

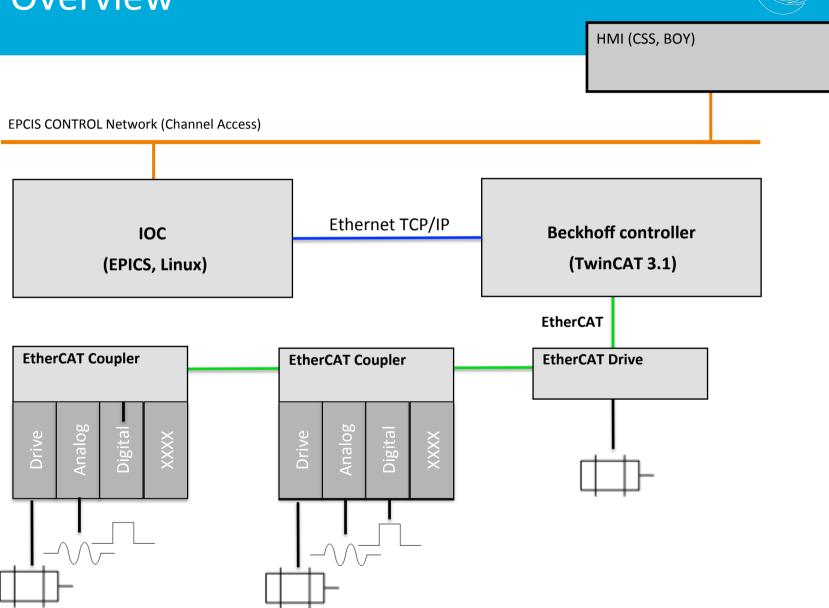
EpicsComModule TwinCAT 3 integration into EPICS

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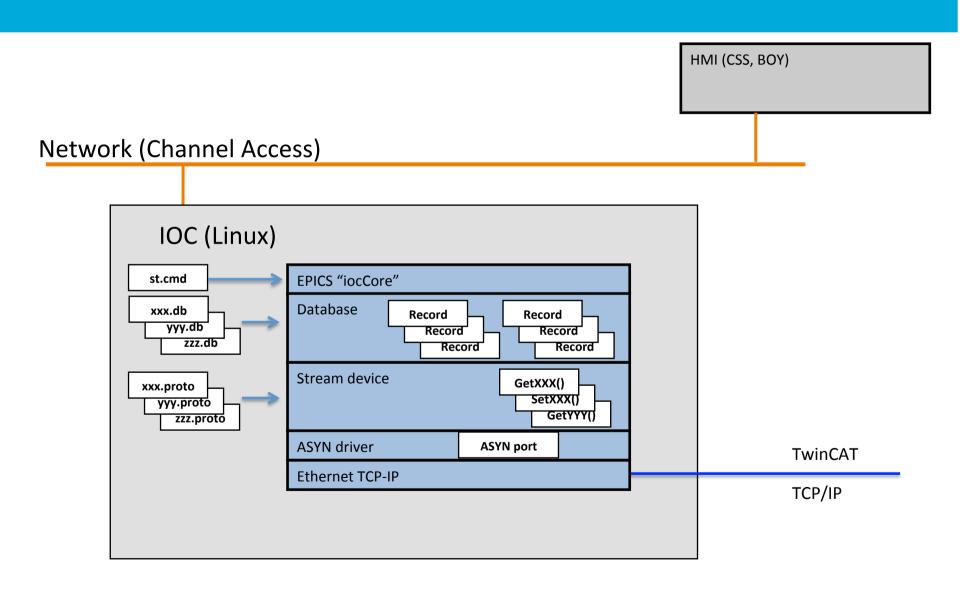
Overview





