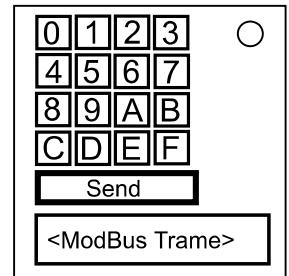


On the Subject of ModBus

"I got this, I'm a professional" was him last word.

The ModBus is a serial communications protocol originally published by Modicon in 1979, for use with its PLCs (Programmable logic controllers).



A little of History is good, right ?

It's now commonly available means of connecting industrial electronic devices...and can be used to make some bomb.

To defuse the module, it's simple, you only need to send the right frame. Don't send anything before finishing writing the frame.

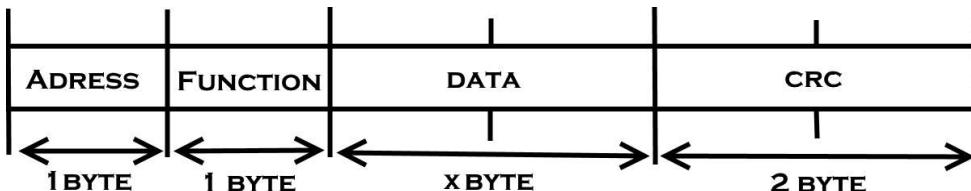
You just have to follow the instructions. As simple as cooking a turkey !

ModBus Protocol

"READ THIS SECTION ! please."

Like we said before, you need to follow a strict protocol. We are lucky, bombers never use CRC (Cyclic redundancy check, "Error check").

Also, We know, they only use the RTU frame format described below



Like we said before, we don't need calculate the CRC (lucky you).

PS : Address here correspond to the slave address like the address of the timer.

16 bits words (2 bytes) are sent in "Big endian" (Most Significant Bit First). i.e. : You have to send $(42)_{10} = (21)_{HEX}$, you need to send "2" then "1".

Address

"Where I have to send the defuse code ?"

For filling this, you need to watch the first number (or letter) of the serial code of the bomb.

Convert this (they are all in ASCII) in hexadecimal number (See Annex ASCII Tab), this is the address (yay !).

Don't use the decimal numbers !

Function

"Hmm... I guess it's an important section..."

Terrorist (or defuser, or someone else ?) use only 2 function :

1. The function 04, use to read a data word. (and Yes, we will use it)
2. The function 06, use to write a data word.

The choice is simple, look at the last number (or letter) of the serial code.

...Convert it into an decimal number. (they are all in ASCII)

THEN do the modulo 4 of this number(e.g. : $12\%4 = 0$, $15\%4 = 3$)

"Simple, right ?"

After that, multiply by 3, and do the modulo 2 of the result

If the result is ...

1. ... 0, use the function 04.
2. ... 1, use the function 06.

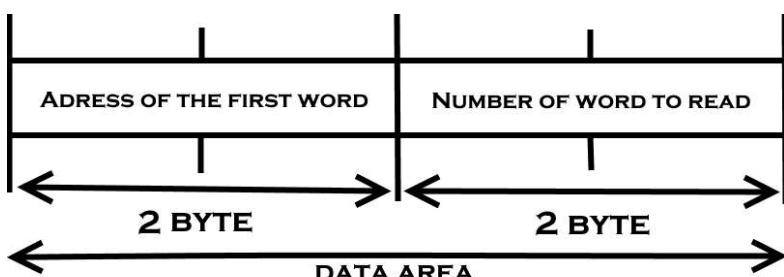
Function 04

Read a data, defuse the module, be an hero. BOOM dream archive.

Bomber develop a new kind of protection, you can't defuse the bomb by writing some data word at the right place.

You have to send the right frame, read a useless data but it will defuse automatically the module.

So, How is compose the data area ? (Read the tab below)



You see, It's the last 4 byte to find ! Keep calm and defuse it !

Adress of the word

Firstly, for the adress of the word, multiply the third number by the fourth number.

For letter, convert it in decimal with annex ASCII Tab.

For number, don't change it like above, take the number write.

After that, multiply the result by 100.

Then, just take the less significant byte.

i.e. : $(45BA72C)_{HEX} \rightarrow (A72C)_{HEX}$

Number of word to read

Hmmm, you should think, "It's useless to say, i will read 210 word", I will respond you, Yes.

BUT, That not work like that, Bomber use this function sneaky, so they don't use the real purpose.

Please find these 2 last bytes (even if they don't correspond to anything).

Take the adress of the slave, multiply by the the number of function and by the data number.

Simplify like just right before. And you got it !

Send the data and you will be a hero (or not if you failed).

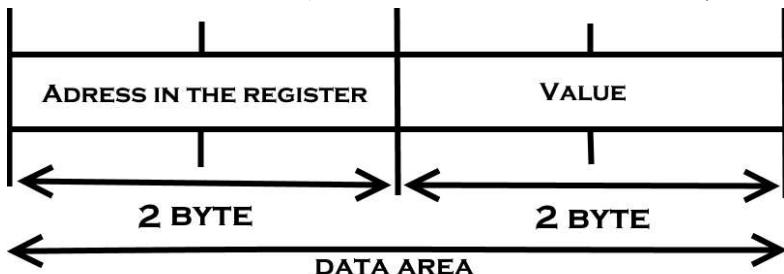
Function 06

Be carefull, the keyboard is stronger than the sword !

You previously determine the slave adress and the function "write".

But now you need to search what you need to write ? and where (in him slave memory)?

