ModbusPal

Version 1.4 – (May 2009)

Part 1: Understanding ModbusPal

# What is ModbusPal?

## Overview

ModbusPal is a MODBUS slaves simulator. Its purpose is to offer an easy to use interface and the capabilities to reproduce realistic environments.

The core of ModbusPal is written in Java. TCP/IP is supported natively, and the serial communication is supported if RxTx Project is installed on the computer.

Other simulation tools offer built-in functions to “animate” the data of the virtual MODBUS slaves. But there are always situations where predefined functions cannot reproduce the reality.

The approach of ModbusPal is to let the user write external scripts: what predefined functions can’t do, scripts will.

The second key feature of ModbusPal is the “Learn” mode. xxxxxxxxxxxxx

## MODBUS support

ModbusPal currently doesn’t support all MODBUS functionalities. The following tables tracks the current status of MODBUS support in ModbusPal.

|  |  |
| --- | --- |
| **Medium** | **Supported** |
| TCP/IP | YES |
| Serial | YES |

|  |  |
| --- | --- |
| **Data format** | **Supported** |
| RTU | YES |
| ASCII | no |

|  |  |
| --- | --- |
| **Implementation** | **Supported** |
| MODBUS | YES |
| J-BUS | YES |

|  |  |
| --- | --- |
| **Functions** | **Supported** |
| 0x01 Read coils | no |
| 0x02 Read discrete inputs | no |
| 0x03 Read holding registers | YES |
| 0x04 Read input registers | no |
| 0x05 Write single coil | no |
| 0x06 Write single register | no |
| 0x07 Read exception status | no |
| 0x08 Diagnostics | no |
| 0x0B Get comm. Event counter | no |
| 0x0C Get comm. Event log | no |
| 0x0F Write multiple coils | no |
| 0x10 Write multiple registers | YES |
| 0x11 Report slave ID | no |
| 0x14 Read file record | no |
| 0x15 Write file record | no |
| 0x16 Mask write register | no |
| 0x17 Read/write multiple registers | no |
| 0x18 Read FIFO queue | no |
| 0x2B Encapsulated interface transport | no |

# Roadmap

ModbusPal is already fully operational regarding the above supported MODBUS functionalities and the features described in this guide.

Still, there are a number of features that are missing. This paragraph describes the functionalities that are planned for the future releases of ModbusPal.

## MODBUS

* Support of ASCII data format
* Support of functions 0x06 (Write single register), 0x17 (Read/write multiple registers), 0x01 (Read coils), 0x05 (Write single coil) and 0x0F (Write multiple coils)

## Scripts

* Enriched API
* Running ModbusPal in the background
* API Documentation

## Interface

* Addition of Undo/Redo capabilities
* Addition of a Record/Replay feature
* Visualization of the automations as graphs.

Part 2: Defining MODBUS slaves

# MODBUS slaves in ModbusPal

The main characteristic of a MODBUS slave is its identifier, which is used to address the requests to the desired devices. That is the reason why it is the first parameter to define when adding a MODBUS slave in a ModbusPal project.

But it is not sufficient. A MODBUS slave exchanges information with the MODBUS master. This information is organized in registers and coils. Then, once the slave is created with an identifier, its content must be defined.

This section covers the basics of creating a MODBUS slave in ModbusPal.

## Adding a new slave

To add a new slave in the current project, click on the « Add » button in the main window:

|  |
| --- |
| