



zenon
by COPA-DATA

zenon driver manual S7SPONT

v.8.20



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1 Welcome to COPA-DATA help

ZENON VIDEO TUTORIALS

You can find practical examples for project configuration with zenon in our YouTube channel (https://www.copadata.com/tutorial_menu). The tutorials are grouped according to topics and give an initial insight into working with different zenon modules. All tutorials are available in English.

GENERAL HELP

If you cannot find any information you require in this help chapter or can think of anything that you would like added, please send an email to documentation@copadata.com.

PROJECT SUPPORT

You can receive support for any real project you may have from our customer service team, which you can contact via email at support@copadata.com.

LICENSES AND MODULES

If you find that you need other modules or licenses, our staff will be happy to help you. Email sales@copadata.com.

2 S7SPONT

Connection from the PC network card to the network interface of the S7 TCP/IP type S7-300 or S7-400.

3 S7SPONT - data sheet

General:	
Driver file name	S7SPONT.exe
Driver name	S7 Spont
PLC types	Siemens S7
PLC manufacturer	Siemens

Driver supports:	
Protocol	TCP/IP
Addressing: Address-based	Address based
Addressing: Name-based	--
Spontaneous communication	X
Polling communication	--
Online browsing	--
Offline browsing	--
Real-time capable	--
Blockwrite	--
Modem capable	--
RDA numerical	--
RDA String	--
Hysteresis	--
extended API	--
Supports status bit WR-SUC	--
alternative IP address	--

Requirements:	
Hardware PC	Standard network card
Software PC	--
Hardware PLC	--
Software PLC	A separate handling module with input box / output box must be configured on the control unit for each connection.
Requires v-dll	--

Platforms:	
Operating systems	Windows 10; Windows 7; Windows 8; Windows 8.1; Windows Server 2008 R2; Windows Server 2012; Windows Server 2012 R2; Windows Server 2016

4 Driver history

Date	Driver version	Change
11/23/2006	100	Created driver documentation
11/29/2006	200	Dispatch and receipt area are in a database

DRIVER VERSIONING

The versioning of the drivers was changed with zenon 7.10. There is a cross-version build number as of this version. This is the number in the 4th position of the file version,
For example: **7.10.0.4228** means: The driver is for version **7.10** service pack **0**, and has the build number **4228**.

Expansions or error rectifications will be incorporated into a build in the future and are then available from the next consecutive build number.

Example

A driver extension was implemented in build **4228**. The driver that you are using is build number **8322**. Because the build number of your driver is higher than the build number of the extension, the extension is included. The version number of the driver (the first three digits of the file version) do not have any significance in relation to this. The drivers are version-agnostic

5 Requirements

This chapter contains information on the requirements that are necessary for use of this driver.

5.1 PC

Hardware

- ▶ Network card

Software

- ▶ TCP/IP network protocol

The driver **MelsecA.exe** must be present in the current zenon folder.

5.2 Control

Hardware:

- ▶ TCP/IP network interface

Software:

- ▶ Handling modules for spontaneous operation

A separate handling module with receipt area / dispatch area must be configured for each connection. Several drivers accessing the same receipt area / dispatch area at the same time leads to corrupt data structures. You can read details on the protocol in the Protocol definition (on page 26) chapter.

6 Configuration

In this chapter you will learn how to use the driver in a project and which settings you can change.

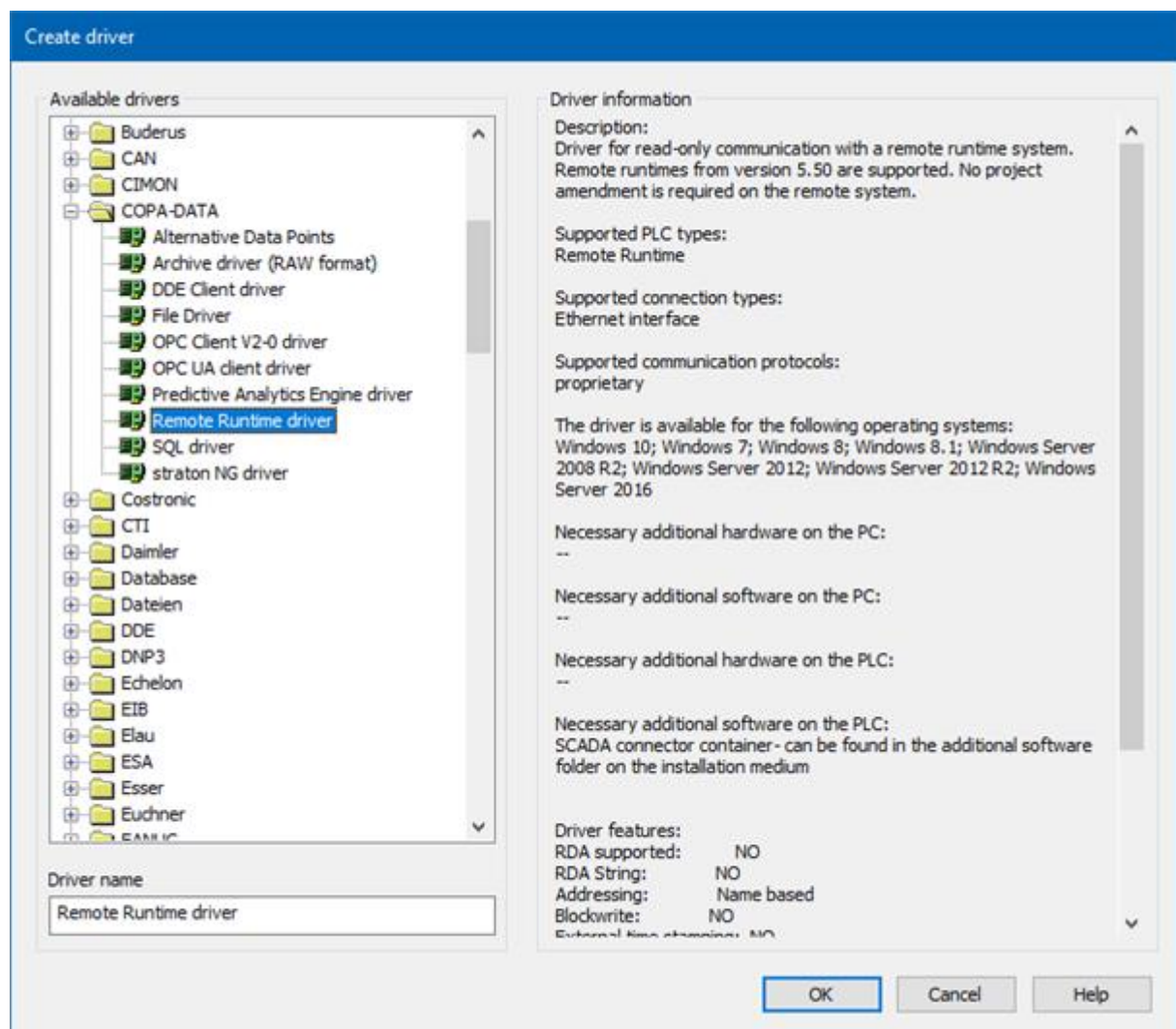


Information

Find out more about further settings for zenon variables in the chapter Variables of the online manual.

6.1 Creating a driver

In the **Create driver** dialog, you create a list of the new drivers that you want to create.



Parameter	Description
Available drivers	<p>List of all available drivers.</p> <p>The display is in a tree structure: [+] expands the folder structure and shows the drivers contained therein. [-] reduces the folder structure</p> <p>Default: <i>No selection</i></p>
Driver name	<p>Unique Identification of the driver.</p> <p>Default: <i>empty</i></p> <p>The input field is pre-filled with the pre-defined Identification after selecting a driver from the list of available drivers.</p>
Driver information	<p>Further information on the selected driver.</p> <p>Default: <i>empty</i></p> <p>The information on the selected driver is shown in this area after selecting a driver.</p>

CLOSE DIALOG

Option	Description
OK	Accepts all settings and opens the driver configuration dialog of the selected driver.
Cancel	Discards all changes and closes the dialog.
Help	Opens online help.



Information

The content of this dialog is saved in the file called Treiber_[Language].xml. You can find this file in the following folder:
C:\ProgramData\COPA-DATA\zenon[version number].

CREATE NEW DRIVER

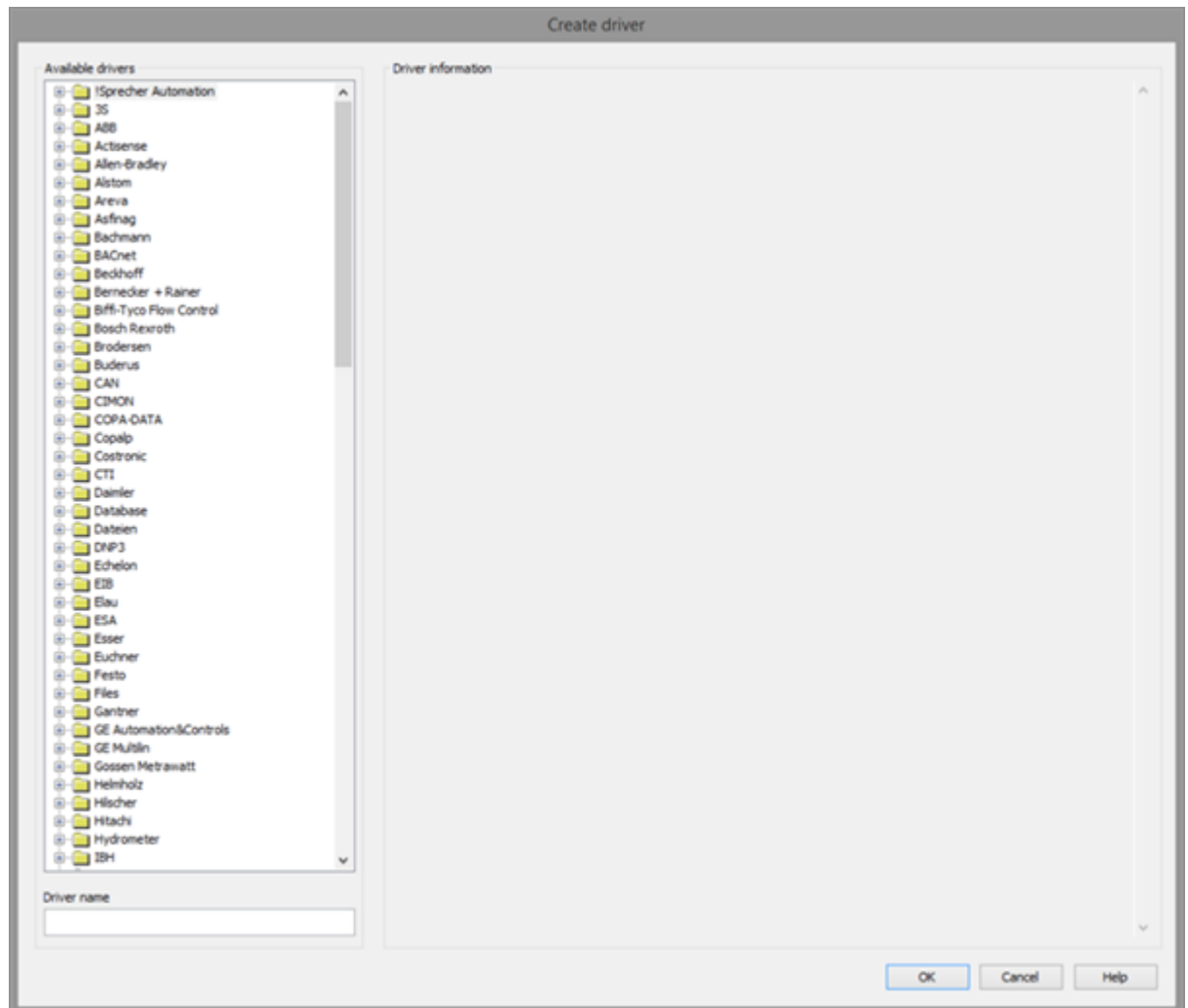
In order to create a new driver:

1. Right-click on **Driver** in the Project Manager and select **New driver** in the context menu.

Optional: Select the **New driver** button from the toolbar of the detail view of the **Variables**. The Create driver dialog is opened.

