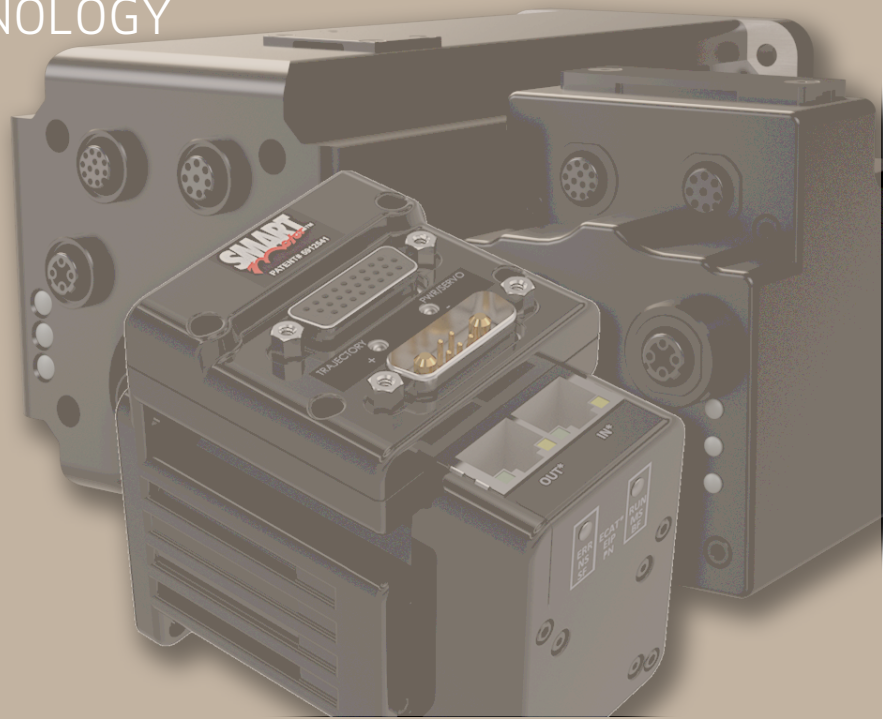


MODBUS® TCP/IP IMPLEMENTATION FOR

FULLY INTEGRATED SERVO MOTORS

CLASS 6 SMARTMOTOR™ WITH
COMBITRONIC™ TECHNOLOGY



Rev. D, September 2022

DESCRIBES THE CLASS 6
SMARTMOTOR™ SUPPORT FOR THE
MODBUS® TCP/IP PROTOCOL

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Moog Animatics Class 6 SmartMotor™ Modbus TCP/IP Guide, Rev. D, PN: SC80100016-001.

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Please let us know if you find any errors or omissions in this manual so that we can improve it for future readers. Such notifications should contain the words "Modbus TCP/IP Guide" in the subject line and be sent by e-mail to: animatics_marcom@moog.com. Thank you in advance for your contribution.

Contact Us:

Americas - West

Moog Animatics
2581 Leghorn Street
Mountain View, CA 94043
USA

Americas - East

Moog Animatics
1995 NC Hwy 141
Murphy, NC 28906
USA

Tel: 1 650-960-4215

Support: 1 (888) 356-0357

Website: www.animatics.com

Email: animatics_sales@moog.com

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Introduction

This chapter provides information on the purpose and scope of this manual. It also provides information on safety notation, related documents and additional resources.

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Purpose

This Modbus® guide describes the Modbus TCP/IP protocol support provided by the Moog Animatics Class 6 EtherNet/IP (EIP) SmartMotor™. It describes the major concepts that must be understood to integrate a SmartMotor follower with a PLC or other Modbus TCP/IP controller. However, it does not cover all the low-level details of the protocol.

NOTE: The feature set described in this version of the manual refers to motor firmware 6.0.2.41 (Class 6 M) / 6.4.2.50 (Class 6 D).

NOTE: A "keepalive" feature, which resets broken connections, is available with firmware 6.0.2.41 (Class 6 M) / 6.4.2.50 (Class 6 D) or higher with netX firmware (NXF) version 3.4.0.5 or higher. Keepalive automatically clears SmartMotor connection resources if a connection is not cleanly closed.

This manual is intended for programmers or system developers who have read and understand the *Modbus Messaging on TCP/IP Implementation Guide V1.0b*, which is published and maintained by Modbus.org. Therefore, this manual is not a tutorial on that specification or the Modbus TCP/IP protocol. Instead, it should be used to understand the specific implementation details for the Moog Animatics SmartMotor. For a general overview of Modbus TCP/IP, see the FAQ page and other resources at www.modbus.org.

Safety Information

This section describes the safety symbols and other safety information.

Safety Symbols

The manual may use one or more of these safety symbols:



WARNING: This symbol indicates a potentially nonlethal mechanical hazard, where failure to comply with the instructions could result in serious injury to the operator or major damage to the equipment.



CAUTION: This symbol indicates a potentially minor hazard, where failure to comply with the instructions could result in slight injury to the operator or minor damage to the equipment.

NOTE: Notes are used to emphasize non-safety concepts or related information.

Other Safety Considerations

The Moog Animatics SmartMotors are supplied as components that are intended for use in an automated machine or system. As such, it is beyond the scope of this manual to attempt to cover all the safety standards and considerations that are part of the overall machine/system design and manufacturing safety. Therefore, this information is intended to be used only as a general guideline for the machine/system designer.

It is the responsibility of the machine/system designer to perform a thorough "Risk Assessment" and to ensure that the machine/system and its safeguards comply with the safety standards specified by the governing authority (for example, ISO, OSHA, UL, etc.) for the site where the machine is being installed and operated. For more details, see Machine Safety on page 8.

Motor Sizing

It is the responsibility of the machine/system designer to select SmartMotors that are properly sized for the specific application. Undersized motors may: perform poorly, cause excessive downtime or cause unsafe operating conditions by not being able to handle the loads placed on them. The *System Best Practices* document, which is available on the Moog Animatics website, contains information and equations that can be used for selecting the appropriate motor for the application.

Replacement motors must have the same specifications and firmware version used in the approved and validated system. Specification changes or firmware upgrades require the approval of the system designer and may require another Risk Assessment.

Environmental Considerations

It is the responsibility of the machine/system designer to evaluate the intended operating environment for dust, high-humidity or presence of water (for example, a food-processing environment that requires water or steam wash down of equipment), corrosives or chemicals that may come in contact with the machine, etc. Moog Animatics manufactures specialized IP-rated motors for operating in extreme conditions. For details, see the *Moog Animatics Product Catalog*.

Machine Safety

In order to protect personnel from any safety hazards in the machine or system, the machine/system builder must perform a "Risk Assessment", which is often based on the ISO 13849 standard. The design/implementation of barriers, emergency stop (E-stop) mechanisms and other safeguards will be driven by the Risk Assessment and the safety standards specified by the governing authority (for example, ISO, OSHA, UL, etc.) for the site where the machine is being installed and operated. The methodology and details of such an assessment are beyond the scope of this manual. However, there are various sources of Risk Assessment information available in print and on the internet.

NOTE: The next list is an example of items that would be evaluated when performing the Risk Assessment. Additional items may be required. The safeguards must ensure the safety of all personnel who may come in contact with or be in the vicinity of the machine.

