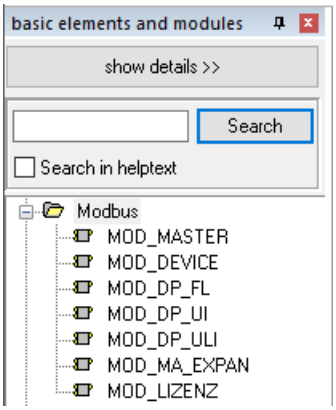
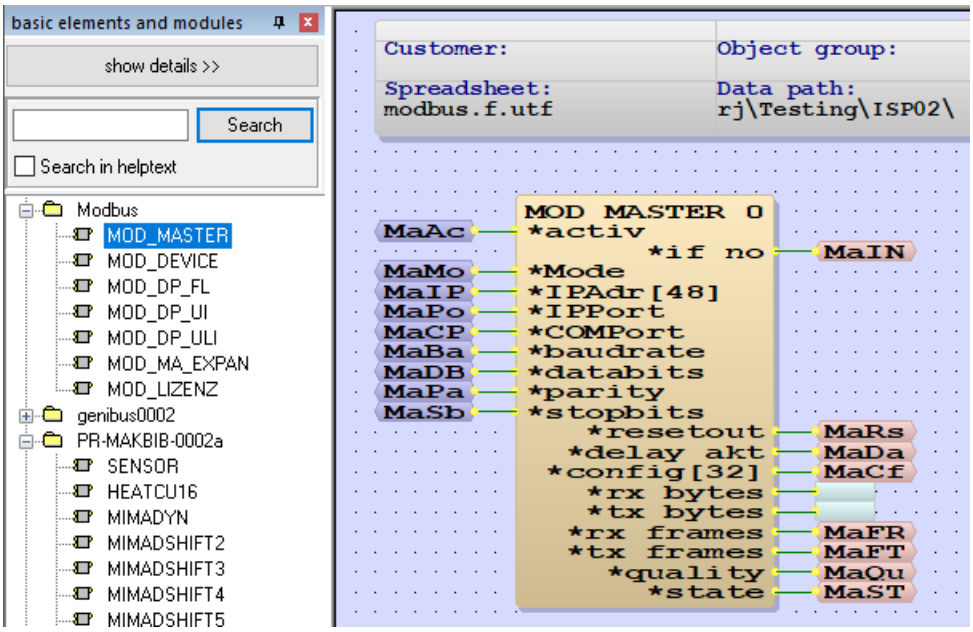
TT230402 – OFXL - Modbus Module Configuration

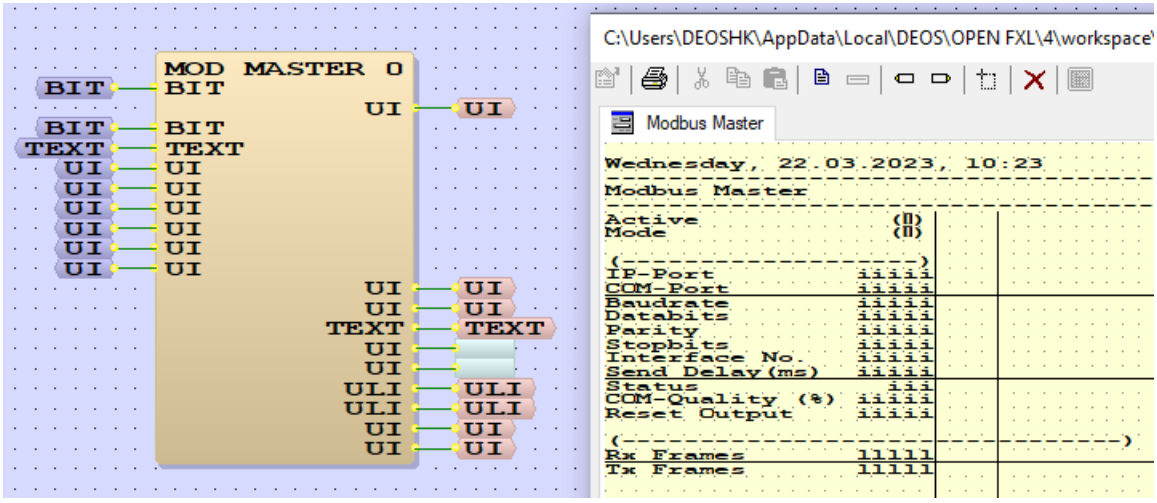
1. In OPEN FXL 4, we've a new Modbus module that can integrate Modbus devices in a new way. You can find them under "Modbus" in "Basic Elements and Modules" in FUP editor.



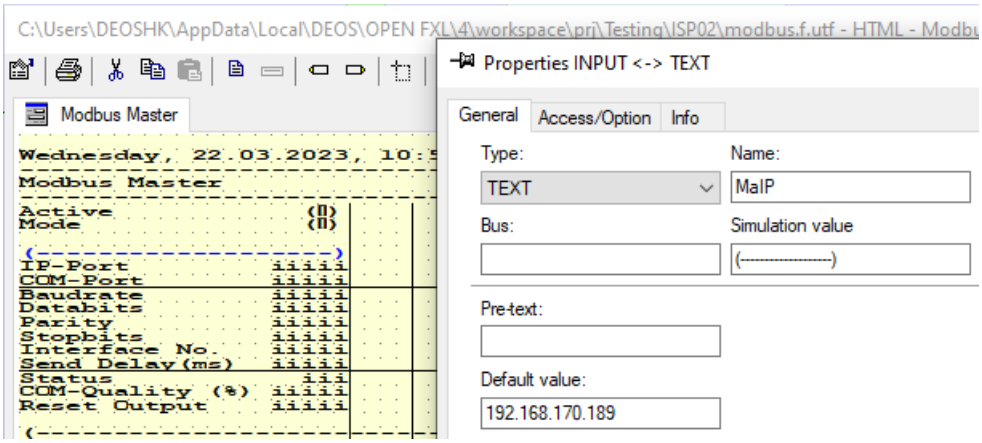
2. Let's start from the Modbus master module "MOD_MASTER" where you setup the Modbus communication channel, e.g. Modbus IP or Modbus RTU, etc. Drag and drop it to the FUP editor and connect the Inputs and Displays like below. (Note: you don't need to change the name if you don't want to)



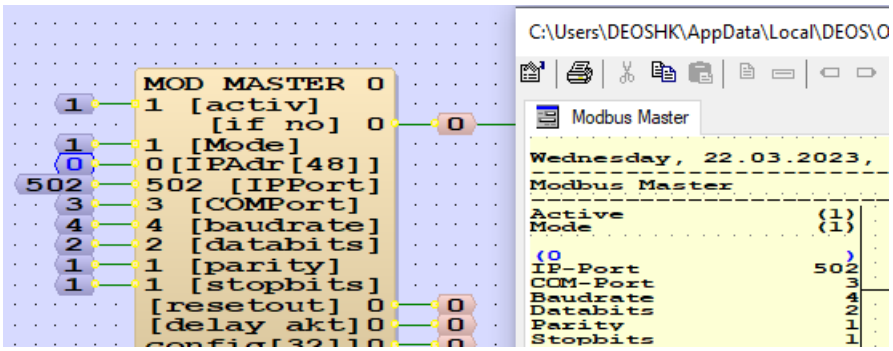
3. Setup the HTML page like below based on the type of each point.