The **Create simple data type** dialog is opened.

2. The dialog offers a list of all available drivers.



3. Select the desired driver and name it in the **Driver name** input field. This input field corresponds to the **Identification** property. The name of the selected driver is automatically inserted into this input field by default. The following is applicable for the **Driver name**:

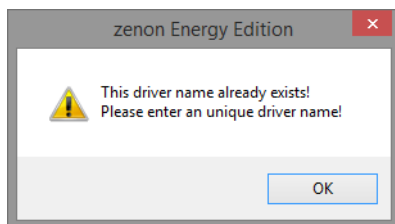
- ▶ The **Driver name** must be unique. If a driver is used more than once in a project, a new name has to be given each time. This is evaluated by clicking on the **OK** button. If the driver is already present in the project, this is shown with a warning dialog.
- ▶ The **Driver name** is part of the file name. Therefore it may only contain characters which are supported by the operating system. Invalid characters are replaced by an underscore (_).

- ▶ **Attention:** This name cannot be changed later on.
- 4. Confirm the dialog by clicking on the **OK** button.
The configuration dialog for the selected driver is opened.

Note: The language of driver names cannot be switched. They are always shown in the language in which they have been created, regardless of the language of the Editor. This also applies to driver object types.

DRIVER NAME DIALOG ALREADY EXISTS

If there is already a driver in the project, this is shown in a dialog. The warning dialog is closed by clicking on the **OK** button. The driver can be named correctly.



ZENON PROJECT

The following drivers are created automatically for newly-created projects:

- ▶ **Intern**
- ▶ **MathDr32**
- ▶ **SysDrv**

Information

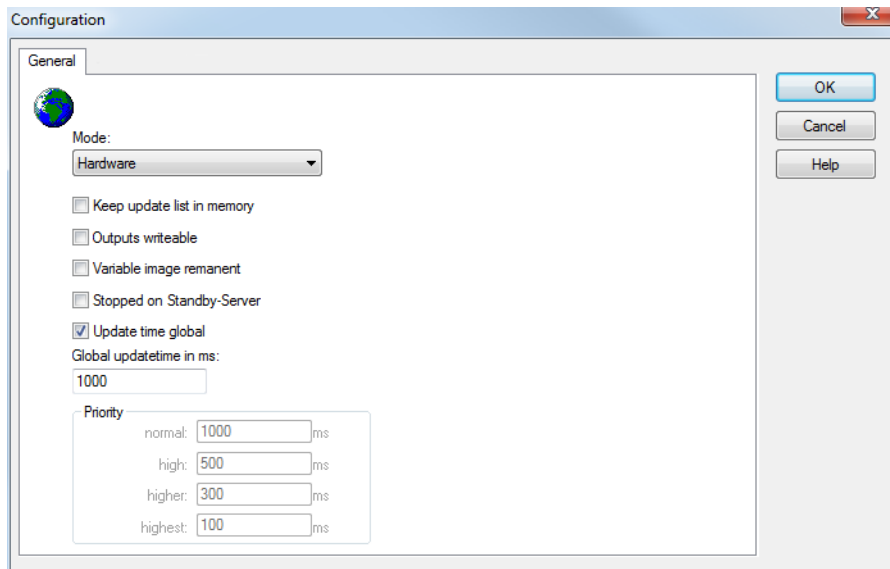
Only the required drivers need to be present in a zenon project. Drivers can be added at a later time if required.

6.2 Settings in the driver dialog

You can change the following settings of the driver:

6.2.1 General

The configuration dialog is opened when a driver is created. In order to be able to open the dialog later for editing, double click on the driver in the list or click on the **Configuration** property.



Option	Description
Mode	<p>Allows to switch between hardware mode and simulation mode</p> <ul style="list-style-type: none"> ▶ <i>Hardware:</i> A connection to the control is established. ▶ <i>Simulation - static:</i> No communication between to the control is established, the values are simulated by the driver. In this modus the values remain constant or the variables keep the values which were set by zenon Logic. Each variable has its own memory area. E.g. two variables of the type marker with offset 79 can have different values in the Runtime and do not influence each other. Exception: The simulator driver. ▶ <i>Simulation - counting:</i> No communication between to the control is established, the values are simulated by the driver. In this modus the driver increments the values within a value range automatically. ▶ <i>Simulation - programmed:</i> No communication is established to the PLC. The

Option	Description
	<p>values are calculated by a freely programmable simulation project. The simulation project is created with the help of the zenon Logic Workbench and runs in a zenon Logic Runtime which is integrated in the driver.</p> <p>For details see chapter Driver simulation.</p>
Keep update list in the memory	<p>Variables which were requested once are still requested from the control even if they are currently not needed. This has the advantage that e.g. multiple screen switches after the screen was opened for the first time are executed faster because the variables need not be requested again. The disadvantage is a higher load for the communication to the control.</p>
Output can be written	<ul style="list-style-type: none"> ▶ <i>Active:</i> Outputs can be written. ▶ <i>Inactive:</i> Writing of outputs is prevented. <p>Note: Not available for every driver.</p>
Variable image remanent	<p>This option saves and restores the current value, time stamp and the states of a data point.</p> <p>Fundamental requirement: The variable must have a valid value and time stamp.</p> <p>The variable image is saved in hardware mode if one of these statuses is active:</p> <ul style="list-style-type: none"> ▶ User status <i>M1 (0) to M8 (7)</i> ▶ <i>REVISION(9)</i> ▶ <i>AUS(20)</i> ▶ <i>ERSATZWERT(27)</i> <p>The variable image is always saved if:</p> <ul style="list-style-type: none"> ▶ the variable is of the Communication details object type ▶ the driver runs in simulation mode. (not programmed simulation) <p>The following states are not restored at the start of the Runtime:</p>

Option	Description
	<ul style="list-style-type: none"> ▶ <i>SELECT(8)</i> ▶ <i>WR-ACK(40)</i> ▶ <i>WR-SUC(41)</i> <p>The mode Simulation - programmed at the driver start is not a criterion in order to restore the remanent variable image.</p>
Stop on Standby Server	<p>Setting for redundancy at drivers which allow only one communication connection. For this the driver is stopped at the Standby Server and only started at the upgrade.</p> <p>Attention: If this option is active, the gapless archiving is no longer guaranteed.</p> <ul style="list-style-type: none"> ▶ <i>Active:</i> Sets the driver at the not-process-leading Server automatically in a stop-like state. In contrast to stopping via driver command, the variable does not receive status switched off but an empty value. This prevents that at the upgrade to the Server irrelevant values are created in the AML, CEL and Historian. <p>Default: <i>inactive</i></p> <p>Note: Not available if the CE terminal serves as a data server. You can find further information in the zenon Operator manual in the CE terminal as a data server chapter.</p>
Global Update time	<p>Setting for the global update times in milliseconds:</p> <ul style="list-style-type: none"> ▶ <i>Active:</i> The set Global update time is used for all variables in the project. The priority set at the variables is not used. ▶ <i>Inactive:</i> The set priorities are used for the individual variables. <p>Exceptions: Spontaneous drivers ignore this option. They generally use the shortest possible update time. For details, see the Spontaneous driver update time section.</p>

Option	Description
Priority	<p>The polling times for the individual priority classes are set here. All variables with the according priority are polled in the set time.</p> <p>The variables are allocated separately in the settings of the variable properties.</p> <p>The communication of the individual variables can be graded according to importance or required topicality using the priority classes. Thus the communication load is distributed better.</p> <p>Attention: Priority classes are not supported by each driver, e.g. spontaneously communicating zenon drivers.</p>

CLOSE DIALOG

Option	Description
OK	Applies all changes in all tabs and closes the dialog.
Cancel	Discards all changes in all tabs and closes the dialog.
Help	Opens online help.

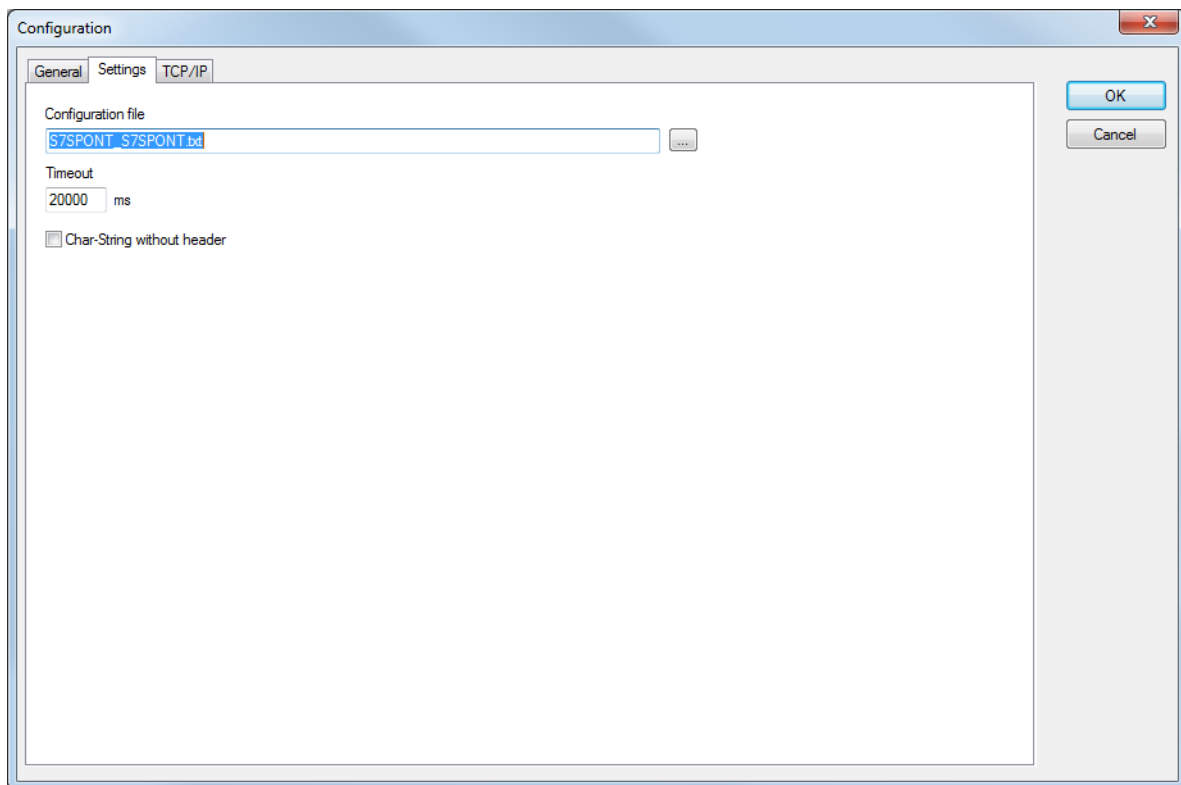
UPDATE TIME FOR SPONTANEOUS DRIVERS

With spontaneous drivers, for **Set value, advising** of variables and **Requests**, a read cycle is triggered immediately - regardless of the set update time. This ensures that the value is immediately available for visualization after writing. The update time is generally 100 ms.

Spontaneous drivers are **ArchDrv**, **BiffiDCM**, **BrTcp32**, **DNP3**, **Esser32**, **FipDrv32**, **FpcDrv32**, **IEC850**, **IEC870**, **IEC870_103**, **Otis**, **RTK9000**, **S7DCOS**, **SAIA_Slave**, **STRATON32** and **Trend32**.