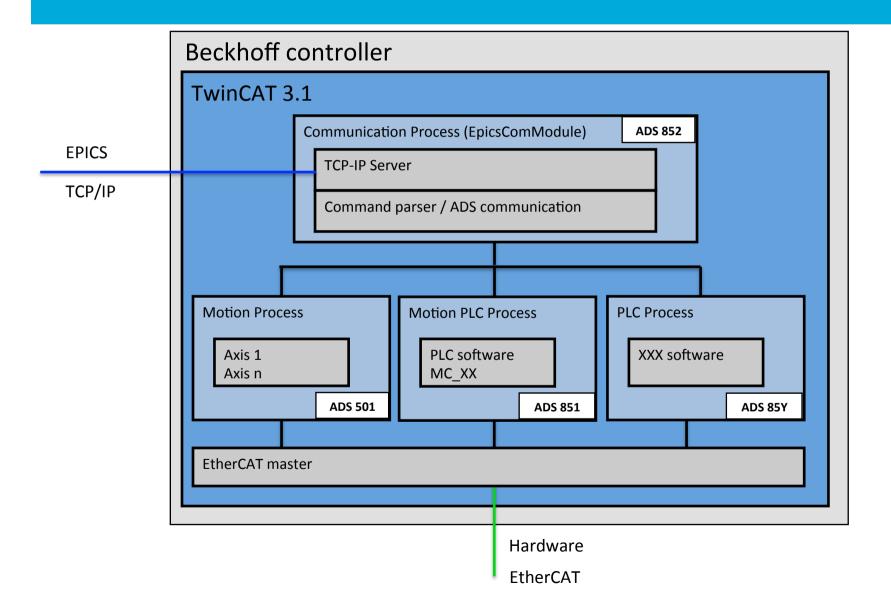
EPICS





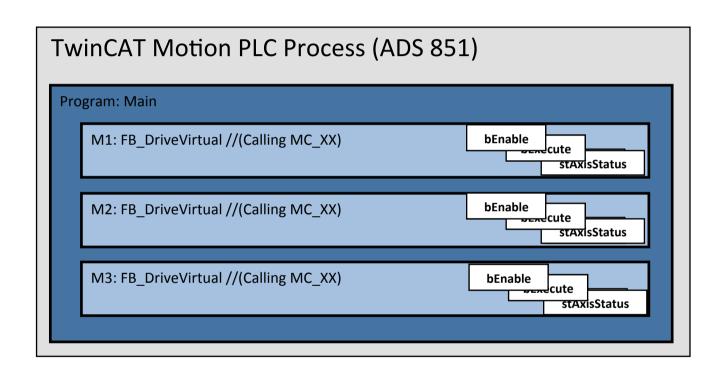


TwinCAT controller



Motion Process (FB_DriveVirtual = control one axis)





FB_DriveVirtual supports: Jog, constant speed, absolute position, relative position, homing, gear......



Protocol General

- Frame terminator = LF (linefeed = ascii 10)
- Commands separator = ";"
- An option may be supplied before each command separated with"/"
- Commands can be stacked

```
Example:
```

```
"Option1#Command1;Command2;Option3#Command 3;
```





Writing a value:

- "Symbolic name in PLC=value;"
- Acknowledgement:
 - "OK;" if successful
 - Error code if not successful

Example:

```
"Main.M1.fPosition=100; Main.M1.fVelocity=1000;
"
Will return: "OK;OK;
"
```





Reading a value:

- "Symbolic name in PLC?;"
- Acknowledgement:
 - Value if successful
 - Error code if not successful

Example:

```
"Main.M1.fPosition?; Main.M1.fVelocity?;
"
Will return: "100;1000;
"
```

Protocol Option ADSPORT



ADSPORT:

- Sets ADS-port temporary for the command
- ADS-Port is default set to 851 which normally is the first PLC

Example (accessing two different modules in TwinCAT):

"ADSPORT=851/Main.M1.fPosition=100;ADSPORT=852/Main.iCounter?;

"

Static Command: ADR



.ADR.:

- Allows read and write access to absolute addresses:
 - Write: ".ADR.IndexGrp,IndexOffset,Size,Type=value;"
 - Read: ".ADR.IndexGrp,IndexOffset,Size,Type?;"
- Read absolute address for symbolic variables:
 - ".ADR.symbolicvarname?;"

Example: Write and read soft limit maximum position for Axis 1 (8 bytes, type 5):

Command: "ADSPORT=501/.ADR.16#5001,16#E,8,5=100;" Response: "OK;"

Command: "ADSPORT=501/.ADR.16#5001,16#E,8,5?;" Response: "100.0;"

Example: Read absolute address of symbolic variable:

Command: ".ADR.Main.M1.bEnable?;" Answer: "16#4040,16#7DE01,1,33;"

Static Command: THIS



.THIS.:

 Allows read and write access settings for the current connection:

Write: ".THIS.variablename=value;"

Read: ".THIS.variablename?;"

Example: Write and read default ADS-port for current connection:

Command: "ADSPORT=852/.THIS.stSettings.nADSPort=852;" Response: "OK;" Command: "ADSPORT=852/.THIS.stSettings.nADSPort?;" Response: "852;"

Example: Setting to also read and return data on write commands:

Command: "ADSPORT=852/.THIS.stSettings.bReturnData=1;" Response: "1;"

NOTE: The ".THIS." command is only available for ADS-port of the EpicsComModule (852 in the examples above)



Supported native data types

	TwinCat data type	Size [bits]	Array	Comment
1	ADST_BIT	1	Yes	Bit
2	ADST_SINT8	8	Yes	Short Integer.
3	ADST_UINT8	8	Yes	Byte
4	ADST_INT16	16	Yes	Integer
5	ADST_UINT16	16	Yes	Unsigned Integer
6	ADST_INT32	32	Yes	Double Integer
7	ADST_UINT32	32	Yes	Unsigned double Integer
8	ADST_INT64	64	Yes	Long Integer
9	ADST_UINT64	64	Yes	Unsigned Long Integer
10	ADST_REAL32	32	Yes	Real
11	ADST_REAL64	64	Yes	Double
12	ADST_STRING	8*length	No	String (arrays of strings not supported)

Supported custom data type: DUT_AxisStatus



DUT_AxisStatus:

The structure DUT_AxisStatus includes the most important information available for one axis and can be **read** with one single command.

Restrictions:

Only implemented for reading purpose.

Arrays of this structure is not supported (since EPICS don't have support for arrays of structures).

Example:

```
"Main.M1.stAxisStatus?;"
```

Will return:

```
"Main.M1.stAxisStatus= 1,0, 1, 2, .....;"
```

```
DUT AxisStatus v0 01:
             bEnable: BOOL;
             bReset: BOOL;
             bExecute: BOOL;
             nCommand: UINT:
             nCmdData: UINT;
             fVelocity: LREAL;
             fPosition: LREAL:
             fAcceleration: LREAL;
             fDeceleration: LREAL;
             bJogFwd: BOOL;
             bJogBwd: BOOL;
             bLimitFwd: BOOL:
             bLimitBwd: BOOL;
             fOverride: LREAL:=100;
             bHomeSensor: BOOL:
             bEnabled: BOOL;
             bError: BOOL:
             nErrorld: UDINT;
             fActVelocity: LREAL;
             fActPosition: LREAL:
             fActDiff: LREAL;
             bHomed:BOOL:
```

bBusy:BOOL;