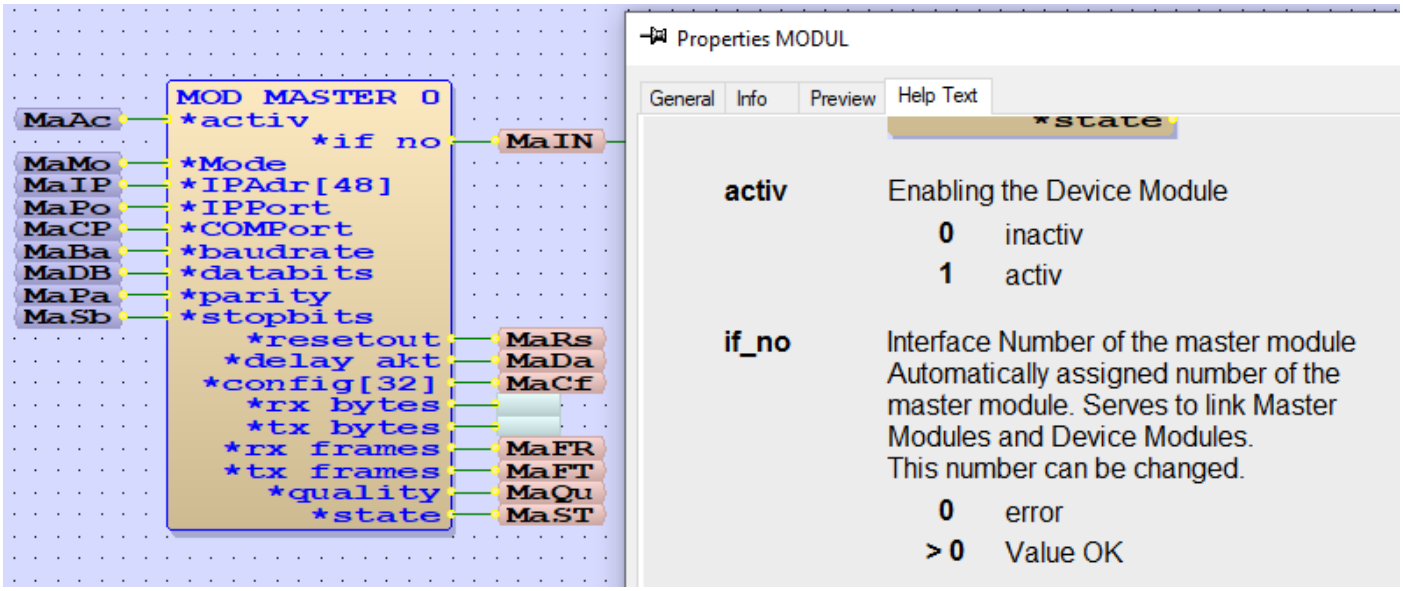
4. For each Input, you can set the “Default value” like below.



5. You can find an example of the default values like below.



6. Double click on the module, go to the “Help Text” tab, and you can find the descriptions of each input and output in the module.



mode IP-Mode ore RTU
- **0** RTU
- **1** IP

IPAdr For Modbus IP the IP address can be set here.
Do not enter leading 0s and separate the IP address with .(dot).

