

Operating Guide

How to add MODBUS coils in MCXD

Summary

How to make the MCXD support MODBUS coils.

Description

Following are the steps to support MODBUS coils with MCXD.

Will be allowed to read a single coil or group of 16 coils per task:

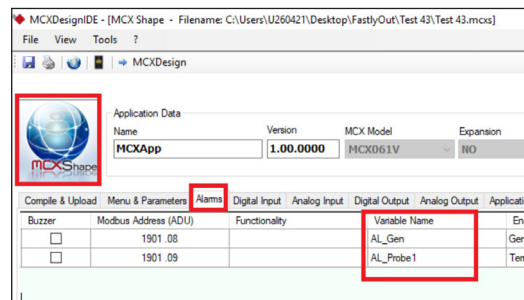
1. Add the functionalities into the "InitDefines.c" file:

```
//Enable to use Coils for Modbus Slave
#define MODBUS_SUPPORTCOILS
#ifndef MODBUS_SUPPORTCOILS
    #define MODBUS_COILS_OFFSET    50000
#endif
```

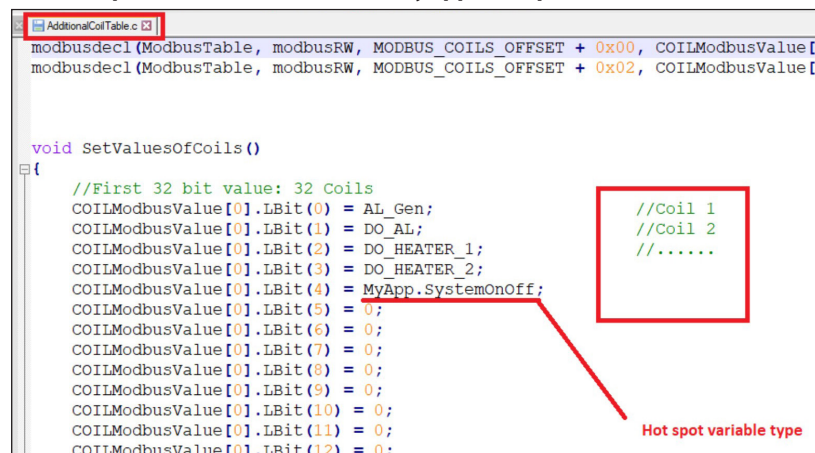
2. Add the file "AdditionalCoilTable.c" into the folder... \App

3. Edit "AdditionalCoilTable.c" setting the boolean variables to the coils:

- a. For "Alarms": the variables' name are in the column "Variable name" in the tab called "Alarms"



- b. For "Digital Input": the variables' name are in the column "Name" in the tab called "Digital Input"
- c. For "Digital Output": the variables' name are in the column "Name" in the tab called "Digital Output"
- d. For "Hot Spot": the variables' name is "MyApp. Hot spot name"



4. Edit the "**main.c**" file by adding "**TTimer MainLoopTimer**"; just before the instruction:

```
#ifndef MODBUS_SUPPORTCOILS
#include "AdditionalCoilTable.c"
#endif

#ifdef MODBUS_SUPPORTCOILS
    #include "AdditionalCoilTable.c"
#endif

TTimer MainLoopTimer;

// this is the initialization procedure,
void App_Init()
{
```

5. Edit the "**main.c**" file by adding "**IOMng.Run()**"; just before the instruction:

```
#ifndef MODBUS_SUPPORTCOILS
SetValuesOfCoils();
#endif

// STD_IOM
IOMng.Run();
};
```