The VI simulates the functionalities of Modbus client.

First of all the client tries to receive the invoke data (broadcast or unicast). If there is no invoke data for 101 receiving processes then the condition is said to be “no response from server”

This program mainly focusing on unicast operation. So if unicast operation is invoked by the server 100(refer the first frame of flat sequence for reference).

Then the resultant addition is checked.

If result>90 ------->unicast

If 90>result>9 ---->broadcast

If 9>result ---------->no response

Consider unicast is invoked.

Then the client send the slave address to the server for verification process. After the verification the server gives the actual message frame.

The message frame contains

* Function code-2digits
* Memory address in slave – 8 digits
* Start bit- #
* Data with parity bit
* Stop bit - \*

According to the function the message frame is splited.

I have planned to do the following enhancements in the future.

* Consider a 2D string array (co1 address, co2 corresponding data) as the memory. By using property node we can write to or read from memory.
* A lookup program can be used to access the particular memory address from the 2D array.