In general, the machine/system safeguards must:

- Provide a barrier to prevent unauthorized entry or access to the machine or system. The barrier must be designed so that personnel cannot reach into any identified danger zones.
- Position the control panel so that it is outside the barrier area but located for an unrestricted view of the moving mechanism. The control panel must include an E-stop mechanism. Buttons that start the machine must be protected from accidental activation.
- Provide E-stop mechanisms located at the control panel and at other points around the perimeter of the barrier that will stop all machine movement when tripped.
- Provide appropriate sensors and interlocks on gates or other points of entry into the protected zone that will stop all machine movement when tripped.
- Ensure that if a portable control/programming device is supplied (for example, a hand-held operator/programmer pendant), the device is equipped with an E-stop mechanism.

NOTE: A portable operation/programming device requires *many* additional system design considerations and safeguards beyond those listed in this section. For details, see the safety standards specified by the governing authority (for example, ISO, OSHA, UL, etc.) for the site where the machine is being installed and operated.

- Prevent contact with moving mechanisms (for example, arms, gears, belts, pulleys, tooling, etc.).
- Prevent contact with a part that is thrown from the machine tooling or other part-handling equipment.
- Prevent contact with any electrical, hydraulic, pneumatic, thermal, chemical or other hazards that may be present at the machine.
- Prevent unauthorized access to wiring and power-supply cabinets, electrical boxes, etc.
- Provide a proper control system, program logic and error checking to ensure the safety of all personnel and equipment (for example, to prevent a run-away condition). The control system must be designed so that it does not automatically restart the machine/system after a power failure.
- Prevent unauthorized access or changes to the control system or software.

Documentation and Training

It is the responsibility of the machine/system designer to provide documentation on safety, operation, maintenance and programming, along with training for all machine operators, maintenance technicians, programmers, and other personnel who may have access to the machine. This documentation must include proper lockout/tagout procedures for maintenance and programming operations.

It is the responsibility of the operating company to ensure that:

- All operators, maintenance technicians, programmers and other personnel are tested and qualified before acquiring access to the machine or system.
- The above personnel perform their assigned functions in a responsible and safe manner to comply with the procedures in the supplied documentation and the company safety practices.
- The equipment is maintained as described in the documentation and training supplied by the machine/system designer.

Additional Equipment and Considerations

The Risk Assessment and the operating company's standard safety policies will dictate the need for additional equipment. In general, it is the responsibility of the operating company to ensure that:

- Unauthorized access to the machine is prevented at all times.
- The personnel are supplied with the proper equipment for the environment and their job functions, which may include: safety glasses, hearing protection, safety footwear, smocks or aprons, gloves, hard hats and other protective gear.
- The work area is equipped with proper safety equipment such as first aid equipment, fire suppression equipment, emergency eye wash and full-body wash stations, etc.
- There are no modifications made to the machine or system without proper engineering evaluation for design, safety, reliability, etc., and a Risk Assessment.

Safety Information Resources

Additional SmartMotor safety information can be found on the Moog Animatics website; open the topic "Controls - Notes and Cautions" located at:

<https://www.animatics.com/support/downloads/knowledgebase/controls---notes-and-cautions.html>

OSHA standards information can be found at:

<https://www.osha.gov/law-regs.html>

ANSI-RIA robotic safety information can be found at:

<http://www.robotics.org/robotic-content.cfm/Robotics/Safety-Compliance/id/23>

UL standards information can be found at:

<http://ulstandards.ul.com/standards-catalog/>

ISO standards information can be found at:

<http://www.iso.org/iso/home/standards.htm>

EU standards information can be found at:

<http://ec.europa.eu/growth/single-market/european-standards/harmonised-standards/index.en.htm>

Additional Documents

The Moog Animatics website contains additional documents that are related to the information in this manual. Please refer to these lists.

Related Guides

- Moog Animatics SmartMotor™ Installation and Startup Guides
<http://www.animatics.com/install-guides>
- *SmartMotor™ Developer's Guide*
<http://www.animatics.com/smartmotor-developers-guide>
- *SmartMotor™ Homing Procedures and Methods Application Note*
<http://www.animatics.com/homing-application-note>
- *SmartMotor™ System Best Practices Application Note*
<http://www.animatics.com/system-best-practices-application-note>

In addition to the documents listed above, guides for fieldbus protocols and more can be found on the website: <https://www.animatics.com/support/downloads/manuals.html>

Other Documents

- SmartMotor™ Certifications
<https://www.animatics.com/certifications.html>
- *SmartMotor Developer's Worksheet*
(interactive tools to assist developer: Scale Factor Calculator, Status Words, CAN Port Status, Serial Port Status, RMODE Decoder and Syntax Error Codes)
<https://www.animatics.com/support/downloads/knowledgebase.html>
- *Moog Animatics Product Catalog*
<http://www.animatics.com/support/moog-animatics-catalog.html>

Additional Resources

The Moog Animatics website contains useful resources such as product information, documentation, product support and more. Please refer to these addresses:

- General company information:
<http://www.animatics.com>
- Product information:
<http://www.animatics.com/products.html>
- Product support (Downloads, How-to Videos, Forums and more):
<http://www.animatics.com/support.html>
- Contact information, distributor locator tool, inquiries:
<https://www.animatics.com/contact-us.html>
- Applications (Application Notes and Case Studies):
<http://www.animatics.com/applications.html>

Modbus Resources

Modbus is a common standard maintained by Modbus.org:

- Modbus.org website:
<http://www.modbus.org>

System Connections and Status LEDs

These sections describe the system connections and the status LEDs.

NOTE: For information on your motor's connector pinouts, refer to your motor's SmartMotor Installation and Startup Guide.

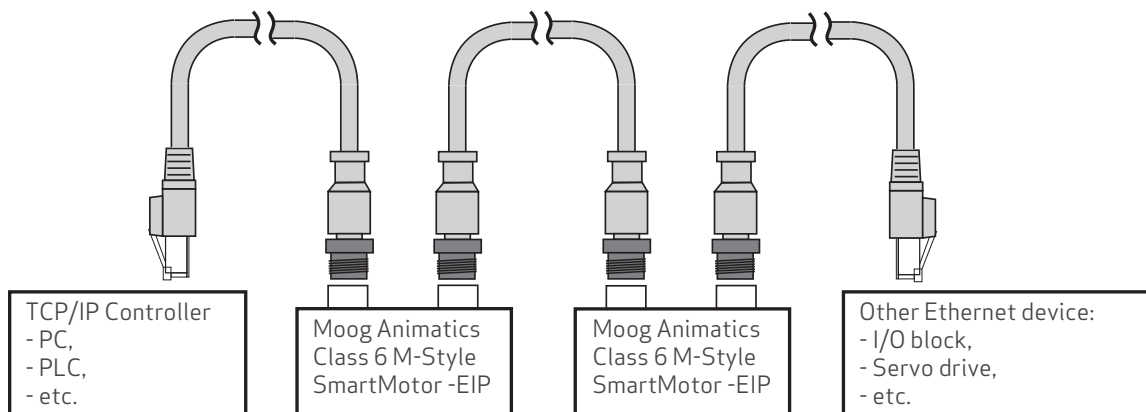
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Cable Diagrams

The next figures show a Modbus TCP/IP controller connected to a series of follower devices. Although only two configurations are shown, many different network topologies are possible. Other devices (routers, gateways, etc.) may also be on the network. For details, see *Modbus Messaging on TCP/IP Implementation Guide V1.0b*.

Modbus TCP/IP Bus

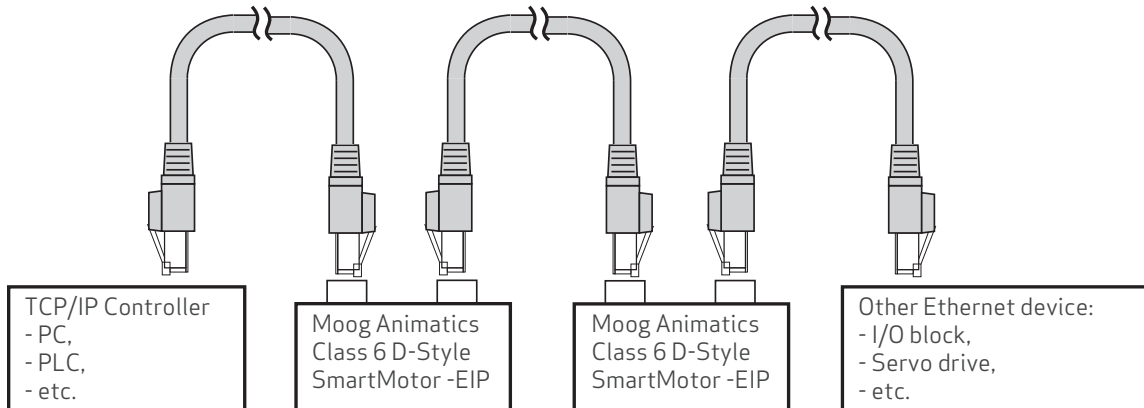
Example Daisy-Chain Configuration



NOTE: Either Ethernet port can be used to daisy-chain the motors.

Modbus TCP/IP Bus

Example Daisy-Chain Configuration

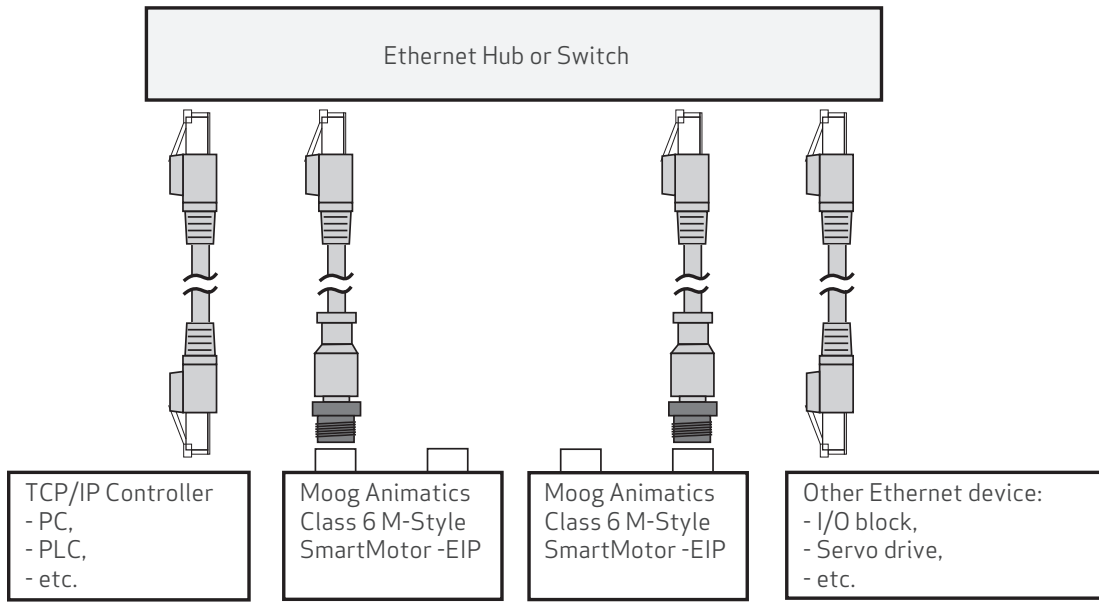


NOTE: Either Ethernet port can be used to daisy-chain the motors.

NOTE: Unlike other fieldbus protocols, Modbus TCP/IP does not require terminators at each end of the network bus.

Modbus TCP/IP Bus

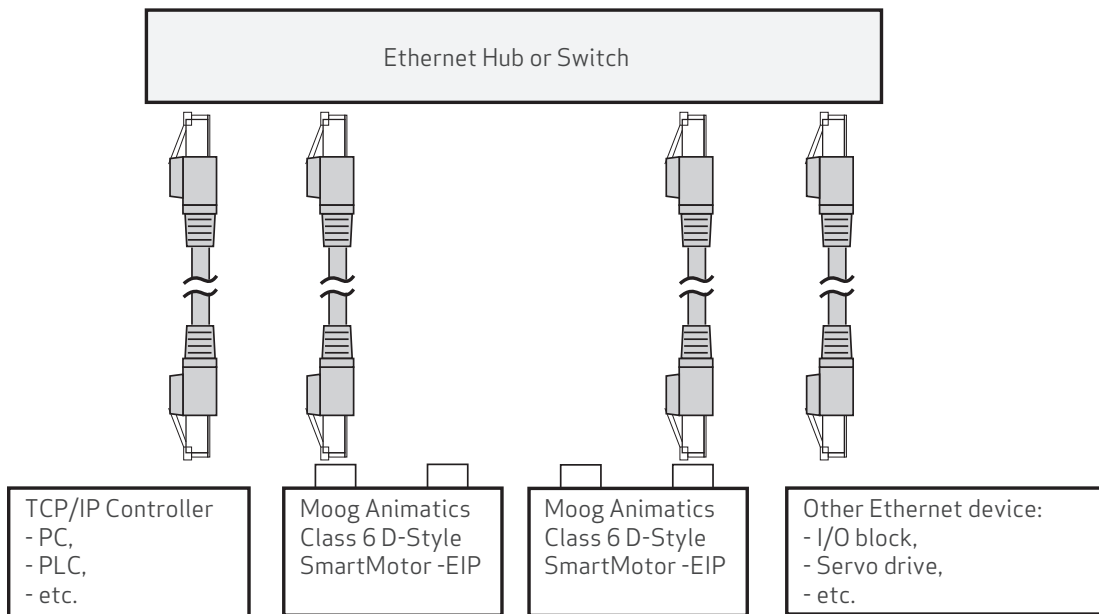
Example Star Configuration



NOTE: Either Ethernet port can be used to connect the motors.