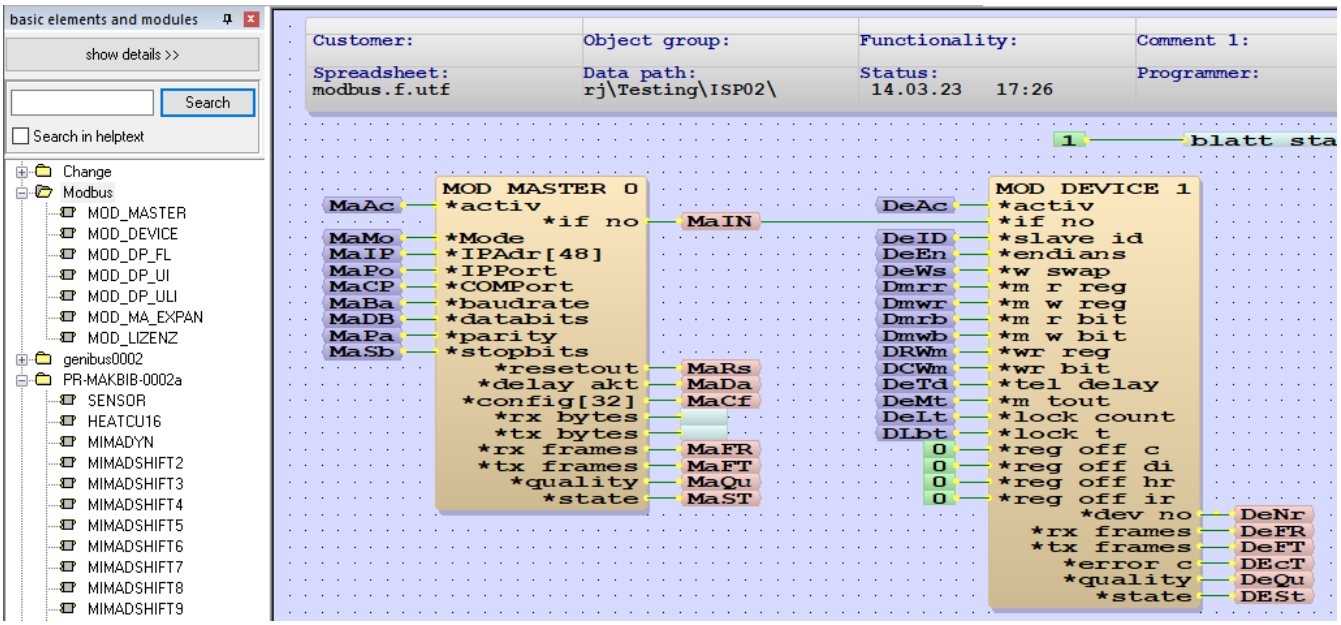
Example: 192.168.10.10

IPPort At Modbus IP the port number of the remote terminal may be entered here.
Due to the Modbus standard the port 502 is usually used

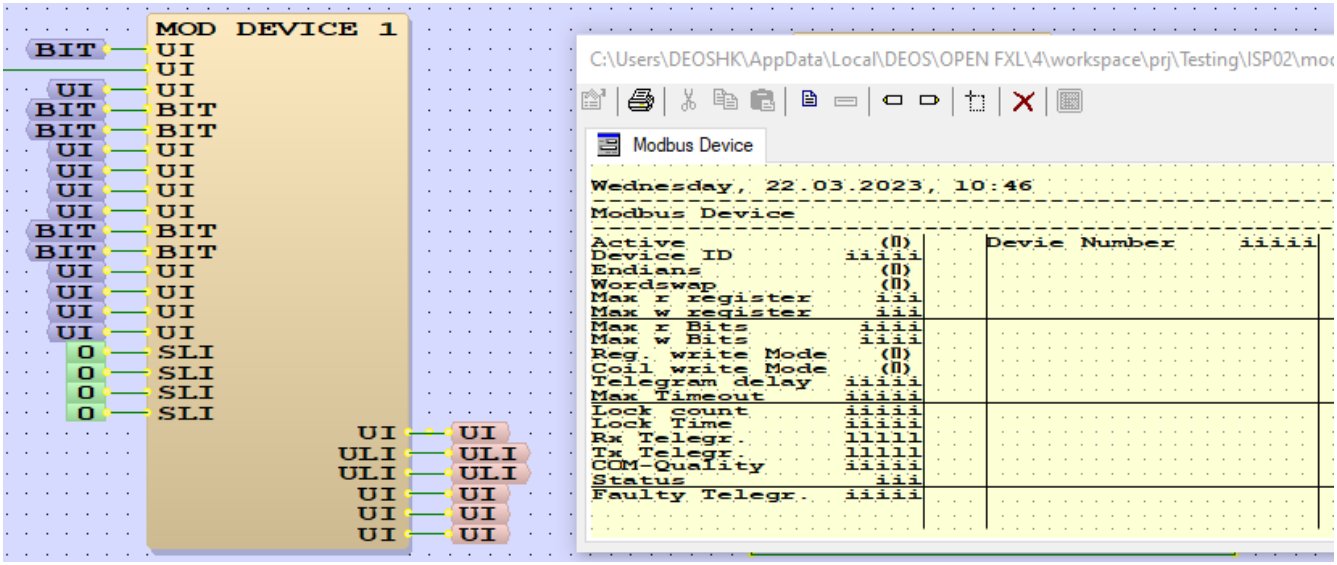
COMPort With Modbus RTU the serial interface can be selected here.
- **2** COM2
- **3** COM3
- **5** COM5
- **6** COM6
- **7** COM7
- **8** COM8

COM5 , 6, 7 and 8 are virtual ports to which, for example, an IP gateway can be connected.