6.2.2 Settings

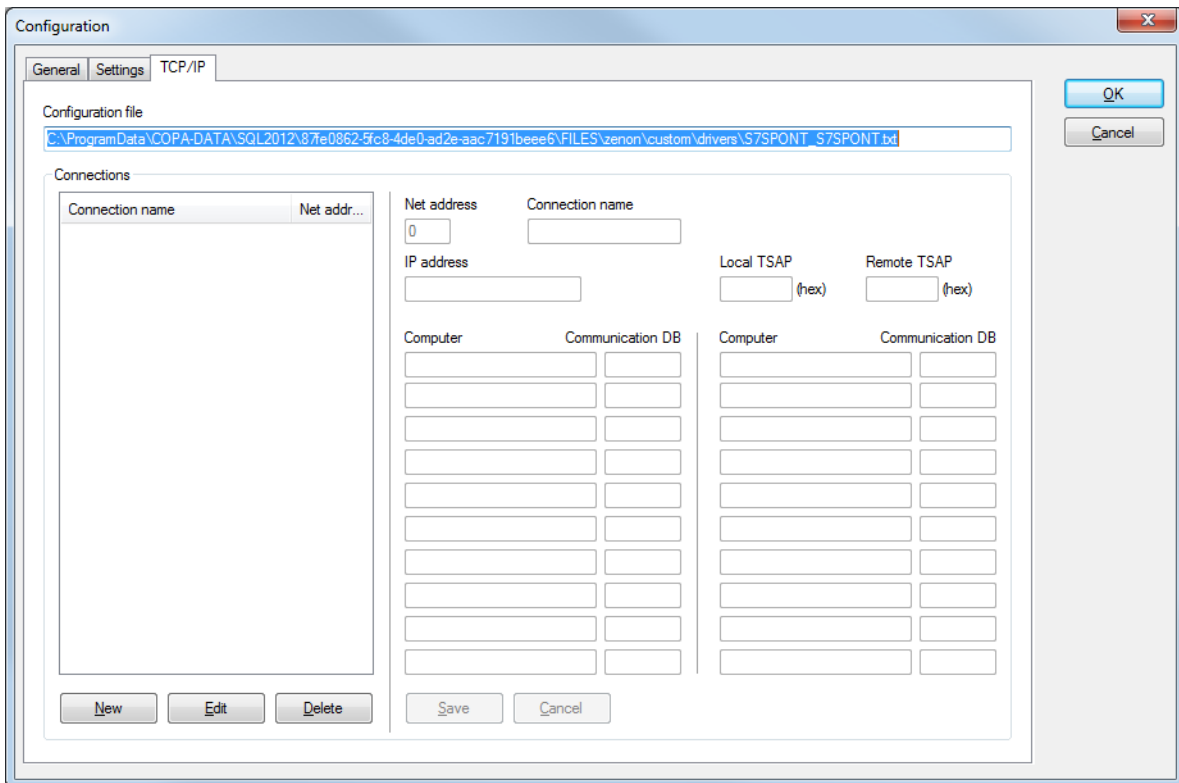
Configuration of the configuration file, error wait time and interpretation of the sent characters.



Parameters	Description
Configuration file	Name of the configuration file. This file must be in the current project folder.
Timeout	Time period in milliseconds in which, in the event of a communication failure, attempts are made to reestablish communication.
Char-String without header	Interpretation of the sent characters. <i>inactive</i> : STRING <i>active</i> : ARRAY OF CHAR

6.2.3 TCP/IP

Configuration of the TCP/IP connection.



The screenshot shows the 'Configuration' dialog box with the 'TCP/IP' tab selected. The 'Configuration file' field contains the path: C:\ProgramData\COPA-DATA\SQL2012\87e0862-5fc8-4de0-ad2e-aac7191beee6\FILES\zenon\custom\drivers\S7SPONT_S7SPONT.txt. The 'Connections' list is empty. The 'Net address' field contains '0'. The 'Connection name' field is empty. The 'IP address' field is empty. The 'Local TSAP' field contains '(hex)' and the 'Remote TSAP' field contains '(hex)'. The 'Communication DB' field is empty. The 'Computer' field is empty. The 'Communication DB' field is empty. The 'Save' and 'Cancel' buttons are visible at the bottom.

Parameters	Description
Configuration file	Selected configuration file. For information only, is configured in the S7 Settings (on page 17) tab.
Connections	Configuration of the connections
Connectionlist	List with all configured connections. Displays the connection names with the corresponding Net addresses. The connection parameters are displayed when the connection name is selected.
Net adress	Corresponds to the net address property in variable configuration.
Connection name	Freely definable name.
IP Adresse	IP-Adresse of the S7 TCP station.
Local TSAP	TSAP for this station. It consists of two groups (bytes). Each group is built from two hexadecimal characters, and the two groups are separated by a blank or

Parameters	Description
	<p>a dot.</p> <ul style="list-style-type: none"> ▶ First group: can contain a device identification ▶ Second group: is always 0 <p>Recommended setting: <i>01.00</i></p> <p>Example: 01.00 = PD communicates directly with the connected SIMATIC components</p>
Remote TSAP	<p>TSAP for the partner station (S7 CPU). It consists of two groups (bytes). Each group is built from two hexadecimal characters, and the two groups are separated by a blank or a dot.</p> <ul style="list-style-type: none"> ▶ First group: Contains a device identification, for which resources are reserved in the SIMATIC-S7. Possible device identifications: 01 = PD 02 = OM (Operating & Monitoring) 03 = Other ▶ Second group: Contains the addressing of the SIMATIC station, with which communication should be established. Divided into: (Bit 7...5) = Rack (subsystem) (Bit 4...0) = CPU slot Attention: Not the communication processor slot, but the CPU on which the PLC program also runs. Usually: Slot 2. <p>Special case: If the device connected to the net is addressed directly, the group contains <i>00</i>.</p> <p>Rack and slot numbers have to be the same, as they can be found in the hardware manager under S7. The remote TSAP can be read directly in the Hardware Manager. (avoids misinterpretations due to the writing on the device itself.)</p> <p>Sample configuration:</p> <p>OS communicates via the SIMATIC with the assembly group in rack 2, slot 3. Help rule for rack/slot group: Left character = rack * 2 Right character = slot</p>
Computer	Computer with which communication takes place.

Parameters	Description
Communication DB	Database number of the dispatch area / receipt area in the control unit. Attention: A separate handling module with input box / dispatch area must be configured on the control unit for each connection. Several drivers/computers accessing the same input box / output box at the same time leads to corrupt data structures. Each connection must therefore be defined individually.
New	Create new connection
Edit	Edit existing connection Select the desired connection in the connection list, press button "Connect". Select "Edit". Make changes and close with "Save".
Delete	Delete existing connection
Save	Save new/amended entries.
Cancel	Discard amended entries.
OK	Accept changes in the dialog and close dialog. Only available if no connection is in the "edit" state.
Cancel	Discards all changes and closes the dialog.
Help	Opens online help.

CREATE NEW CONNECTION

1. Click on the **New** button
2. Enter the connection details.
3. click on **Save**

EDIT CONNECTION

1. select the connection in the connection list
2. click on the button **Edit**
3. change the connection parameters
4. finish with **Save**

DELETE CONNECTION

1. select the connection in the connection list
2. click on the button **Delete**
3. the connection will be removed from the list

SHOW CONNECTION DETAILS

Highlight the desired connection in the connection list.

7 Creating variables

This is how you can create variables in the zenon Editor:

7.1 Creating variables in the Editor

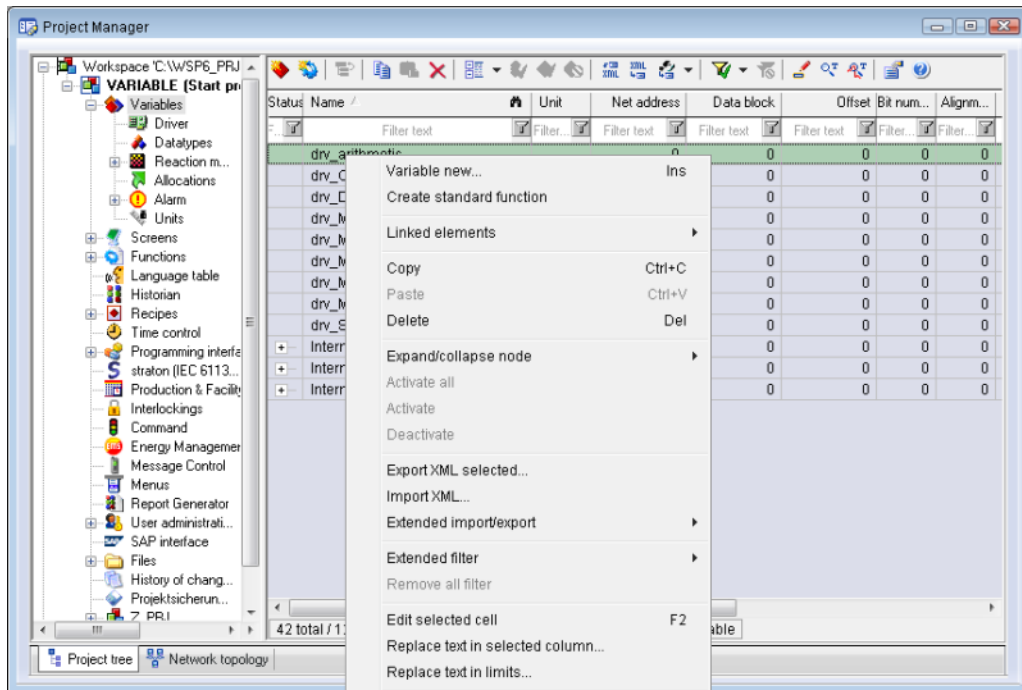
Variables can be created:

- ▶ as simple variables
- ▶ in arrays
- ▶ as structure variables

VARIABLE DIALOG

To create a new variable, regardless of which type:

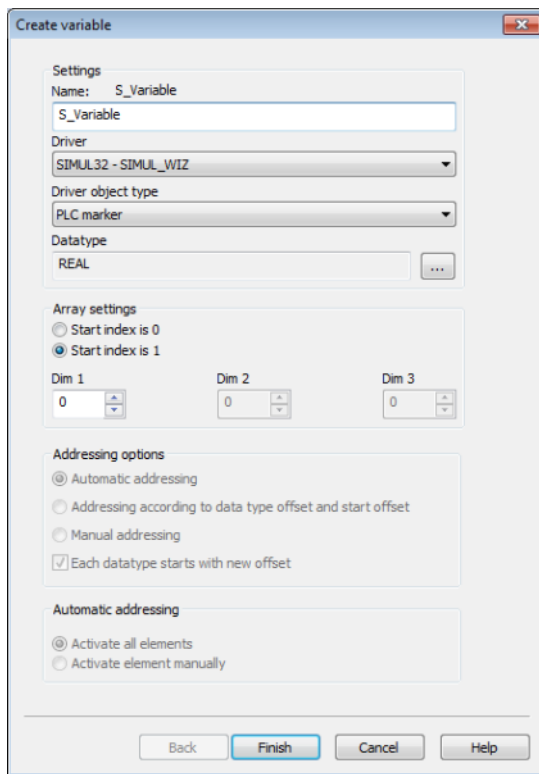
1. Select the **New variable** command in the **Variables** node in the context menu



The dialog for configuring variables is opened

2. Configure the variable
3. The settings that are possible depend on the type of variables

CREATE VARIABLE DIALOG



Property	Description
Name	<p>Distinct name of the variable. If a variable with the same name already exists in the project, no additional variable can be created with this name.</p> <p>Maximum length: 128 characters</p> <p>Attention: the characters # and @ are not permitted in variable names. If non-permitted characters are used, creation of variables cannot be completed and the Finish button remains inactive.</p> <p>Note: Some drivers also allow addressing using the Symbolic address property.</p>
Driver	<p>Select the desired driver from the drop-down list.</p> <p>Note: If no driver has been opened in the project, the driver for internal variables (Intern.exe) is automatically loaded.</p>
Driver Object Type	Select the appropriate driver object type from the drop-down list.
Data Type	Select the desired data type. Click on the ... button to open the selection dialog.
Array settings	Expanded settings for array variables. You can find details in the

Property	Description
	Arrays chapter.
Addressing options	Expanded settings for arrays and structure variables. You can find details in the respective section.
Automatic element activation	Expanded settings for arrays and structure variables. You can find details in the respective section.

SYMBOLIC ADDRESS

The **Symbolic address** property can be used for addressing as an alternative to the **Name** or **Identification** of the variables. Selection is made in the driver dialog; configuration is carried out in the variable property. When importing variables of supported drivers, the property is entered automatically.

Maximum length: 1024 characters.

The following drivers support the **Symbolic address**:

- ▶ 3S_V3
- ▶ AzureDrv
- ▶ BACnetNG
- ▶ IEC850
- ▶ KabaDPsServer
- ▶ OPCUA32
- ▶ Phoenix32
- ▶ POZYTON
- ▶ RemoteRT
- ▶ S7TIA
- ▶ SEL
- ▶ SnmpNg32
- ▶ PA_Drv
- ▶ EUROMAP63

INHERITANCE FROM DATA TYPE

Measuring range, **Signal range** and **Set value** are always:

- ▶ derived from the datatype
- ▶ Automatically adapted if the data type is changed

Note for signal range: If a change is made to a data type that does not support the set **signal range**, the **signal range** is amended automatically. For example, for a change from **INT** to **SINT**, the **signal range** is changed to 127. The amendment is also carried out if the **signal range** was not inherited from the data type. In this case, the **measuring range** must be adapted manually.

7.2 Addressing

Group/Property	Description
General	Property group for general settings.
Name	Freely definable name. Attention: For every zenon project the name must be unambiguous.
Identification	Freely definable identification. E.g. for Resources label, comments, ...
Addressing	
Net address	Network address of variables. This address refers to the bus address in the connection configuration of the driver. This defines the PLC, on which the variable resides.
Data block	For variables of object type <i>Extended data block</i> , enter the datablock number here. Adjustable from 0 to 4294967295. You can take the exact maximum area for data blocks from the manual of the PLC.
Offset	Offset of variables. Equal to the memory address of the variable in the PLC. Adjustable from 0 to 4294967295.
Alignment	not used for this driver
Bit number	Number of the bit within the configured offset. Possible entries: 0 to 65535.
String length	Only available for String variables. Maximum number of characters that the variable can take.
Driver connection/Driver Object Type	Object type of the variables. Depending on the driver used, is selected when the variable is created and can be changed here.
Driver	Data type of the variable. Is selected during the creation of the variable;

Group/Property	Description
connection/Data Type	<p>the type can be changed here.</p> <p>Attention: If you change the data type later, all other properties of the variable must be checked and adjusted, if necessary.</p>
Driver connection/Priority	<p>Setting the priority class. The variable of the priority class is thus assigned as it was configured in the driver dialog in the General tab. The priority classes are only used if the global update time is deactivated.</p> <p>If the global update time option is activated and the priority classes are used, there is an error entry in the log file of the system. The driver uses the highest possible priority.</p>

7.2.1 Protocol definition

GENERAL

Reading is indirect via a dispatch area / receipt area principle.

Dispatch area and receipt area are a data block that is 2000 bytes long for each connection.

- ▶ Dispatch area: Offset 0-999
- ▶ Receipt area: Offset 1000-1999

Signing in and signing out is carried out variable by variable. Each sign-in of a variable via the dispatch area should be followed by a one-off response from the control unit in the receipt area (=initial value for change monitoring).

Once the PLC has been restarted, zenon has been restarted or a connection is established after a communication problem, old registrations are deleted and all variables are signed in again.

FUNCTION OF THE BYTES

- ▶ First and last byte in the dispatch area: Modulo counter that guarantees consistent content with fragmented writing. The content is only valid if both bytes are the same.
- ▶ First byte in the receipt area: Denotes how many 200-byte blocks are used.
- ▶ Second byte in the box: Serves as a handshake between the driver and PLC.
- ▶ Third byte in the box: Contain the command type.
- ▶ From the fourth byte onwards: Command parameters.

DISPATCH AREA

The dispatch area is 1000 bytes long, starts at offset 0 in the database and is for the transfer of data from zenon to the PLC. The handshake bit is set by the PC once the box has been filled completely and is deleted by the PLC once this has been evaluated. If an error occurs with the execution of the command, the PLC sets the error bit at the same time and provides the error code in the second byte. The PLC can only evaluate the content of the box if both modulo counters are identical.

- ▶ Byte0: Modulocounter1
- ▶ Byte1:
 - ▶ Bit0: Handshake-Bit
 - ▶ Bit1: Error-Bit
- ▶ Byte2: Command (send direction), error code (receipt direction)
- ▶ Byte3 to Byte998: Command parameters
- ▶ Byte999: Modulocounter2

"SIGN-IN" COMMAND (COMMAND CHARACTER 'A')

All variables contained for spontaneous monitoring are signed in and the sending of the initial value is triggered.

- ▶ Byte3: Number of variables to be signed in
- ▶ Byte4 to Byte998: List of the variable records (12 bytes per variable)

"SIGN OUT" COMMAND (COMMAND CHARACTER 'U')

All contained variables are signed out of spontaneous monitoring.

- ▶ Byte3: Number of variables to be signed out
- ▶ Byte4 to Byte998: List of the variable IDs (DWORD per variable)

"SIGN ALL OUT" (COMMAND CHARACTER 'R')

All variables are signed out of spontaneous monitoring. No parameters

VARIABLES RECOR

DWORD	Variable ID
BYTE	Priority (0..3) in the low nibble, bit number (0..7) in the high nibble
CHAR	Operand type ('E'=input, 'A'=output, 'M'=marker, 'D'=data block)
WORD	DB-Number

DWORD	Variable ID
WORD	Offset
WORD	Size (in bits)

RECEIPT AREA

The receipt area is 1000 bytes long, starts at offset 1000 in the database and is for the transfer of data from the PLC to zenon. The handshake bit is set by the PLC once the box has been filled completely and is deleted by the PC once this has been evaluated. The first byte in the receipt area denotes how many 200-byte blocks are used and need to be read.

- ▶ Byte0: Number of used blocks
- ▶ Byte1: Bit0=Handshake-Bit
- ▶ Byte2: Command
- ▶ Byte3 to Byte999: Command parameters

"STARTUP" COMMAND (COMMAND CHARACTER 'I')

The startup command is sent when the control unit is restarted in order to allow the reinitialization of communication by zenon. No parameters

"VALUE RESPONSE" COMMAND (COMMAND CHARACTER 'V')

The values of all newly-signed-in variables or variables that have changed since the last value response are sent to zenon. If the length of the reference data is 0, an error has occurred with the variable (variable not present for example).

- ▶ Byte3: Number of contained variables
- ▶ Byte4 to Byte999: List of value records

VALUE RECORD

DWORD	Variable ID
WORD	Size (in bits)
Variable	User data

7.3 Driver objects and datatypes

Driver objects are areas available in the PLC, such as markers, data blocks etc. Here you can find out which driver objects are provided by the driver and which IEC data types can be assigned to the respective driver objects.

7.3.1 Driver objects

The following object types are available in this driver:

Driver Object Type	Channel type	Read	Write	Supported data types	Description
<i>Communication details</i>	35	X	X	<i>BOOL, SINT, USINT, INT, UINT, DINT, UDINT, REAL, STRING</i>	Variables for the static analysis of the communication; Values are transferred between driver and Runtime (not to the PLC). Note: The addressing and the behavior is the same for most zenon drivers. You can find detailed information on this in the Communication details (Driver variables) (on page 38) chapter.
Output	11	X	X	<i>UINT, INT, SINT, USINT, BOOL</i>	
Input	10	X	--	<i>UINT, INT, SINT, USINT, BOOL</i>	
Ext. Data block	34	X	X	<i>BOOL, SINT, USINT, INT, UINT, DINT, UDINT, REAL, STRING</i>	
PLC marker	8	X	X	<i>BOOL, SINT,</i>	

Driver Object Type	Channel type	Read	Write	Supported data types	Description
				<i>USINT, INT, UINT, DINT, UDINT, REAL, STRING</i>	

Key:

X: supported

--: not supported

LIMITATIONS

Arrays and RDA are not supported.

CHANNEL TYPE

The term **Kanaltyp** is the internal numerical name of the driver object type. It is also used for the extended DBF import/export of the variables.

"**Kanaltyp**" is used for advanced CSV import/export of variables in the "**HWOBJECTType**" column.

7.3.2 Mapping of the data types

All variables in zenon are derived from IEC data types. The following table compares the IEC datatypes with the datatypes of the PLC.

PLC	zenon	Data type
Bit	BOOL	8
Byte	USINT	9
Byte	SINT	10
Wort	UINT	2
Wort	INT	1
doubleword	UDINT	4
doubleword	DINT	3
-	ULINT	27

PLC	zenon	Data type
-	LINT	26
Float	REAL	5
-	LREAL	6
String	STRING	12
-	WSTRING	21
-	DATE	18
-	TIME	17
-	DATE_AND_TIME	20
-	TOD (Time of Day)	19

DATA TYPE

The term **data type** is the internal numerical identification of the data type. It is also used for the extended DBF import/export of the variables.

7.4 Creating variables by importing

Variables can also be imported by importing them. The XML and DBF import is available for every driver.



Information

You can find details on the import and export of variables in the Import-Export manual in the Variables section.

7.4.1 XML import

During XML import of variables or data types, these are first assigned to a driver and then analyzed. Before import, the user decides whether and how the respective element (variable or data type) is to be imported:

- ▶ *Import:*
The element is imported as a new element.

- ▶ *Overwrite:*
The element is imported and overwrites a pre-existing element.
- ▶ *Do not import:*
The element is not imported.

Note: The actions and their durations are shown in a progress bar during import. The import of variables is described in the following documentation. Data types are imported along the same lines.

REQUIREMENTS

The following conditions are applicable during import:

- ▶ **Backward compatibility**
At the XML import/export there is no backward compatibility. Data from older zenon versions can be taken over. The handover of data from newer to older versions is not supported.
- ▶ **Consistency**
The XML file to be imported has to be consistent. There is no plausibility check on importing the file. If there are errors in the import file, this can lead to undesirable effects in the project.
Particular attention must be paid to this, primarily if not all properties exist in the XML file and these are then filled with default values. E.g.: A binary variable has a limit value of 300.
- ▶ **Structure data types**
Structure data types must have the same number of structure elements.
Example: A structure data type in the project has 3 structure elements. A data type with the same name in the XML file has 4 structure elements. Then none of the variables based on this data type in the file are imported into the project.

Hint

You can find further information on XML import in the **Import - Export** manual, in the **XML import** chapter.

7.4.2 DBF Import/Export

Data can be exported to and imported from dBase.



Information

Import and Export via CSV or dBase supported; no driver specific variable settings, such as formulas. Use export/import via XML for this.

IMPORT DBF FILE

To start the import:

1. right-click on the variable list.
2. In the drop-down list of **Extended export/import...** select the **Import dBase** command.
3. Follow the instructions of the import assistant.

The format of the file is described in the chapter File structure.



Information

Note:

- ▶ Driver object type and data type must be amended to the target driver in the DBF file in order for variables to be imported.
- ▶ dBase does not support structures or arrays (complex variables) at import.

EXPORT DBF FILE

To start the export:

1. right-click on the variable list.
2. In the drop-down list of **Extended export/import...** select the **Export dBase...** command .
3. Follow the instructions of the import assistant.

⚠Attention

DBF files:

- ▶ must correspond to the 8.3 DOS format for filenames (8 alphanumeric characters for name, 3 character suffix, no spaces)
- ▶ must not have dots (.) in the path name.
e.g. the path *C:\users\John.Smith\test.dbf* is invalid.
Valid: *C:\users\JohnSmith\test.dbf*
- ▶ must be stored close to the root directory in order to fulfill the limit for file name length including path: maximum 255 characters

The format of the file is described in the chapter File structure.



