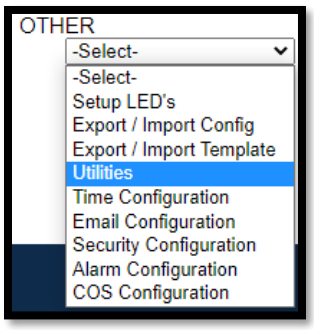
If the IP Address of the gateway is forgotten or is unknown, the IP Address can be recovered using the reset button on the hardware.



1. On the side of the gateway with the SD Card slot, 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. LED 1 and LED 2 will alternate blinking green quickly.
3. Release the button and the gateway will reset to default IP settings (DHCP enabled).

Utilities

To access the Utilities page in the 460 gateways, navigate to Other > Utilities. The Utilities page displays information about the gateway including Operation Time, File System Usage, Memory Usage and Memory Block Usage.



Here you can also:

1. Listing of Revisions: View all the revisions of the individual components.
2. File List: View all the files in the file system.
3. Start Flashing LEDs: Identifies the device by flashing the two application LEDs red and green. Once identified, click the button again to put the LEDs back into their previous state.
4. Log Configuration: Configure the log size and additional filtering flags for each component.
5. Revert to Last Powerup: Reverts all settings back to the last time the gateway was put into Running Mode.
6. Revert to Manufacturing Defaults: Reverts all settings back to factory default, excluding the Network settings.
7. Reformat Flash: Reverts all settings back to factory default and removes any files in the file system.