Modbus TCP/IP Bus

Example Star Configuration

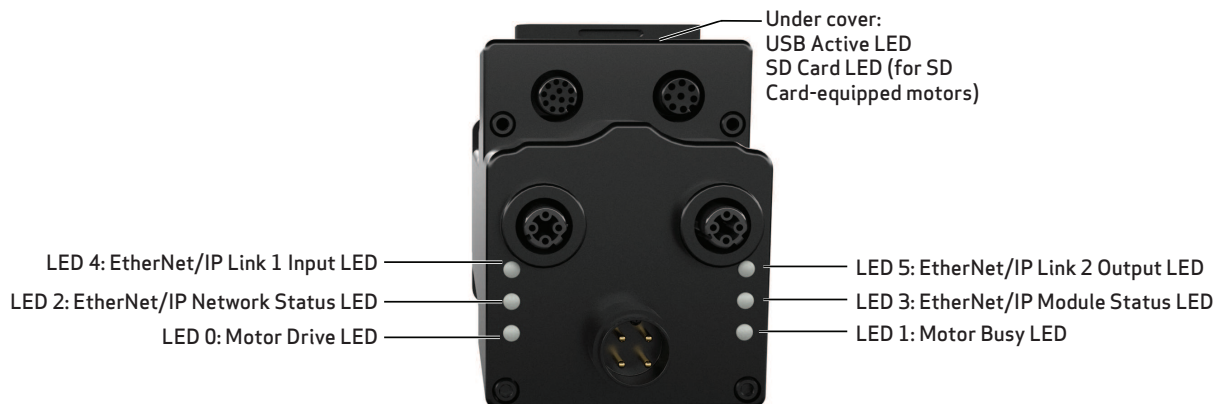


NOTE: Either Ethernet port can be used to connect the motors.

NOTE: Unlike other fieldbus protocols, Modbus TCP/IP does not require terminators at each end of the network bus.

Understanding the Status LEDs

This section describes the functionality of the Modbus TCP/IP Status LEDs on the Class 6 M-style EIP SmartMotor.



Flickering = On/Off in 0.1 sec; Blinking = On/Off in 0.5 sec; Flashing = separated by 1 sec for EtherNet/IP LEDs and 2 sec for Fault Codes

SD Card LED (for SD Card-equipped motors)	
Off	No card, bad or damaged card
Blinking green	Busy, do not remove card
Solid green	Card detected
Solid red	Card with no SmartMotor data

USB Active LED	
Flashing green	Active
Flashing red	Suspended
Solid red	USB power detected, no configuration

LED 0: Motor Drive LED	
Off	No power
Solid green	Drive on
Blinking green	Drive off, no faults
Triple red flash	Watchdog fault
Solid red	Faulted or no drive enable input

LED 1: Motor Busy LED	
Off	Not busy
Solid green	Drive on, trajectory in progress
Flashing # red	Flashes fault code* (see below) when Drive LED is solid red

LED 2: EtherNet/IP Network Status LED	
Off	No power or no IP address
Flashing red/grn	Power-up self test
Flashing green	No connections
Solid green	Connected
Flashing red	Connection timeout
Solid red	Duplicate IP

LED 3: EtherNet/IP Module Status LED	
Off	No power
Flashing red/grn	Power-up self test
Flashing green	Standby
Solid green	Device operational
Flashing red	Minor fault
Solid red	Major fault

LED 4: EtherNet/IP Link 1 Input LED	
Off	No/bad cable; no/bad Link port
Solid green	Link established
Blinking green	Activity

LED 5: EtherNet/IP Link 2 Output LED	
Off	No/bad cable; no/bad Link port
Solid green	Link established
Blinking green	Activity

LED Status on Power-up:

- With no program and the travel limit inputs are low:
LED 0 solid red; motor is in fault state due to travel limit fault
LED 1 off
- With no program and the travel limits are high:
LED 0 solid red for 500 milliseconds then flashing green
LED 1 off
- With a program that only disables travel limits:
LED 0 red for 500 milliseconds then flashing green
LED 1 off

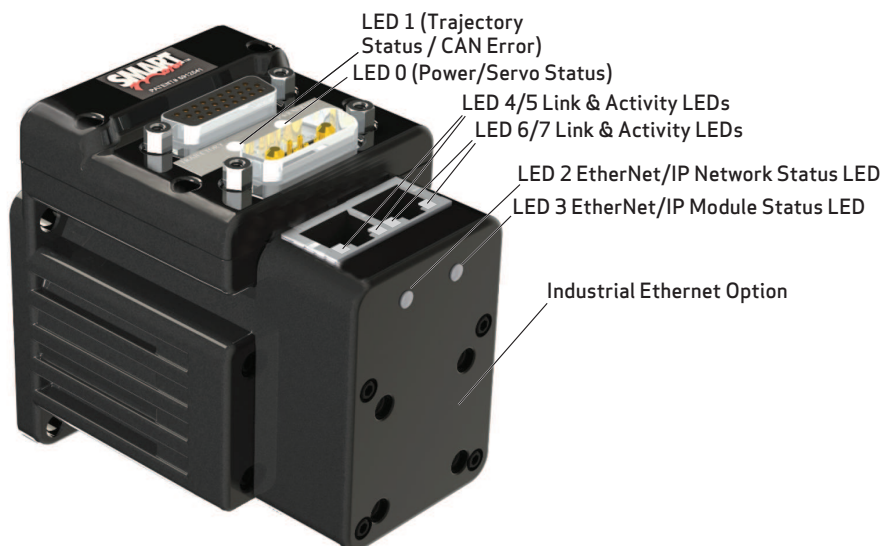
LED1 Fault Codes:

Flash	Description
1	NOT Used
2	Bus Voltage
3	Over Current
4	Excessive Temperature
5	Excessive Position
6	Velocity Limit
7	dE/Dt - First derivative of position error is excessive
8	Hardware Positive Limit Reached
9	Hardware Negative Limit Reached
10	Software Positive Travel Limit Reached
11	Software Negative Travel Limit Reached

*Busy LED pauses for 2 seconds before flashing the code

Understanding the Status LEDs

This section describes the functionality of the Modbus TCP/IP Status LEDs on the Class 6 D-style EIP SmartMotor.



Flickering = On/Off in 0.1 sec; Blinking = On/Off in 0.5 sec; Flashing = separated by 1 sec for EtherCAT LEDs and 2 sec for Fault Codes

LED 0: Power/Servo LED

Off	No power
Solid green	Drive on
Blinking green	Drive off, no faults
Triple red flash	Watchdog fault
Solid red	Faulted or no drive enable input
Alt. red/green*	In boot load; needs firmware

LED 1: Trajectory LED

Off	Not busy
Solid green	Drive on, trajectory in progress
Flashing # red	Flashes fault code** (see below) when Drive LED is solid red

LED Status on Power-up:

- With no program and the travel limit inputs are low:
LED 0 solid red; motor is in fault state due to travel limit fault
LED 1 off
- With no program and the travel limits are high:
LED 0 solid red for 500 milliseconds then flashing green
LED 1 off
- With a program that only disables travel limits:
LED 0 red for 500 milliseconds then flashing green
LED 1 off

*If the USB port is plugged in at power up, it flashes for ~4 seconds, turns solid red until it is detected through SMI, then it returns to flashing

LED 1 Fault Codes:

Flash Description

1	NOT Used
2	Bus Voltage
3	Over Current
4	Excessive Temperature
5	Excessive Position
6	Velocity Limit
7	dE/Dt - First derivative of position error is excessive
8	Hardware Positive Limit Reached
9	Hardware Negative Limit Reached
10	Software Positive Travel Limit Reached
11	Software Negative Travel Limit Reached

**Busy LED pauses for 2 seconds before flashing the code

Industrial Ethernet Option

LED 2: EtherNet/IP Network Status LED

Off	No power or no IP address
Flashing red/grn	Power-up self test
Flashing green	No connections
Solid green	Connected
Flashing red	Connection timeout
Solid red	Duplicate IP

LED 4 & 5: EtherNet/IP Link 1 Input LED

Off	No/bad cable; no/bad Link port
Solid green	Link established
Blinking green	Activity

Industrial Ethernet Option

LED 3: EtherNet/IP Module Status LED

Off	No power
Flashing red/grn	Power-up self test
Flashing green	Standby
Solid green	Device operational
Flashing red	Minor fault
Solid red	Major fault

LED 6 & 7: EtherNet/IP Link 2 Output LED

Off	No/bad cable; no/bad Link port
Solid green	Link established
Blinking green	Activity

Using Modbus

These sections describe how to enable Modbus communications with your SmartMotor, along with information on supported function codes, input registers and holding registers.

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Modbus TCP/IP Description

Modbus TCP/IP is a standard that allows industrial devices to communicate over Ethernet TCP/IP connections. The Moog Animatics Class 6 SmartMotor supports communication to a PLC, HMI, or other host device over Ethernet TCP/IP.

NOTE: The Moog Animatics Class 6 SmartMotor also supports the Modbus RTU protocol over RS-485 serial connections. Refer to that guide for details.

Unlike Modbus RTU communication, the OCHN command is not needed or used for Modbus TCP/IP communication. In fact, once the motors are connected to the Ethernet network, they will be able to communicate with the Modbus TCP/IP controller if DHCP is used, or they will simply need a static IP address if DHCP is not being used.

TCP Connection

Modbus TCP/IP on the SmartMotor:

- Allows for three concurrent (simultaneous) TCP connections.
- Uses TCP port 502.

Setting the IP Address

As mentioned previously, for Modbus TCP/IP on the SmartMotor, the IP address can be either static or dynamic (DHCP). The default operation is dynamic addressing. For applications requiring a fixed IP address, it must be set using the IPCTL command (IPCTL) through either:

- The USB port, or
- The RS-485 port

The IPCTL command allows you to change the IP address of the SmartMotor. The default setting is "0.0.0.0" for IP address, subnet mask, and gateway disabled/automatic. Three function codes (0, 1, and 2) are available for setting a specific IP address, a specific subnet mask, and/or a specific gateway address, respectively. It uses the form:

IPCTL(function,"string")

- function is one of these codes:

function	Description
0	Set IP address
1	Set subnet mask
2	Set gateway

- "string" is formatted as an IP address and entered as a string

For example:

```
IPCTL(0,"192.168.0.10") 'Set the IP address to 192.168.0.10
```

For more details on the IPCTL command, see the *SmartMotor™ Developer's Guide*. For details on the USB and RS-485 ports, see the corresponding *SmartMotor™ Installation & Startup Guide*.

Supported Function Codes

Command	Purpose	Value	Non-Volatile Setting
ETHCTL (101,value)	Modbus TCP access control	-1 default 0 no read, no write (and close TCP port) 1 read-only 2 write-only 3 read and write allowed (default)	Yes
ETHCTL (111,value)	Keepalive time for Modbus connections	-1 default (3 seconds) 0 disable 1-127 keepalive time (seconds)	Yes

Supported Function Codes

A small set of Modbus function codes are supported for simple access to variables and status words. The GOSUB feature of the AniBasic language can be accessed through register write as well.

16-Bit Access

This table shows the codes, descriptions and functions for 16-bit access.

Code	Description	Function
03	Read Holding Registers (4X space)	Read 16-bit value or values.
04	Read Input Registers (3X space)	Read 16-bit (read-only) value or values.
06	Write Single Register (4X space)	Write 16-bit value or values.
16	Write Multiple Registers (4X space)	Write 16-bit value or values.

32-Bit Access

This table shows the codes, descriptions and functions for 32-bit access.

Code	Description	Function
03	Read Holding Registers (4X space)	Read 32-bit value or values.
16	Write Multiple Registers (4X space)	Write 32-bit value or values.

NOTE: Low word of 32-bit values is stored at lower Modbus address.

Input Registers - 3X

The Modbus 3X input registers are 16-bit registers used to read data to the PLC (i.e., they are read only). Regarding the SmartMotor, the set of data that can be read includes the Moog Animatics AniBasic "RW(x)" status words — the physical I/O state inputs RW(16) and, optionally, RW(17), and other RW(x) status words. Refer to the next table.

3X Mapping

This table describes the 3X mapping.

Address (hex)	Byte #	Description	Comments
0x0000	2	Status Register 0	Drive state and hardware limits
0x0001	2	Status Register 1	Index capture and software limits
0x0002	2	Status Register 2	Programs and communications
0x0003	2	Status Register 3	PID and motion
0x0004	2	Status Register 4	Timers
0x0005	2	Status Register 5	Interrupts
0x0006	2	Status Register 6	Commutation and bus
0x0007	2	Status Register 7	Trajectory details
0x0008	2	Status Register 8	Cam and interpolation user bits
0x0009	2	Status Register 9	N/A
0x000a	2	Status Register 10	N/A
0x000b	2	Status Register 11	N/A
0x000c	2	Status Register 12	User bits word 0
0x000d	2	Status Register 13	User bits word 1
0x000e	2	Status Register 14	N/A
0x000f	2	Status Register 15	N/A
0x0010	2	Status Register 16	I/O state, word 0
0x0011	2	Status Register 17	I/O state, word 1 (Class 5 D-style with AD1 option only)
NOTES: 1. Addresses shown are 0-based. Legacy Modbus addresses may be translated differently by the host controller. 2. Refer to the <i>SmartMotor Developer's Guide</i> for a full description of status word functionality.			

LIMITATIONS: Up to 125 words can be read at a time (for the purposes of the input registers, reading is only meaningful up to the index shown in the previous table).

Holding Registers - 4X

The Modbus 4X holding registers are 16-bit registers used to read data to and write data from the PLC. Regarding the SmartMotor, the set of data that can be read/written includes the Moog Animatics AniBasic variables a-zzz, ab, aw and al, and the GOSUB command. Refer to the next table.

4X Mapping

This table describes the 4X mapping.

Address (hex)	Byte #	AniBasic Command Description	Comments
0x2000-2033	-	a to z	User memory
0x2034-2067	-	aa to zz	User memory
0x2068-209B	-	aaa to zzz	User memory, includes zzz
0x209C-0x2101		ab[0]-ab[203] al[0]-al[50] aw[0]-aw[101]	User memory array
0x8004		GOSUB(label)	Execute subroutine specified by label

NOTES:

1. Addresses shown are 0-based. Legacy Modbus addresses may be translated differently by the host controller.

2. User memory is word-addressable only. The low-addressed word is the lower half of a 32-bit number in the controller.

LIMITATIONS: Up to 125 words can be read at a time. However, if accessing SmartMotor variables a, b, c, etc., which are 2 words each as 32-bit variables, then 62 variables can be accessed in a read operation. Writing multiple registers has a restriction of up to 123 words (61 variables that are 32-bits each).