Information

dBase does not support structures or arrays (complex variables) at export.

FILE STRUCTURE OF THE DBASE EXPORT FILE

The dBaseIV file must have the following structure and contents for variable import and export:

Attention

dBase does not support structures or arrays (complex variables) at export.

DBF files must:

- ▶ conform with their name to the 8.3 DOS format (8 alphanumeric characters for name, 3 characters for extension, no space)
- ▶ Be stored close to the root directory (Root)

STRUCTURE

Identification	Type	Field size	Comment
KANALNAME	Character	128	Variable name. The length can be limited using the MAX_LAENGE entry in the project.ini file.
KANAL_R	C	128	The original name of a variable that is to be replaced by the new name entered under "VARIABLENNAME" (variable name) (field/column must be entered manually). The length can be limited using the MAX_LAENGE entry in the project.ini file.
KANAL_D	Log	1	The variable is deleted with the 1 entry (field/column has to be created by hand).
TAGNR	C	128	Identification. The length can be limited using the MAX_LAENGE entry in the project.ini file.
EINHEIT	C	11	Technical unit
DATENART	C	3	Data type (e.g. bit, byte, word, ...) corresponds to the

Identification	Type	Field size	Comment
			data type.
KANALTYP	C	3	Memory area in the PLC (e.g. marker area, data area, ...) corresponds to the driver object type.
HWKANAL	Num	3	Net address
BAUSTEIN	N	3	Datablock address (only for variables from the data area of the PLC)
ADRESSE	N	5	Offset
BITADR	N	2	For bit variables: bit address For byte variables: 0=lower, 8=higher byte For string variables: Length of string (max. 63 characters)
ARRAYSIZE	N	16	Number of variables in the array for index variables ATTENTION: Only the first variable is fully available. All others are only available for VBA or the Recipegroup Manager
LES_SCHR	L	1	Write-Read-Authorization 0: Not allowed to set value. 1: Allowed to set value.
MIT_ZEIT	R	1	time stamp in zenon (only if supported by the driver)
OBJEKT	N	2	Driver-specific ID number of the primitive object comprises TREIBER-OBJEKTYP and DATENTYP
SIGMIN	Float	16	Non-linearized signal - minimum (signal resolution)
SIGMAX	F	16	Non-linearized signal - maximum (signal resolution)
ANZMIN	F	16	Technical value - minimum (measuring range)
ANZMAX	F	16	Technical value - maximum (measuring range)
ANZKOMMA	N	1	Number of decimal places for the display of the values (measuring range)
UPDATERATE	F	19	Update rate for mathematics variables (in sec, one decimal possible) not used for all other variables

Identification	Type	Field size	Comment
MEMTIEFE	N	7	Only for compatibility reasons
HDRATE	F	19	HD update rate for historical values (in sec, one decimal possible)
HDTIEFE	N	7	HD entry depth for historical values (number)
NACHSORT	R	1	HD data as postsorted values
DRRATE	F	19	Updating to the output (for zenon DDE server, in [s], one decimal possible)
HYST_PLUS	F	16	Positive hysteresis, from measuring range
HYST_MINUS	F	16	Negative hysteresis, from measuring range
PRIOR	N	16	Priority of the variable
REAMATRIZE	C	32	Allocated reaction matrix
ERSATZWERT	F	16	Substitute value, from measuring range
SOLLMIN	F	16	Minimum for set value actions, from measuring range
SOLLMAX	F	16	Maximum for set value actions, from measuring range
VOMSTANDBY	R	1	Get value from standby server; the value of the variable is not requested from the server but from the Standby Server in redundant networks
RESOURCE	C	128	Resources label. Free string for export and display in lists. The length can be limited using the MAX_LAENGE entry in project.ini .
ADJWVBA	R	1	Non-linear value adaption: 0: Non-linear value adaption is used 1: Non-linear value adaption is not used
ADJZENON	C	128	Linked VBA macro for reading the variable value for non-linear value adjustment.
ADJWVBA	C	128	ed VBA macro for writing the variable value for non-linear value adjustment.
ZWREMA	N	16	Linked counter REMA.

Identification	Type	Field size	Comment
MAXGRAD	N	16	Gradient overflow for counter REMA.

Attention

When importing, the driver object type and data type must be amended to the target driver in the DBF file in order for variables to be imported.

LIMIT VALUE DEFINITION

Limit definition for limit values 1 to 4, or status 1 to 4:

Identification	Type	Field size	Comment
AKTIV1	R	1	Limit value active (per limit value available)
GRENZWERT1	F	20	technical value or ID number of a linked variable for a dynamic limit value (see VARIABLEx) (if VARIABLEx is 1 and here it is -1, the existing variable linkage is not overwritten)
SCHWWERT1	F	16	Threshold value for limit value
HYSTERESE1	F	14	Is not used
BLINKEN1	R	1	Set blink attribute
BTB1	R	1	Logging in CEL
ALARM1	R	1	Alarm
DRUCKEN1	R	1	Printer output (for CEL or Alarm)
QUITTIER1	R	1	Must be acknowledged
LOESCHE1	R	1	Must be deleted
VARIABLE1	R	1	Dyn. limit value linking the limit is defined by an absolute value (see field GRENZWERTx).
FUNC1	R	1	Functions linking
ASK_FUNC1	R	1	Execution via Alarm Message List
FUNC_NR1	N	10	ID number of the linked function

Identification	Type	Field size	Comment
			(if "-1" is entered here, the existing function is not overwritten during import)
A_GRUPPE1	N	10	Alarm/Event Group
A_KLASSE1	N	10	Alarm/Event Class
MIN_MAX1	C	3	Minimum, Maximum
FARBE1	N	10	Color as Windows coding
GRENZTXT1	C	66	Limit value text
A_DELAY1	N	10	Time delay
INVISIBLE1	R	1	Invisible

Expressions in the column "Comment" refer to the expressions used in the dialog boxes for the definition of variables. For more information, see chapter Variable definition.

7.5 Communication details (Driver variables)

The driver kit implements a number of driver variables. These variables are part of the driver object type *Communication details*. These are divided into:

- ▶ Information
- ▶ Configuration
- ▶ Statistics and
- ▶ Error message

The definitions of the variables implemented in the driver kit are available in the import file **DRVVAR.DBF** and can be imported from there.

Path to file: %ProgramData%\COPA-DATA\zenon<Versionsnummer>\PredefinedVariables

Note: Variable names must be unique in zenon. If driver variables of the driver object type *Communication details* are to be imported from **DRVVAR.DBF** again, the variables that were imported beforehand must be renamed.



Information

Not every driver supports all driver variables of the driver object type *Communication details*.

For example:

- ▶ Variables for modem information are only supported by

modem-compatible drivers.

- ▶ Driver variables for the polling cycle are only available for pure polling drivers.
- ▶ Connection-related information such as **ErrorMSG** is only supported for drivers that only edit one connection at a time.

INFORMATION

Name from import	Type	Offset	Description
MainVersion	<i>UINT</i>	0	Main version number of the driver.
SubVersion	<i>UINT</i>	1	Sub version number of the driver.
BuildVersion	<i>UINT</i>	29	Build version number of the driver.
RTMajor	<i>UINT</i>	49	zenon main version number
RTMinor	<i>UINT</i>	50	zenon sub version number
RTSp	<i>UINT</i>	51	zenon Service Pack number
RTBuild	<i>UINT</i>	52	zenon build number
LineStateIdle	<i>BOOL</i>	24.0	TRUE, if the modem connection is idle
LineStateOffering	<i>BOOL</i>	24.1	TRUE, if a call is received
LineStateAccepted	<i>BOOL</i>	24.2	The call is accepted
LineStateDialtone	<i>BOOL</i>	24.3	Dialtone recognized
LineStateDialing	<i>BOOL</i>	24.4	Dialing active
LineStateRingBack	<i>BOOL</i>	24.5	While establishing the connection
LineStateBusy	<i>BOOL</i>	24.6	Target station is busy
LineStateSpecialInfo	<i>BOOL</i>	24.7	Special status information received
LineStateConnected	<i>BOOL</i>	24.8	Connection established
LineStateProceeding	<i>BOOL</i>	24.9	Dialing completed
LineStateOnHold	<i>BOOL</i>	24.10	Connection in hold
LineStateConferenced	<i>BOOL</i>	24.11	Connection in conference mode.
LineStateOnHoldPendConf	<i>BOOL</i>	24.12	Connection in hold for conference

Name from import	Type	Offset	Description
LineStateOnHoldPendTransfer	BOOL	24.13	Connection in hold for transfer
LineStateDisconnected	BOOL	24.14	Connection terminated.
LineStateUnknow	BOOL	24.15	Connection status unknown
ModemStatus	UDINT	24	Current modem status
TreiberStop	BOOL	28	Driver stopped For <i>driver stop</i> , the variable has the value <i>TRUE</i> and an OFF bit. After the driver has started, the variable has the value <i>FALSE</i> and no OFF bit.
SimulRTState	UDINT	60	Informs the state of Runtime for driver simulation.
ConnectionStates	STRING	61	Internal connection status of the driver to the PLC. Connection statuses: <ul style="list-style-type: none"> ▶ 0: Connection OK ▶ 1: Connection failure ▶ 2: Connection simulated Formatting: <Net address>:<Connection status>;...;; A connection is only known after a variable has first signed in. In order for a connection to be contained in a string, a variable of this connection must be signed in once. The status of a connection is only updated if a variable of the connection is signed in. Otherwise there is no communication with the corresponding controller.

CONFIGURATION

Name from import	Type	Offset	Description
ReconnectInRead	BOOL	27	If TRUE, the modem is automatically

Name from import	Type	Offset	Description
			reconnected for reading
ApplyCom	<i>BOOL</i>	36	Apply changes in the settings of the serial interface. Writing to this variable immediately results in the method SrvDrvVarApplyCom being called (which currently has no further function).
ApplyModem	<i>BOOL</i>	37	Apply changes in the settings of the modem. Writing this variable immediately calls the method SrvDrvVarApplyModem. This closes the current connection and opens a new one according to the settings PhoneNumberSet and ModemHwAdrSet .
PhoneNumberSet	<i>STRING</i>	38	Telephone number, that should be used
ModemHwAdrSet	<i>DINT</i>	39	Hardware address for the telephone number
GlobalUpdate	<i>UDINT</i>	3	Update time in milliseconds (ms).
BGlobalUpdaten	<i>BOOL</i>	4	TRUE, if update time is global
TreiberSimul	<i>BOOL</i>	5	TRUE, if driver in sin simulation mode
TreiberProzab	<i>BOOL</i>	6	TRUE, if the variables update list should be kept in the memory
ModemActive	<i>BOOL</i>	7	TRUE, if the modem is active for the driver
Device	<i>STRING</i>	8	Name of the serial interface or name of the modem
ComPort	<i>UINT</i>	9	Number of the serial interface.
Baudrate	<i>UDINT</i>	10	Baud rate of the serial interface.
Parity	<i>SINT</i>	11	Parity of the serial interface
ByteSize	<i>USINT</i>	14	Number of bits per character of the serial interface Value = 0 if the driver cannot establish any serial connection.
StopBit	<i>USINT</i>	13	Number of stop bits of the serial interface.
Autoconnect	<i>BOOL</i>	16	TRUE, if the modem connection should be

Name from import	Type	Offset	Description
			established automatically for reading/writing
PhoneNumber	<i>STRING</i>	17	Current telephone number
ModemHwAdr	<i>DINT</i>	21	Hardware address of current telephone number
RxIdleTime	<i>UINT</i>	18	Modem is disconnected, if no data transfer occurs for this time in seconds (s)
WriteTimeout	<i>UDINT</i>	19	Maximum write duration for a modem connection in milliseconds (ms).
RingCountSet	<i>UDINT</i>	20	Number of ringing tones before a call is accepted
ReCallIdleTime	<i>UINT</i>	53	Waiting time between calls in seconds (s).
ConnectTimeout	<i>UINT</i>	54	Time in seconds (s) to establish a connection.