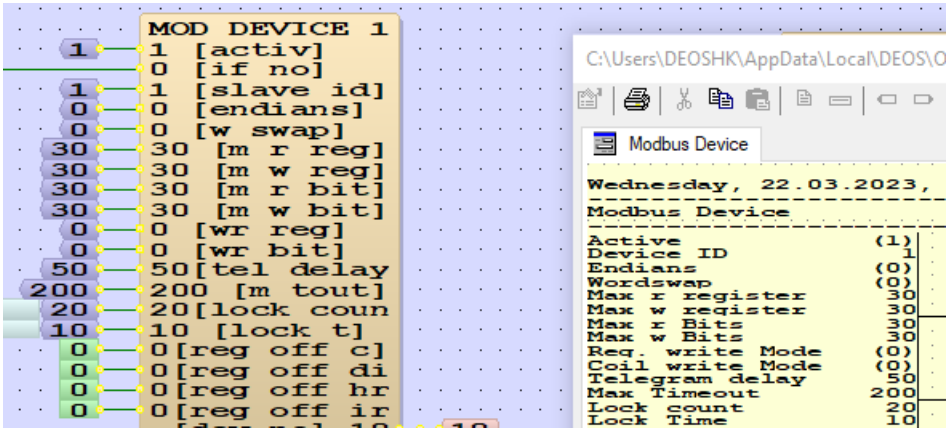
7. Next, we add the “MOD_DEVICE” module, where you can setup the Modbus device settings, like slave ID, etc. Drag and drop it to the FUP editor and connect the Inputs and Displays like below. Connect the “if_no” between these 2 modules. This means the Modbus device is under this Modbus communication channel.



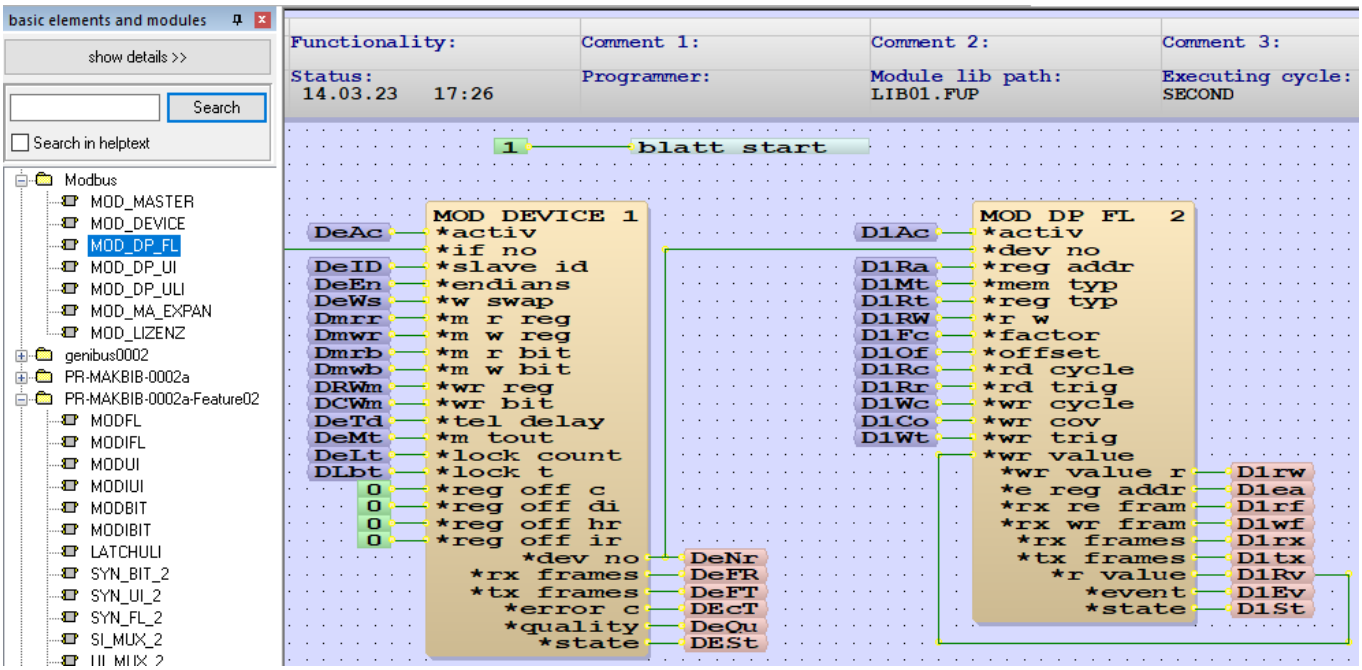
8. Setup the HTML page like below based on the type of each point.