Modbus TCP/IP Communications Example

This topic contains Modbus communications examples.

Modbus TCP/IP Communication Setup

This section describes a typical setup for Modbus TCP/IP communications.

- Modbus TCP/IP requires the Class 6 "-EIP" SmartMotor model. Verify that you have the correct motor.
- Verify the type of motor addressing being used. Note that:
 - For dynamic IP (DHCP) addressing (SmartMotor default), there is no need to set an IP address on the motor.
 - For static IP addressing, you will need to set a static IP address on the motor. For more details, see *Setting the IP Address* on page 18.
- There is no need to open the Modbus TCP/IP port, it is already open by default (using TCP port 502). Therefore, no special program is needed.
- There is no need for a node ID—the IP address serves as the motor's identification. Note that the Node ID is typically assumed to be "0" in Modbus TCP/IP.

Modbus TCP/IP Sample Command Sequences

This topic contains some sample Modbus TCP/IP (Ethernet) command sequences. These examples show the data sent from and received by the Modbus controller communicating with a SmartMotor. For these examples, a utility software is used to show the communications between the Modbus controller and SmartMotor.

NOTE: There are various Modbus TCP/IP utilities available for this purpose. Therefore, Moog Animatics does not endorse any particular one—the selection depends on the requirements of your application.

As compared to Modbus RTU, there are some differences in the structure of the packet:

- No CRC (the TCP channel handles that inherently, so Modbus TCP/IP drops the use of its own CRC).
- An additional header for Modbus TCP/IP that contains the Unit ID.

NOTE: The Unit ID is similar to the Follower ID in Modbus RTU. However, the Unit ID is typically set to 0. For Modbus TCP/IP, the IP address is the mechanism for uniquely addressing the follower device.

For each of these sections:

- Section title = action being performed
- Output = formatted byte stream sent from controller to the SmartMotor
- Input = formatted byte stream received by the controller from the SmartMotor

For each of these tables:

NOTE: A table is provided to illustrate the parts of the byte sequence only. The byte sequence must be transmitted as a stream of bytes shown in the Output/Input strings above the table (i.e., no pause or null for the blank cells).

These items unique to the Modbus TCP/IP header:

- Transaction ID = Transaction Identifier, match in request and response
- Protocol = for Modbus TCP/IP, this is always 0
- Length = specifies the number of bytes in the frame
- Unit ID = the address of the follower device (for the SmartMotor, this is typically 0, and the IP address is used as the follower device address)

These items are common to Modbus RTU and Modbus TCP/IP:

- Function Code = function code (see Supported Function Codes on page 19)
- Start Addr = start address in memory or single register address (see Input Registers - 3X on page 20 and Holding Registers - 4X on page 21)
- No. of Reg. = number of coils or number of registers
- Byte Cnt = byte count
- Data (start address + 0) = data word 0
- Data (start address + 1) = data word 1
- Data (start address + 2) = data word 2
- Data (start address + 3) = data word 3

NOTE: Unlike Modbus RTU, there is no CRC in Modbus TCP/IP.

Read input registers (status word 3 and 4)

Output: 00 01 00 00 00 06 00 04 00 03 00 02

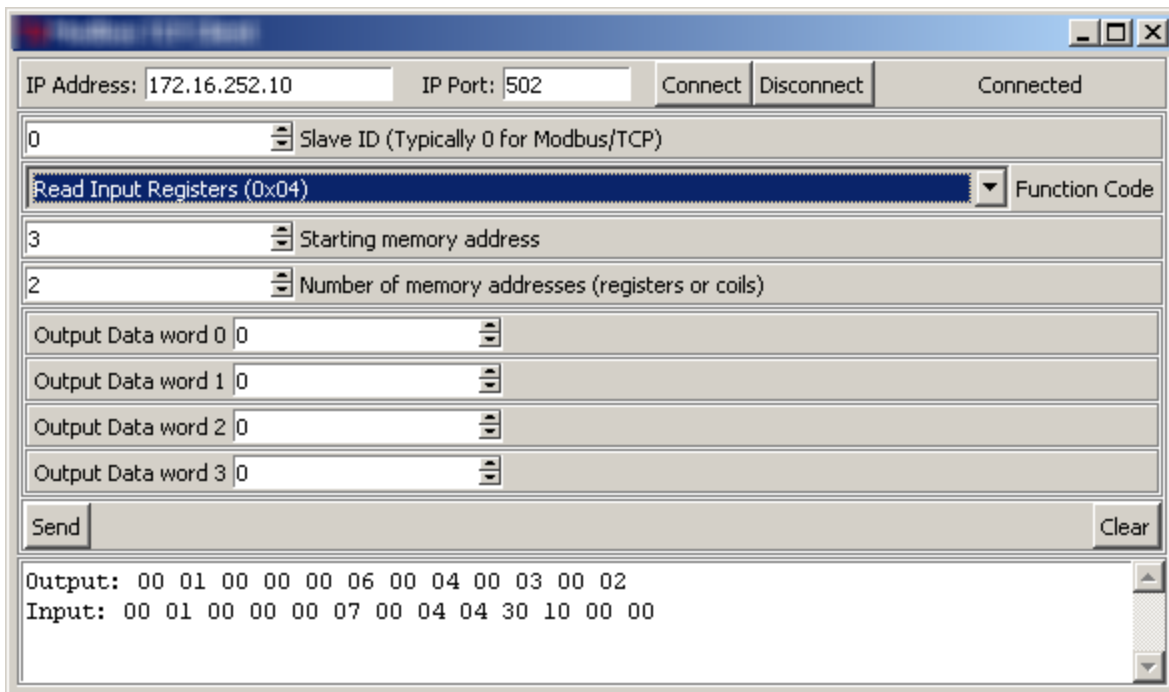
Input: 00 01 00 00 00 07 00 04 04 30 10 00 00

RW(3) 12304 (0x3010)

RW(4) 0 (0x0000)

	Modbus TCP Header				Modbus Packet							
	Trans ID	Protocol	Length	Unit ID	Funcnt	Start Addr	No. of Reg.	Byte Cnt	Data start +0	Data start +1	Data start +2	Data start +3
Output	00 01	00 00	00 06	00	04	00 03	00 02					
Input	00 01	00 00	00 07	00	04			04	30 10	00 00		

A table is provided to illustrate the parts of the byte sequence only. The byte sequence must be transmitted as a stream of bytes shown in the Output/Input strings above the table (i.e., no pause or null for the blank cells).