STATISTICS

Name from import	Type	Offset	Description
MaxWriteTime	<i>UDINT</i>	31	The longest time in milliseconds (ms) that is required for writing.
MinWriteTime	<i>UDINT</i>	32	The shortest time in milliseconds (ms) that is required for writing.
MaxBlkReadTime	<i>UDINT</i>	40	Longest time in milliseconds (ms) that is required to read a data block.
MinBlkReadTime	<i>UDINT</i>	41	Shortest time in milliseconds (ms) that is required to read a data block.
WriteErrorCount	<i>UDINT</i>	33	Number of writing errors
ReadSucceedCount	<i>UDINT</i>	35	Number of successful reading attempts
MaxCycleTime	<i>UDINT</i>	22	Longest time in milliseconds (ms) required to read all requested data.
MinCycleTime	<i>UDINT</i>	23	Shortest time in milliseconds (ms) required to read all requested data.
WriteCount	<i>UDINT</i>	26	Number of writing attempts

Name from import	Type	Offset	Description
ReadErrorCount	UDINT	34	Number of reading errors
MaxUpdateTimeNormal	UDINT	56	Time since the last update of the priority group Normal in milliseconds (ms).
MaxUpdateTimeHigher	UDINT	57	Time since the last update of the priority group Higher in milliseconds (ms).
MaxUpdateTimeHigh	UDINT	58	Time since the last update of the priority group High in milliseconds (ms).
MaxUpdateTimeHighest	UDINT	59	Time since the last update of the priority group Highest in milliseconds (ms).
PokeFinish	BOOL	55	Goes to 1 for a query, if all current pokes were executed

ERROR MESSAGE

Name from import	Type	Offset	Description
ErrorTimeDW	UDINT	2	Time (in seconds since 1.1.1970), when the last error occurred.
ErrorTimeS	STRING	2	Time (in seconds since 1.1.1970), when the last error occurred.
RdErrPrimObj	UDINT	42	Number of the PrimObject, when the last reading error occurred.
RdErrStationsName	STRING	43	Name of the station, when the last reading error occurred.
RdErrBlockCount	UINT	44	Number of blocks to read when the last reading error occurred.
RdErrHwAdresse	DINT	45	Hardware address when the last reading error occurred.
RdErrDatablockNo	UDINT	46	Block number when the last reading error occurred.
RdErrMarkerNo	UDINT	47	Marker number when the last reading error occurred.
RdErrSize	UDINT	48	Block size when the last reading error occurred.
DrvError	USINT	25	Error message as number

Name from import	Type	Offset	Description
DrvErrorMsg	STRING	30	Error message as text
ErrorFile	STRING	15	Name of error log file

8 Driver-specific functions

The driver supports the following functions:

9 Driver command function

The zenon **Driver commands** function is to influence drivers using zenon. You can do the following with a driver command:

- ▶ Start
- ▶ Stop
- ▶ Shift a certain driver mode
- ▶ Instigate certain actions

Note: This chapter describes standard functions that are valid for most zenon drivers. Not all functions described here are available for every driver. For example, a driver that does not, according to the data sheet, support a modem connection also does not have any modem functions.

Attention

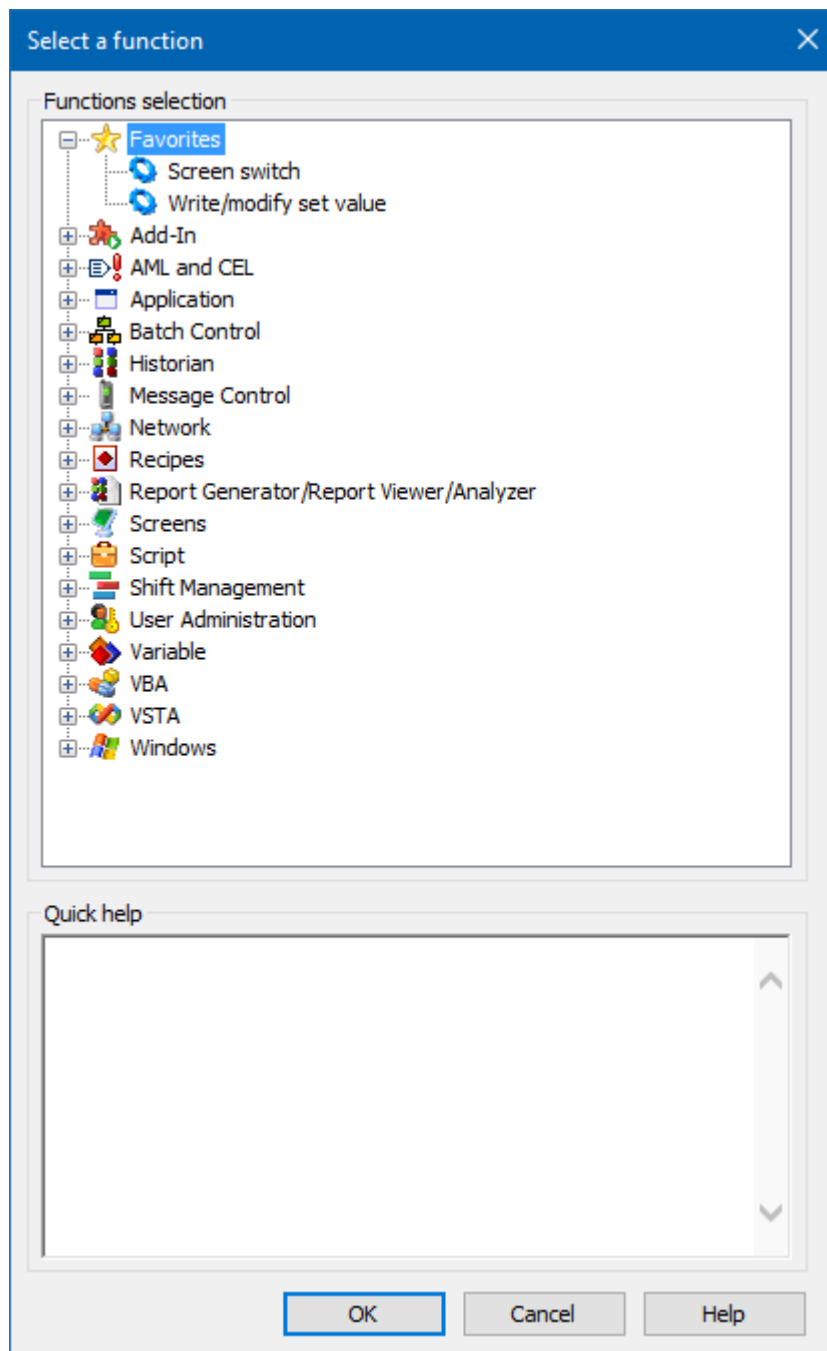
The zenon **Driver commands** function is not identical to driver commands that can be executed in the Runtime with Energy drivers!

CONFIGURATION OF THE FUNCTION

Configuration is carried out using the **Driver commands** function. To configure the function:

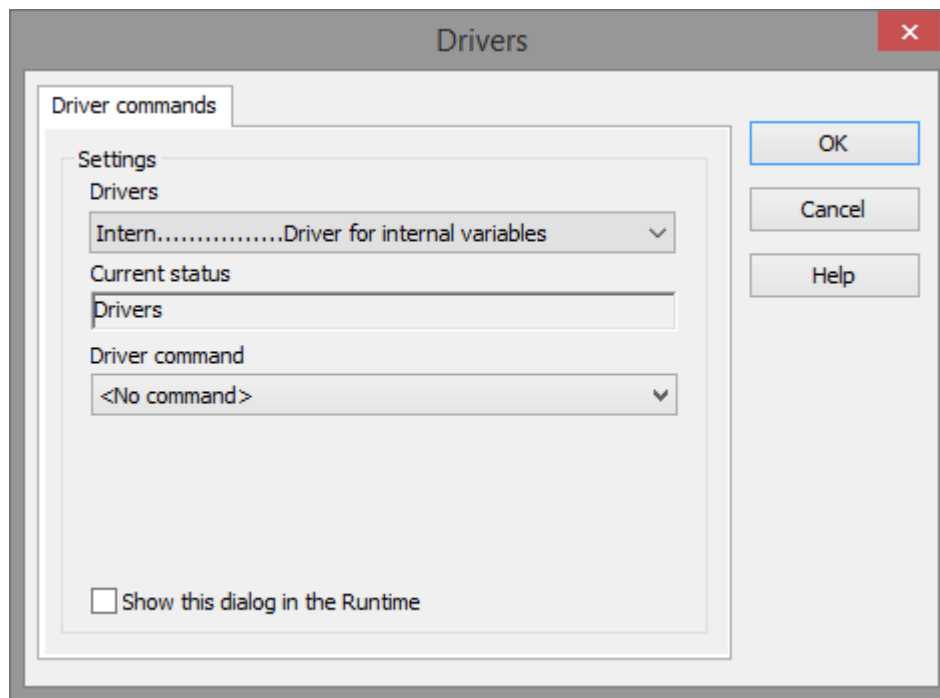
1. Create a new function in the zenon Editor.

The dialog for selecting a function is opened



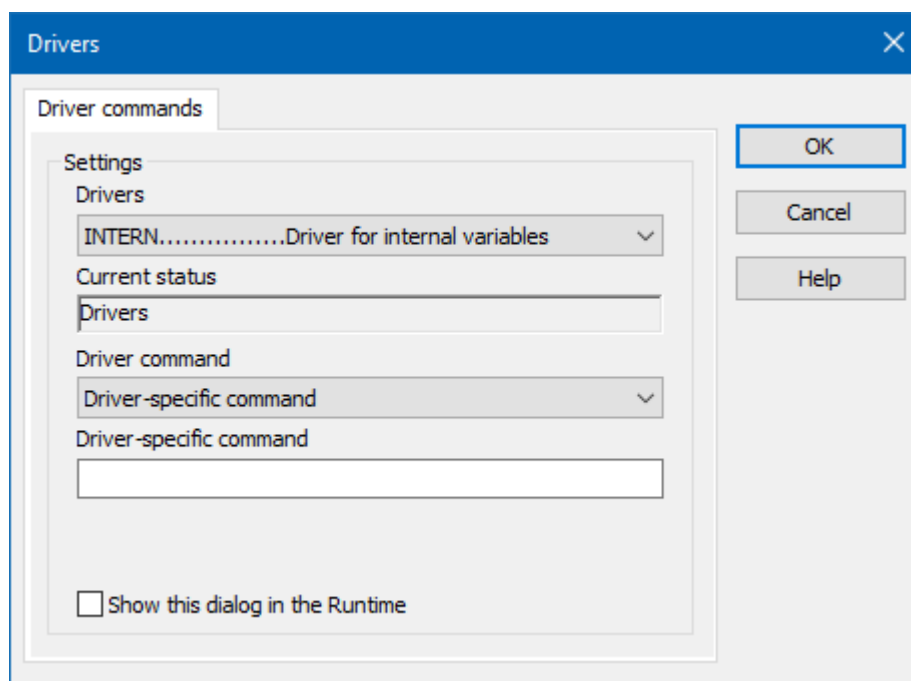
2. Navigate to the node **Variable**.
3. Select the **Driver commands** entry.

The dialog for configuration is opened



4. Select the desired driver and the required command.
5. Close the dialog by clicking on **OK** and ensure that the function is executed in the Runtime. Heed the notices in the **Driver command function in the network** section.