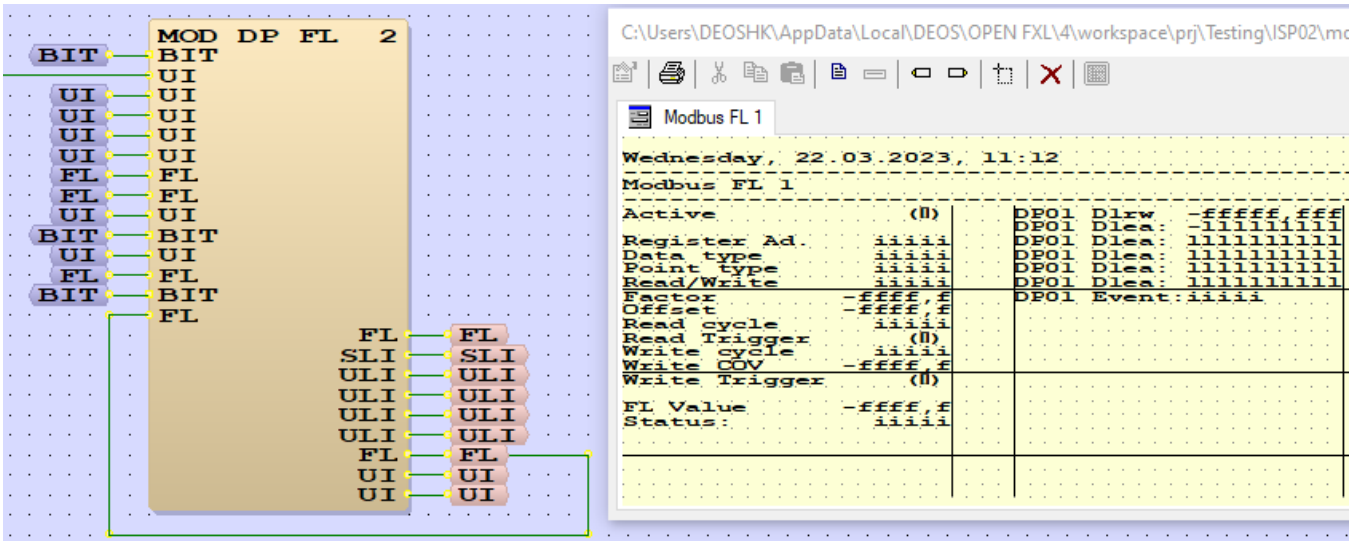
9. Set the default value for each Input. You can find an example of the default values like below.