A Modbus Utility Showing Output / Input Data

Read holding registers b and c

In the SmartMotor:

b = 33686018 (0x02020202)

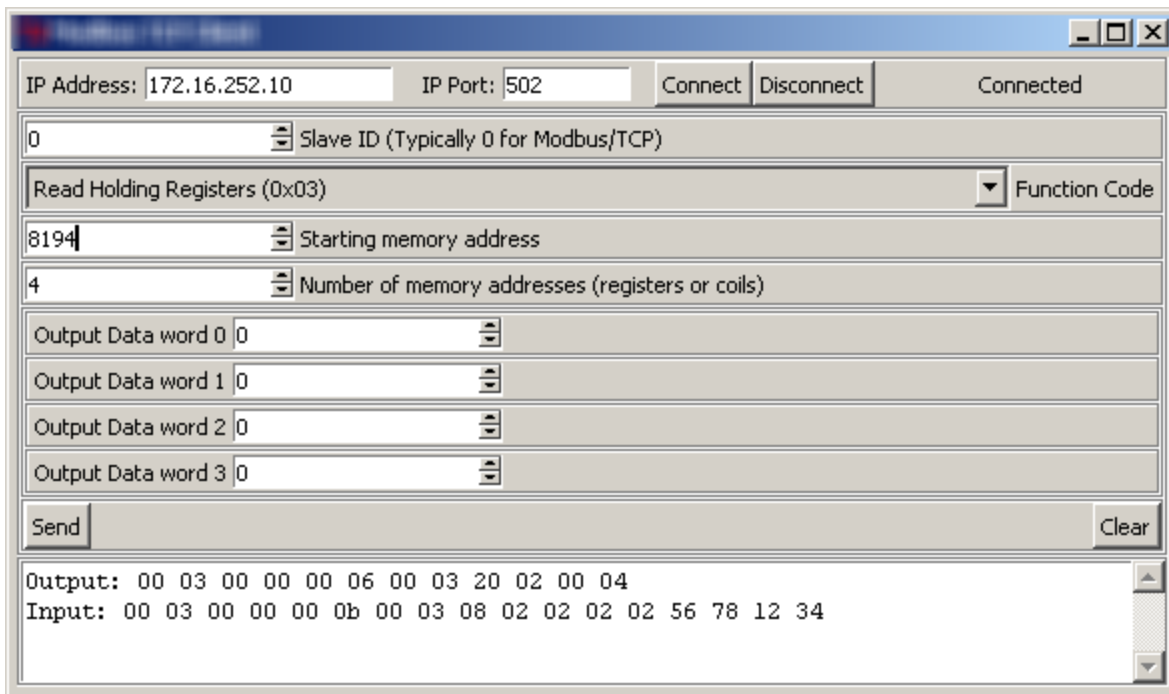
c = 305419896 (0x12345678)

Output: 00 03 00 00 00 06 00 03 20 02 00 04

Input: 00 03 00 00 00 0b 00 03 08 02 02 02 02 56 78 12 34

	Modbus TCP Header				Modbus Packet							
	Trans ID	Protocol	Length	Unit ID	Funct	Start Addr	No. of Reg.	Byte Cnt	Data start +0	Data start +1	Data start +2	Data start +3
Output	00 03	00 00	00 06	00	03	20 02	00 04					
Input	00 03	00 00	00 0b	00	03			08	02 02	02 02	56 78	12 34

A table is provided to illustrate the parts of the byte sequence only. The byte sequence must be transmitted as a stream of bytes shown in the Output/Input strings above the table (i.e., no pause or null for the blank cells).



A Modbus Utility Showing Output / Input Data

Write single register

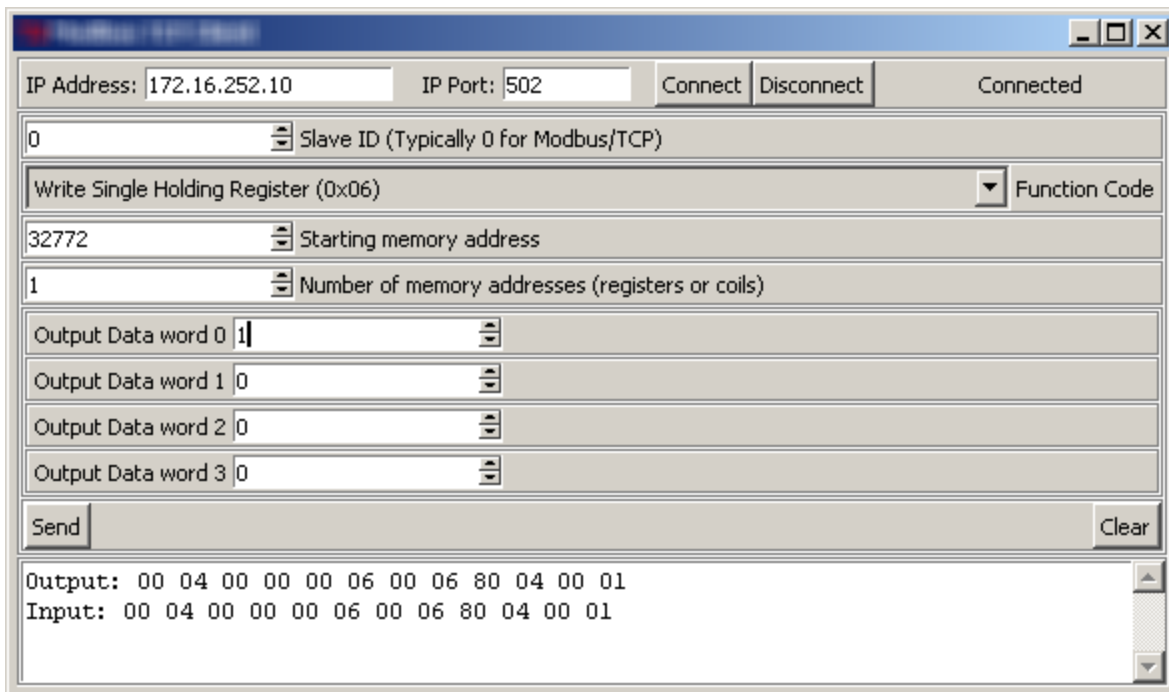
(Call GOSUB at address 0x8004 / 32772 in this example.)

Output: 00 04 00 00 00 06 00 06 80 04 00 01

Input: 00 04 00 00 00 06 00 06 80 04 00 01

	Modbus TCP Header				Modbus Packet							
	Trans ID	Protocol	Length	Unit ID	Funcnt	Start Addr	No. of Reg.	Byte Cnt	Data start +0	Data start +1	Data start +2	Data start +3
Output	00 04	00 00	00 06	00	06	80 04			00 01			
Input	00 04	00 00	00 06	00	06	80 04			00 01			

A table is provided to illustrate the parts of the byte sequence only. The byte sequence must be transmitted as a stream of bytes shown in the Output/Input strings above the table (i.e., no pause or null for the blank cells).