DRIVER COMMAND DIALOG



Option	Description
Driver	Selection of the driver from the drop-down list. It contains all drivers loaded in the project.
Current condition	Fixed entry that is set by the system. no function in the current version.
Driver command	no function in the current version. For details on the configurable driver commands, see the available driver commands section.
Driver-specific command	Entry of a command specific to the selected driver. Note: Only available if, for the driver command option, the <i>driver-specific command</i> has been selected.
Show this dialog in the Runtime	Configuration of whether the configuration can be changed in the Runtime: <ul style="list-style-type: none"> ▶ <i>Active</i>: This dialog is opened in the Runtime before executing the function. The configuration can thus still be changed in the Runtime before execution. ▶ <i>Inactive</i>: The Editor configuration is applied in the Runtime when executing the function. Default: <i>inactive</i>

CLOSE DIALOG

Options	Description
OK	Applies settings and closes the dialog.
Cancel	Discards all changes and closes the dialog.
Help	Opens online help.

AVAILABLE DRIVER COMMANDS

These driver commands are available - depending on the selected driver:

Driver command	Description
<i>No command</i>	No command is sent. A command that already exists can thus be removed from a configured function.

Driver command	Description
<i>Start driver (online mode)</i>	Driver is reinitialized and started. Note: If the driver has already been started, it must be stopped. Only then can the driver be re-initialized and started.
<i>Stop driver (offline mode)</i>	Driver is stopped. No new data is accepted. Note: If the driver is in offline mode, all variables that were created for this driver receive the status <i>switched off</i> (OFF; Bit 20).
<i>Driver in simulation mode</i>	Driver is set into simulation mode. The values of all variables of the driver are simulated by the driver. No values from the connected hardware (e.g. PLC, bus system, ...) are displayed.
<i>Driver in hardware mode</i>	Driver is set into hardware mode. For the variables of the driver the values from the connected hardware (e.g. PLC, bus system, ...) are displayed.
<i>Driver-specific command</i>	Entry of a driver-specific command. Opens input field in order to enter a command.
<i>Driver - activate set setpoint value</i>	Write set value to a driver is possible.
<i>Driver - deactivate set setpoint value</i>	Write set value to a driver is prohibited.
<i>Establish connection with modem</i>	Establish connection (for modem drivers) Opens the input fields for the hardware address and for the telephone number.
<i>Disconnect from modem</i>	Terminate connection (for modem drivers)
<i>Driver in counting simulation mode</i>	Driver is set into counting simulation mode. All values are initialized with 0 and incremented in the set update time by 1 each time up to the maximum value and then start at 0 again.
<i>Driver in static simulation mode</i>	No communication to the controller is established. All values are initialized with 0.
<i>Driver in programmed simulation mode</i>	The values are calculated by a freely-programmable simulation project. The simulation project is created with the help of the zenon Logic Workbench and runs in the zenon Logic Runtime.

DRIVER COMMAND FUNCTION IN THE NETWORK

If the computer on which the **Driver commands** function is executed is part of the zenon network, further actions are also carried out:

- ▶ A special network command is sent from the computer to the project server. It then executes the desired action on its driver.
- ▶ In addition, the Server sends the same driver command to the project standby. The standby also carries out the action on its driver.

This makes sure that Server and Standby are synchronized. This only works if the Server and the Standby both have a working and independent connection to the hardware.

10 Error analysis

Should there be communication problems, this chapter will assist you in finding out the error.

10.1 Check list

Questions and hints for fault isolation:

GENERAL TROUBLESHOOTING

- ▶ Is the PLC connected to the power supply?
- ▶ Analysis with the Diagnosis Viewer (on page 51):
-> Which messages are displayed?
- ▶ Are the participants available in the **TCP/IP** network?
- ▶ Are all participants in the same subnet?
- ▶ Can the PLC be reached via the *Ping* command?
Ping: **Open command line -> ping <IP address > (e.g.: ping 192.168.0.100) -> Press the Enter key.**
Do you receive an answer with a time or a timeout?
- ▶ Can the PLC be reached at the respective port via *TELNET*?
Telnet: **Command line: enter: telnet <IP address port number> (for example for Modbus: telnet 192.168.0.100 502) -> Press the Enter key.**
If the monitor display turns black, a connection could be established.
- ▶ Did you configure the Net address in the address properties of the variable correctly?
 - ▶ Does the addressing match with the configuration in the driver dialog?

- ▶ Does the net address match the address of the target station?
- ▶ Did you use the right object type for the variable

Example: Variables of the driver object type **Communication details** are purely statistics variables. They do not communicate with the PLC.

You can find further information in relation to this in the You can find detailed information on this in the Communication details (Driver variables) (on page 38) chapter. chapter.

- ▶ Does the offset addressing of the variable match the one in the PLC?
- ▶ Are the used datablocks defined correctly in the PLC?
- ▶ Does the file DEFAULT.iso exist on the target computer?
- ▶ Have the handling modules been correctly configured in the PLC?
- ▶ Are the DB numbers for input area and output area correct?

SOME VARIABLES REPORT INVALID.

- ▶ INVALID bits always refer to a net address.
- ▶ At least one variable of the net address is faulty.

VALUES ARE NOT DISPLAYED, NUMERIC VALUES REMAIN EMPTY

Driver is not working. Check the:

- ▶ Installation of zenon
- ▶ the driver installation
- ▶ The installation of all components
-> Pay attention to error messages during the start of the Runtime.

VARIABLES ARE DISPLAYED WITH A BLUE DOT

The communication in the network is faulty:

- ▶ With a network project:
Is the network project also running on the server?
- ▶ With a stand-alone project or a network project which is also running on the server:
Deactivate the property **Read from Standby Server only** in node **Driver connection/Addressing**.

VALUES ARE DISPLAYED INCORRECTLY

Check the information for the calculation in node **Value calculation** of the variable properties.

DRIVER FAILS OCCASIONALLY

Analysis with the Diagnosis Viewer (on page 51):

-> Which messages are displayed?

10.2 Logging

For extended logging, **zenon6.ini** must contain the following entry:

```
[S7SPONT]  
LOGFILE=1
```

This means that the log file **S7SPONT_LOG.TXT** is created with more detailed diagnosis information in the zenon folder.

10.3 Analysis tool

All zenon modules such as Editor, Runtime, drivers, etc. write messages to a joint log file. To display them correctly and clearly, use the Diagnosis Viewer program that was also installed with zenon. You can find it under **Start/All programs/zenon/Tools 8.20 -> Diagviewer**.

zenon driver log all errors in the LOG files. LOG files are text files with a special structure. The default folder for the LOG files is subfolder **LOG** in the folder **ProgramData**. For example:

%ProgramData%\COPA-DATA\LOG.

Attention: With the default settings, a driver only logs error information. With the Diagnosis Viewer you can enhance the diagnosis level for most of the drivers to "Debug" and "Deep Debug". With this the driver also logs all other important tasks and events.

In the Diagnosis Viewer you can also:

- ▶ Follow newly-created entries in real time
- ▶ customize the logging settings
- ▶ change the folder in which the LOG files are saved

Note:

1. The Diagnosis Viewer displays all entries in UTC (coordinated world time) and not in local time.
2. The Diagnosis Viewer does not display all columns of a LOG file per default. To display more columns activate property **Add all columns with entry** in the context menu of the column header.
3. If you only use **Error-Logging**, the problem description is in the column **Error text**. For other diagnosis level the description is in the column **General text**.

4. For communication problems many drivers also log error numbers which the PLC assigns to them. They are displayed in **Error text** or **Error code** or **Driver error parameter (1 and 2)**. Hints on the meaning of error codes can be found in the driver documentation and the protocol/PLC description.
5. At the end of your test set back the diagnosis level from **Debug** or **Deep Debug**. At **Debug** and **Deep Debug** there are a great deal of data for logging which are saved to the hard drive and which can influence your system performance. They are still logged even after you close the Diagnosis Viewer.

Attention

In Windows CE errors are not logged per default due to performance reasons.

You can find further information on the Diagnosis Viewer in the Diagnose Viewer manual.

10.4 Driver monitoring

Runtime monitors the availability of the driver by means of a watchdog. If a driver is no longer available, the *INVALID* status bit is also set for all checked-in variables.

Possible causes for a triggering of the watchdog:

- ▶ The driver process is no longer running.

Check whether the driver EXE file is still running in the Task Manager.

- ▶ Operating system is busy with processes that have a higher priority.

Check the configuration of your system to see whether there is sufficient memory and CPU power. In this case, the driver only resets the *INVALID* status bit if there is a value change on the connected party. Static values retain the *INVALID* status bit until the next time the Runtime or the driver is started.

CONFIGURATION OF WATCHDOG

For the monitoring of communication in the Runtime, the connection to the driver is checked in a fixed, prescribed time period of 60 seconds. This process is repeated several times. If, within 5 attempts (= within 5 minutes), no valid connection to the driver is detected, the *INVALID* bit is set for the checked-in (*advised*) variables. In addition, the *INVALID* bit is also set when new variables are advised. The *INVALID* bit will no longer be reset.

Corresponding LOG entries are created for this.

LOG ENTRY

An error message is logged in the LOG when the watchdog is triggered:

Parameter	Description
<i>Communication with driver:<drvExe>/<drvDesc>(id:<drvId>) timed out. No communication for <time> ms.</i>	<p>No communication with driver within the given time.</p> <ul style="list-style-type: none"> ▶ <time>: Time (in milliseconds) ▶ <drvDesc>: Driver name ▶ <drvExe>: Driver EXE name ▶ <drvId>: Driver ID in the zenon project
<i>Communication with %s timed out. Invalid-Bit will be set.</i>	Communication to the %s driver could not be established after 5 attempts within 60 seconds. The <i>INVALID</i> bit is set for the variable.
<i>Communication with %s timed out. Timeout happened %d times</i>	Communication to the %s driver could not be established after %d times within 60 seconds.

10.5 API error numbers

The following list contains error numbers that are issued by the `WSAGetLastError` call. Error messages and their explanations are only available in English in this documentation.

Notification	Numbr	Meaning	Explanation
WSAEACCES	(10013)	Permission denied.	<p>An attempt was made to access a socket in a way forbidden by its access permissions. An example is using a broadcast address for <code>sendto</code> without broadcast permission being set using <code>setsockopt(SO_BROADCAST)</code>.</p> <p>Another possible reason for the <code>WSAEACCES</code> error is that when the <code>bind</code> function is called (on Windows NT 4 SP4 or later), another application, service, or kernel mode driver is bound to the same address with exclusive access. Such exclusive access is a new feature of Windows NT 4 SP4 and later, and is implemented by using the <code>SO_EXCLUSIVEADDRUSE</code> option.</p>
WSAEADDRIN USE	(10048)	Address already in use.	Typically, only one usage of each socket address (protocol/IP address/port) is permitted. This error occurs if an application attempts to bind a socket to an IP

Notification	Numbr	Meaning	Explanation
			address/port that has already been used for an existing socket, or a socket that was not closed properly, or one that is still in the process of closing. For server applications that need to bind multiple sockets to the same port number, consider using <code>setsockopt(SO_REUSEADDR)</code> . Client applications usually need not call <code>bind</code> at all—connect chooses an unused port automatically. When <code>bind</code> is called with a wildcard address (involving <code>ADDR_ANY</code>), a <code>WSAEADDRINUSE</code> error could be delayed until the specific address is committed. This could happen with a call to another function later, including <code>connect</code> , <code>listen</code> , <code>WSAConnect</code> , or <code>WSAJoinLeaf</code> .
WSAEADDRNOTAVAIL	(10049)	Cannot assign requested address.	The requested address is not valid in its context. This normally results from an attempt to bind to an address that is not valid for the local machine. This can also result from <code>connect</code> , <code>sendto</code> , <code>WSAConnect</code> , <code>WSAJoinLeaf</code> , or <code>WSASendTo</code> when the remote address or port is not valid for a remote machine (for example, address or port 0).
WSAEAFNOTSUPPORTED	(10047)	Address family not supported by protocol family.	An address incompatible with the requested protocol was used. All sockets are created with an associated address family (that is, <code>AF_INET</code> for Internet Protocols) and a generic protocol type (that is, <code>SOCK_STREAM</code>). This error is returned if an incorrect protocol is explicitly requested in the socket call, or if an address of the wrong family is used for a socket, for example, in <code>sendto</code> .
WSAEALREADY	(10037)	Operation already in progress.	An operation was attempted on a nonblocking socket with an operation already in progress—that is, calling <code>connect</code> a second time on a nonblocking socket that is already connecting, or canceling an asynchronous request (<code>WSAAsyncGetXbyY</code>) that has already been canceled or completed.