See below, how complete the data area when you want to write something.



I believe in you ! You got this !

Adress in the register

I hope you review your binary operation become you will use it ! (It's not a joke). First step, take the 5th number (or letter), convert it with ASCII table (in binary this time).

*When you got the number, add some 0 before to got the same number in 16 bits.

You have to invert this number (NOT Operation), truth table below :

A	NOT A
1	0
0	1

You just have to convert the 16 bits binary number into an decimal number. Annnnnndddd, you got the adress in the register.

Value

You have to change the value of the statue of the module, but you can't adress to the register bit to bit. And we can't just write above things you don't know, it can make the bomb explode right now ! It will be OK, like before, follow my instructions and It will be fine.

Take the slave adress soustract to it the function number, multiply it to the 5th number or letter (convert with the ASCII table).

If you there, you think it's finish, yeah, it's finish !

Now, enter all parameter in the right order, and click on the send button.
YOU DID IT MY BOY !

Annex ASCII table

Dec	Bin	Hex	Char	Dec	Bin	Hex	Char	Dec	Bin	Hex	Char	Dec	Bin	Hex	Char
0	0000 0000	00	[NUL]	32	0010 0000	20	space	64	0100 0000	40	@	96	0110 0000	60	`
1	0000 0001	01	[SOH]	33	0010 0001	21	!	65	0100 0001	41	A	97	0110 0001	61	a
2	0000 0010	02	[STX]	34	0010 0010	22	"	66	0100 0010	42	B	98	0110 0010	62	b
3	0000 0011	03	[ETX]	35	0010 0011	23	#	67	0100 0011	43	C	99	0110 0011	63	c
4	0000 0100	04	[EOT]	36	0010 0100	24	\$	68	0100 0100	44	D	100	0110 0100	64	d
5	0000 0101	05	[ENQ]	37	0010 0101	25	%	69	0100 0101	45	E	101	0110 0101	65	e
6	0000 0110	06	[ACK]	38	0010 0110	26	&	70	0100 0110	46	F	102	0110 0110	66	f
7	0000 0111	07	[BEL]	39	0010 0111	27	'	71	0100 0111	47	G	103	0110 0111	67	g
8	0000 1000	08	[BS]	40	0010 1000	28	(72	0100 1000	48	H	104	0110 1000	68	h
9	0000 1001	09	[TAB]	41	0010 1001	29)	73	0100 1001	49	I	105	0110 1001	69	i
10	0000 1010	0A	[LF]	42	0010 1010	2A	*	74	0100 1010	4A	J	106	0110 1010	6A	j
11	0000 1011	0B	[VT]	43	0010 1011	2B	+	75	0100 1011	4B	K	107	0110 1011	6B	k
12	0000 1100	0C	[FF]	44	0010 1100	2C	,	76	0100 1100	4C	L	108	0110 1100	6C	l
13	0000 1101	0D	[CR]	45	0010 1101	2D	-	77	0100 1101	4D	M	109	0110 1101	6D	m
14	0000 1110	0E	[SO]	46	0010 1110	2E	.	78	0100 1110	4E	N	110	0110 1110	6E	n
15	0000 1111	0F	[SI]	47	0010 1111	2F	/	79	0100 1111	4F	O	111	0110 1111	6F	o
16	0001 0000	10	[DLE]	48	0011 0000	30	0	80	0101 0000	50	P	112	0111 0000	70	p
17	0001 0001	11	[DC1]	49	0011 0001	31	1	81	0101 0001	51	Q	113	0111 0001	71	q
18	0001 0010	12	[DC2]	50	0011 0010	32	2	82	0101 0010	52	R	114	0111 0010	72	r
19	0001 0011	13	[DC3]	51	0011 0011	33	3	83	0101 0011	53	S	115	0111 0011	73	s
20	0001 0100	14	[DC4]	52	0011 0100	34	4	84	0101 0100	54	T	116	0111 0100	74	t
21	0001 0101	15	[NAK]	53	0011 0101	35	5	85	0101 0101	55	U	117	0111 0101	75	u
22	0001 0110	16	[SYN]	54	0011 0110	36	6	86	0101 0110	56	V	118	0111 0110	76	v
23	0001 0111	17	[ETB]	55	0011 0111	37	7	87	0101 0111	57	W	119	0111 0111	77	w
24	0001 1000	18	[CAN]	56	0011 1000	38	8	88	0101 1000	58	X	120	0111 1000	78	x
25	0001 1001	19	[EM]	57	0011 1001	39	9	89	0101 1001	59	Y	121	0111 1001	79	y
26	0001 1010	1A	[SUB]	58	0011 1010	3A	:	90	0101 1010	5A	Z	122	0111 1010	7A	z
27	0001 1011	1B	[ESC]	59	0011 1011	3B	;	91	0101 1011	5B	[123	0111 1011	7B	{
28	0001 1100	1C	[FS]	60	0011 1100	3C	<	92	0101 1100	5C	\	124	0111 1100	7C	
29	0001 1101	1D	[GS]	61	0011 1101	3D	=	93	0101 1101	5D]	125	0111 1101	7D	}
30	0001 1110	1E	[RS]	62	0011 1110	3E	>	94	0101 1110	5E	^	126	0111 1110	7E	~
31	0001 1111	1F	[US]	63	0011 1111	3F	?	95	0101 1111	5F	_	127	0111 1111	7F	[DEL]

When you need to convert a letter (or an number in some case), you need to find the letter (or number) into the Char column

Bonus : You got Dec/Bin/Hex/Char Conversion