A Modbus Utility Showing Output / Input Data

Write multiple registers

Address = Value
8192 = 0x0001
8193 = 0x0002
8194 = 0x0003
8195 = 0x0004

Output: 00 05 00 00 00 0f 00 10 20 00 00 04 08 00 01 00 02 00 03 00 04

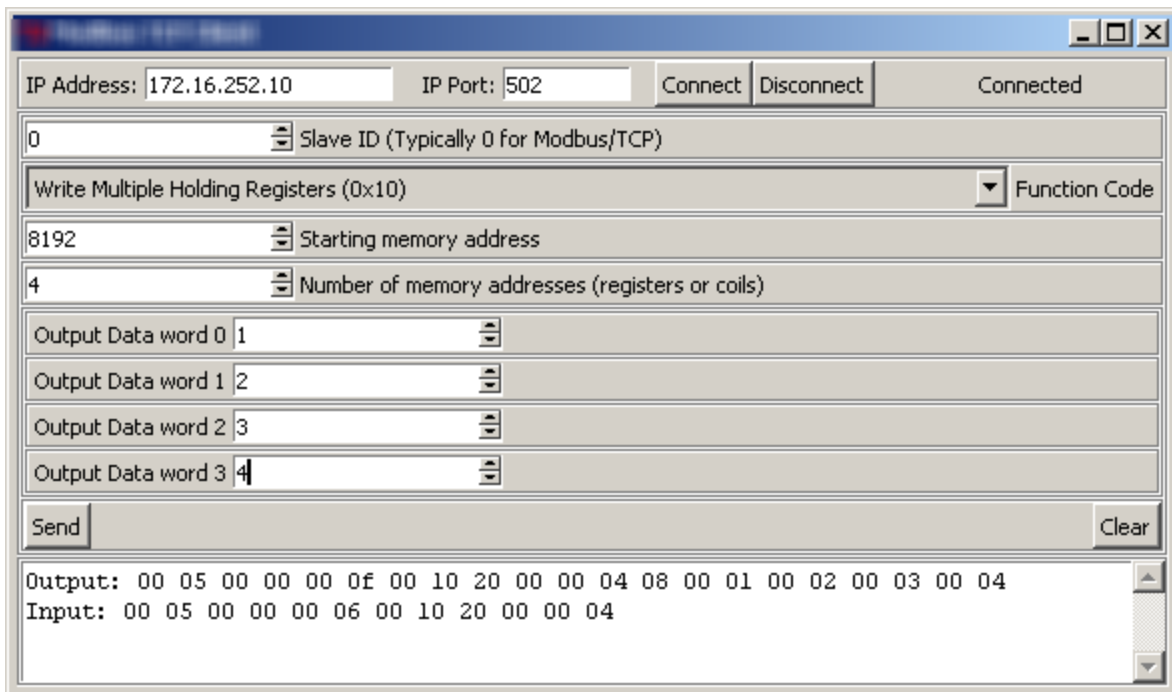
Input: 00 05 00 00 00 06 00 10 20 00 00 04

Ra 131073 (0x00020001)

Rb 262147 (0x00040003)

	Modbus TCP Header				Modbus Packet								
	Trans ID	Protocol	Length	Unit ID	Funct	Start Addr	No. of Reg.	Byte Cnt	Data start +0	Data start +1	Data start +2	Data start +3	
Output	00 05	00 00	00 0f	00	10	20 00	00 04	08	00 01	00 02	00 03	00 04	
Input	00 05	00 00	00 06	00	10	20 00	00 04						

A table is provided to illustrate the parts of the byte sequence only. The byte sequence must be transmitted as a stream of bytes shown in the Output/Input strings above the table (i.e., no pause or null for the blank cells).



A Modbus Utility Showing Output / Input Data

Troubleshooting

This table provides troubleshooting information for solving common problems. For additional support resources, see the Moog Animatics Support page at:

<http://www.animatics.com/support.html>

Issue	Cause	Solution
Communication and Control Issues		
Motor control power light does not illuminate.	Control power is off, disconnected or incorrectly wired.	Check that control power is connected to the proper pins and turned on. For connection details, see Connecting the System on page 1.
	Motor has routed drive power through drive-enable pins.	Ensure cabling is correct and drive power is not being delivered through the 15-pin connector.
	Motor is equipped with the DE option.	To energize control power, apply 24-48 VDC to pin 15 and ground to pin 14.
Motor does not communicate with SMI.	Transmit, receive or ground pins are not connected correctly.	Ensure that transmit, receive and ground are all connected properly to the host PC.
	Motor program is stuck in a continuous loop or is disabling communications.	To prevent the program from running on power up, use the Communications Lockup Wizard located on the SMI software Communications menu.
Motor does not communicate with Modbus TCP/IP.	Incorrect Modbus TCP/IP address.	The IP address = the motor's address. If DHCP is not used, check that the fixed IP/motor address is correct. NOTE: Each network device must have a unique IP address.
	Permissions settings	See ETHCTL(101,<value>)
Motor disconnects from SMI sporadically.	COM port buffer settings are too high.	Adjust the COM port buffer settings to their lowest values.
	Poor connection on serial cable.	Check the serial cable connections and/or replace it.
	Power supply unit (PSU) brownout.	PSU may be too high-precision and/or undersized for the application, which causes it to brown-out during motion. Make moves less aggressive, increase PSU size or change to a linear unregulated power supply.
Red PWR SERVO light illuminated.	Critical fault.	To discover the source of the fault, use the Motor View tool located on the SMI software Tools menu.
Common Faults		
Bus voltage fault.	Bus voltage is either too high or too low for operation.	Check servo bus voltage. If motor uses the DE power option, ensure that both drive and control power are connected.

Troubleshooting

Issue	Cause	Solution
Overcurrent occurred.	Motor intermittently drew more than its rated level of current. Does not cease motion.	Consider making motion less abrupt with softer tuning parameters or acceleration profiles.
Excessive temperature fault.	Motor has exceeded temperature limit of 85°C. Motor will remain unresponsive until it cools down below 80°C.	Motor may be undersized or ambient temperature is too high. Consider adding heat sinks or forced air cooling to the system.
Excessive position error.	The motor's commanded position and actual position differ by more than the user-supplied error limit.	Increase error limit, decrease load or make movement less aggressive.
Historical positive/negative hardware limit faults.	A limit switch was tripped in the past.	Clear errors with the ZS command.
	Motor does not have limit switches attached.	Configure the motor to be used without limit switches by setting their inputs as general use.
Programming and SMI Issues		
Several commands not recognized during compiling.	Compiler default firmware version set incorrectly.	Use the Compiler default firmware version option in the SMI software Compile menu to select a default firmware version closest to the motor's firmware version. In the SMI software, view the motor's firmware version by right-clicking the motor and selecting Properties.

TAKE A CLOSER LOOK

Moog Animatics, a sub-brand of Moog Inc. since 2011, is a global leader in integrated automation solutions. With over 30 years of experience in the motion control industry, the company has U.S. operations and international offices in Germany and Japan as well as a network of Automation Solution Providers worldwide.

Americas - West
Moog Animatics
2581 Leghorn Street
Mountain View, CA 94043
United States

Americas - East
Moog Animatics
1995 NC Hwy 141
Murphy, NC 28906
United States

Europe
Moog GmbH
Memmingen Branch
Allgaeustr. 8a
87766 Memmingerberg
Germany

Asia
Moog Animatics
Kichijoji Nagatani City Plaza 405
1-20-1, Kichijojihoncho
Musashino-city, Tokyo 180-0004
Japan

Tel: +1 650-960-4215
Email: animatics_sales@moog.com

Tel: +49 8331 98 480-0
Email: info.mm@moog.com

Tel: +81 (0)422 201251
Email: mcg.japan@moog.com

For Animatics product information, visit www.animatics.com

For more information or to find the office nearest you, email animatics_sales@moog.com

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