Notification	Numbr	Meaning	Explanation
WSAECONNA BORTED	(10053)	Software caused connection abort.	An established connection was aborted by the software in your host machine, possibly due to a data transmission time-out or protocol error.
WSAECONNREFUSED	(10061)	Connection refused.	No connection could be made because the target machine actively refused it. This usually results from trying to connect to a service that is inactive on the foreign host—that is, one with no server application running.
WSAECONNRESET	(10054)	Connection reset by peer.	An existing connection was forcibly closed by the remote host. This normally results if the peer application on the remote host is suddenly stopped, the host is rebooted, or the remote host uses a hard close (see <code>setsockopt</code> for more information on the <code>SO_LINGER</code> option on the remote socket.) This error may also result if a connection was broken due to keep-alive activity detecting a failure while one or more operations are in progress. Operations that were in progress fail with <code>WSAENETRESET</code> . Subsequent operations fail with <code>WSAECONNRESET</code> .
WSAEDESTADDRREQ	(10039)	Destination address required.	A required address was omitted from an operation on a socket. For example, this error is returned if <code>sendto</code> is called with the remote address of <code>ADDR_ANY</code> .
WSAEFAULT	(10014)	Bad address.	The system detected an invalid pointer address in attempting to use a pointer argument of a call. This error occurs if an application passes an invalid pointer value, or if the length of the buffer is too small. For instance, if the length of an argument, which is a <code>SOCKADDR</code> structure, is smaller than the <code>sizeof(SOCKADDR)</code> .
WSAEHOSTDOWN	(10064)	Host is down.	A socket operation failed because the destination host is down. A socket operation encountered a dead host. Networking activity on the local host has not been initiated. These conditions are more likely to be indicated by the error <code>WSAETIMEDOUT</code> .

Notification	Numbr	Meaning	Explanation
WSAEHOSTUNREACH	(10065)	No route to host.	A socket operation was attempted to an unreachable host. See WSAENETUNREACH.
WSAEINPROGRESS	(10036)	Operation now in progress.	A blocking operation is currently executing. Windows Sockets only allows a single blocking operation-per- task or thread-to be outstanding, and if any other function call is made (whether or not it references that or any other socket) the function fails with the WSAEINPROGRESS error.
WSAEINTR	(10004)	Interrupted function call.	A blocking operation was interrupted by a call to WSACancelBlockingCall.
WSAEINVAL	(10022)	Invalid argument.	Some invalid argument was supplied (for example, specifying an invalid level to the setsockopt function). In some instances, it also refers to the current state of the socket-for instance, calling accept on a socket that is not listening.
WSAEISCONN	(10056)	Socket is already connected.	A connect request was made on an already-connected socket. Some implementations also return this error if sendto is called on a connected SOCK_DGRAM socket (for SOCK_STREAM sockets, the to parameter in sendto is ignored) although other implementations treat this as a legal occurrence.
WSAEMFILE	(10024)	Too many open files.	Too many open sockets. Each implementation may have a maximum number of socket handles available, either globally, per process, or per thread.
WSAEMSGSIZE	(10040)	Message too long.	A message sent on a datagram socket was larger than the internal message buffer or some other network limit, or the buffer used to receive a datagram was smaller than the datagram itself.
WSAENETDOWN	(10050)	Network is down.	A socket operation encountered a dead network. This could indicate a serious failure of the network system (that is, the protocol stack that the Windows Sockets DLL runs over), the

Notification	Numbr	Meaning	Explanation
			network interface, or the local network itself.
WSAENETRESET	(10052)	Network dropped connection on reset.	The connection has been broken due to keep-alive activity detecting a failure while the operation was in progress. It can also be returned by setsockopt if an attempt is made to set SO_KEEPALIVE on a connection that has already failed.
WSAENETUNREACH	(10051)	Network is unreachable.	A socket operation was attempted to an unreachable network. This usually means the local software knows no route to reach the remote host.
WSAENOBUFS	(10055)	No buffer space available.	An operation on a socket could not be performed because the system lacked sufficient buffer space or because a queue was full.
WSAENOPROTOPT	(10042)	Bad protocol option.	An unknown, invalid or unsupported option or level was specified in a getsockopt or setsockopt call.
WSAENOTCONN	(10057)	Socket is not connected.	A request to send or receive data was disallowed because the socket is not connected and (when sending on a datagram socket using sendto) no address was supplied. Any other type of operation might also return this error-for example, setsockopt setting SO_KEEPALIVE if the connection has been reset.
WSAENOTSOCK	(10038)	Socket operation on nonsocket.	An operation was attempted on something that is not a socket. Either the socket handle parameter did not reference a valid socket, or for select, a member of an fd_set was not valid.
WSAEOPNOTSUPP	(10045)	Operation not supported.	The attempted operation is not supported for the type of object referenced. Usually this occurs when a socket descriptor to a socket that cannot support this operation is trying to accept a connection on a datagram socket.
WSAEPFNOSUPPORT	(10046)	Protocol family	The protocol family has not been configured into the system or no implementation for it

Notification	Numbr	Meaning	Explanation
		not supported.	exists. This message has a slightly different meaning from WSAEAFNOSUPPORT. However, it is interchangeable in most cases, and all Windows Sockets functions that return one of these messages also specify WSAEAFNOSUPPORT.
WSAEPROCLIM	(10067)	Too many processes.	A Windows Sockets implementation may have a limit on the number of applications that can use it simultaneously. WSASocket may fail with this error if the limit has been reached.
WSAEPROTONOSUPPORT	(10043)	Protocol not supported.	The requested protocol has not been configured into the system, or no implementation for it exists. For example, a socket call requests a SOCK_DGRAM socket, but specifies a stream protocol.
WSAEPROTOTYPE	(10041)	Protocol wrong type for socket.	A protocol was specified in the socket function call that does not support the semantics of the socket type requested. For example, the ARPA Internet UDP protocol cannot be specified with a socket type of SOCK_STREAM.
WSAESHUTDOWN	(10058)	Cannot send after socket shutdown.	A request to send or receive data was disallowed because the socket had already been shut down in that direction with a previous shutdown call. By calling shutdown a partial close of a socket is requested, which is a signal that sending or receiving, or both have been discontinued.
WSAESOCKETNOTSUPPORTED	(10044)	Socket type not supported.	The support for the specified socket type does not exist in this address family. For example, the optional type SOCK_RAW might be selected in a socket call, and the implementation does not support SOCK_RAW sockets at all.
WSAETIMEDOUT	(10060)	Connection timed out.	A connection attempt failed because the connected party did not properly respond after a period of time, or the established connection failed because the connected host has failed to respond.

Notification	Numbr	Meaning	Explanation
WSATYPE_NOT_FOUND	(10109)	Class type not found.	The specified class was not found.
WSAEWOULDBLOCK	(10035)	Resource temporarily unavailable.	This error is returned from operations on nonblocking sockets that cannot be completed immediately, for example recv when no data is queued to be read from the socket. It is a nonfatal error, and the operation should be retried later. It is normal for WSAEWOULDBLOCK to be reported as the result from calling connect on a nonblocking SOCK_STREAM socket, since some time must elapse for the connection to be established.
WSAHOST_NOT_FOUND	(11001)	Host not found.	No such host is known. The name is not an official host name or alias, or it cannot be found in the database(s) being queried. This error may also be returned for protocol and service queries, and means that the specified name could not be found in the relevant database.
WSA_INVALID_HANDLE	(OS dependent)	Specified event object handle is invalid.	An application attempts to use an event object, but the specified handle is not valid.
WSA_INVALID_PARAMETER	(OS dependent)	One or more parameters are invalid.	An application used a Windows Sockets function which directly maps to a Win32 function. The Win32 function is indicating a problem with one or more parameters.
WSAINVALID_PROCTABLE	(OS dependent)	Invalid procedure table from service provider.	A service provider returned a bogus procedure table to Ws2_32.dll. (Usually caused by one or more of the function pointers being null.)
WSAINVALID_PROVIDER	(S dependent)	Invalid service provider version number.	A service provider returned a version number other than 2.0.
WSA_IO_INCOMPLETE	(OS dependent)	Overlapped I/O event object not in signaled state.	The application has tried to determine the status of an overlapped operation which is not yet completed. Applications that use WSAGetOverlappedResult (with the fWait flag set to FALSE) in a polling mode to determine

Notification	Numbr	Meaning	Explanation
			when an overlapped operation has completed, get this error code until the operation is complete.
WSA_IO_PENDING	(OS dependent)	Overlapped operations will complete later.	The application has initiated an overlapped operation that cannot be completed immediately. A completion indication will be given later when the operation has been completed.
WSA_NOT_ENOUGH_MEMORY	(OS dependent)	Insufficient memory available.	An application used a Windows Sockets function that directly maps to a Win32 function. The Win32 function is indicating a lack of required memory resources.
WSANOTINITIALIZED	(10093)	Successful WSAStartup not yet performed.	Either the application has not called WSAStartup or WSAStartup failed. The application may be accessing a socket that the current active task does not own (that is, trying to share a socket between tasks), or WSACleanup has been called too many times.
WSANO_DATA	(11004)	Valid name, no data record of requested type.	The requested name is valid and was found in the database, but it does not have the correct associated data being resolved for. The usual example for this is a host name-to-address translation attempt (using gethostbyname or WSAAsyncGetHostByName) which uses the DNS (Domain Name Server). An MX record is returned but no A record-indicating the host itself exists, but is not directly reachable.
WSANO_RECOVERY	(11003)	This is a nonrecoverable error.	This indicates some sort of nonrecoverable error occurred during a database lookup. This may be because the database files (for example, BSD-compatible HOSTS, SERVICES, or PROTOCOLS files) could not be found, or a DNS request was returned by the server with a severe error.
WSAPROVIDERFAILEDINIT	(OS dependent)	Unable to initialize a service provider.	Either a service provider's DLL could not be loaded (LoadLibrary failed) or the provider's WSPStartup/NSPStartup function failed.
WSASYSCALL	(OS	System call	Returned when a system call that should never

Notification	Numbr	Meaning	Explanation
FAILURE	dependent)	failure.	fail does. For example, if a call to WaitForMultipleObjects fails or one of the registry functions fails trying to manipulate the protocol/name space catalogs.
WSASYSNOTREADY	(10091)	Network subsystem is unavailable.	<p>This error is returned by WSASStartup if the Windows Sockets implementation cannot function at this time because the underlying system it uses to provide network services is currently unavailable. Users should check:</p> <p>That the appropriate Windows Sockets DLL file is in the current path.</p> <p>That they are not trying to use more than one Windows Sockets implementation simultaneously. If there is more than one Winsock DLL on your system, be sure the first one in the path is appropriate for the network subsystem currently loaded.</p> <p>The Windows Sockets implementation documentation to be sure all necessary components are currently installed and configured correctly.</p>
WSATRY_AGAIN	(11002)	Nonauthoritative host not found.	This is usually a temporary error during host name resolution and means that the local server did not receive a response from an authoritative server. A retry at some time later may be successful.
WSAVERNOTSUPPORTED	(10092)	Winsock.dll version out of range.	The current Windows Sockets implementation does not support the Windows Sockets specification version requested by the application. Check that no old Windows Sockets DLL files are being accessed.
WSAEDISCON	(10101)	Graceful shutdown in progress.	Returned by WSAREcv and WSAREcvFrom to indicate that the remote party has initiated a graceful shutdown sequence.
WSA_OPERATION_ABORTED	(OS dependent)	Overlapped operation aborted.	An overlapped operation was canceled due to the closure of the socket, or the execution of the SIO_FLUSH command in WSALocatl.