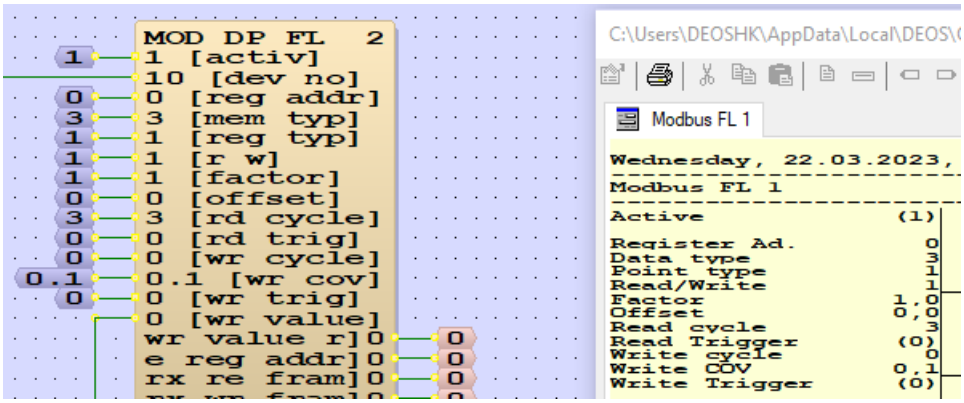
10. Next, we add the “MOD_DP_FL” module, where you can setup the Modbus point settings, like Modbus register address, etc. Drag and drop it to the FUP editor and connect the Inputs and Displays like below. Connect the “dev_no” between these 2 modules. This means the Modbus point is under this Modbus device.



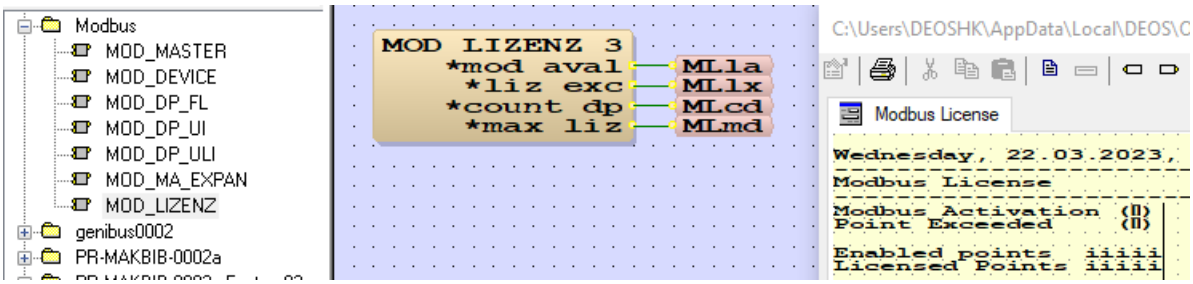
11. Setup the HTML page like below based on the type of each point.



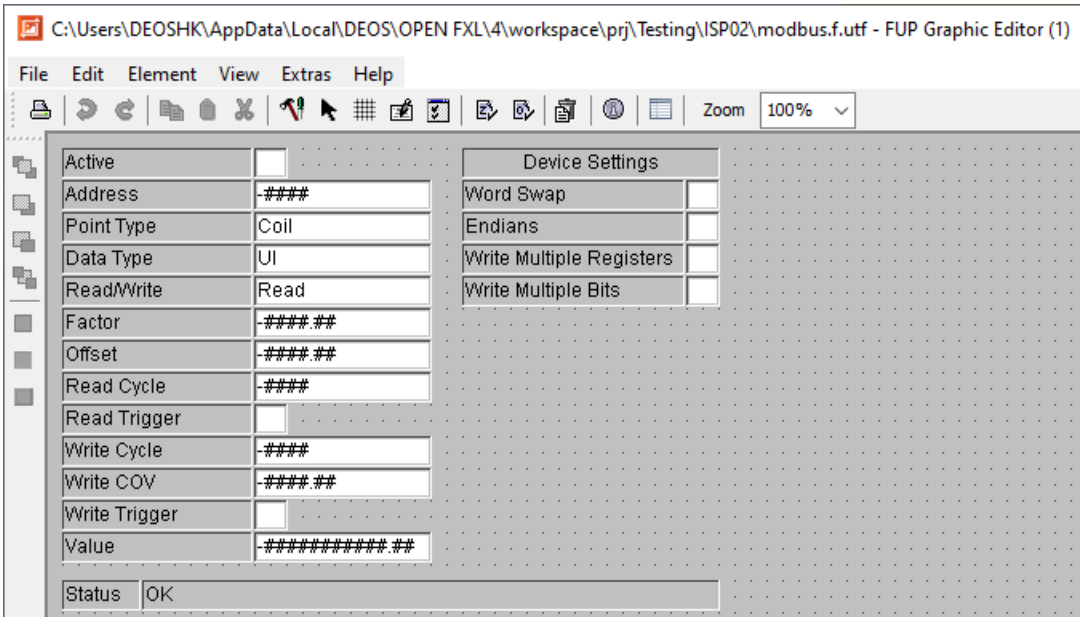
12. Set the default value for each Input. You can find an example of the default values like below.



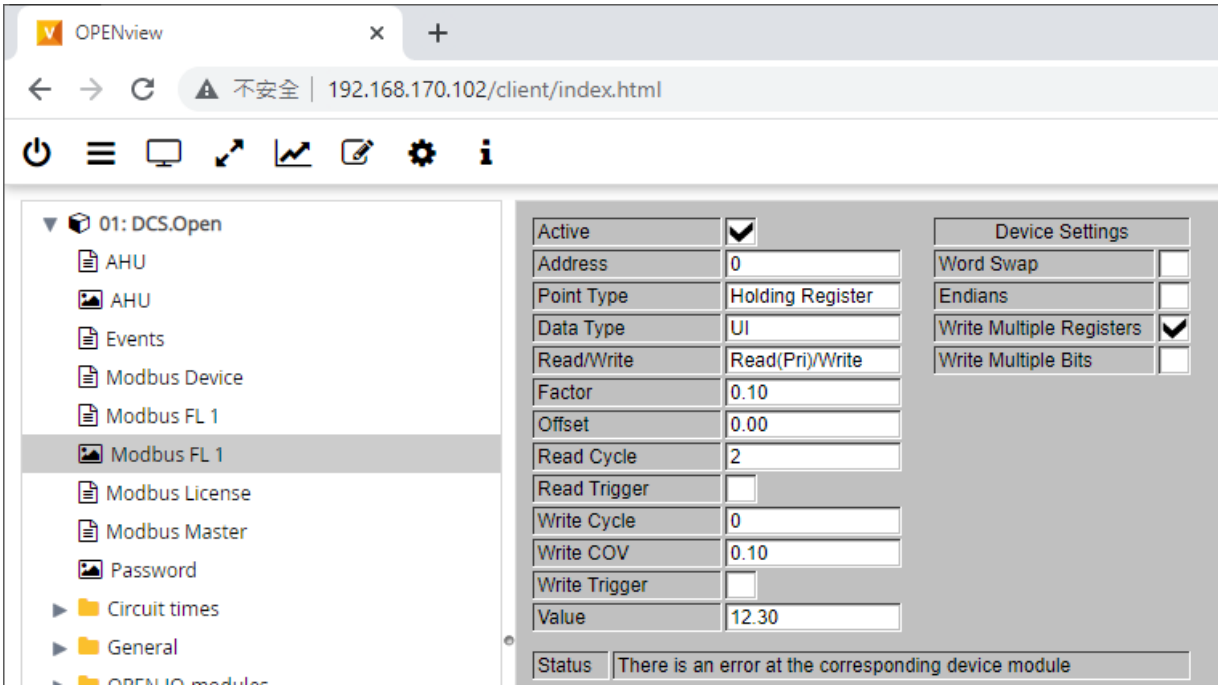
13. Finally, is the Modbus license module “MOD_LIZENZ”.



14. For testing purpose, you don’t need to add any graphic. But it’s good to build a simple graphic page for testing as well, like below.



15. You can now create and load the controller. It’s better to do a “Preset” after loading. We will show you how to operate this new Modbus module in the next technical tip.



16. To help you start testing this new Modbus module in OPEN FXL 4, we’ve put the testing project in our server. Please feel free to contact us if you need it.
17. Please note that the old and new Modbus integration won’t work at the same time.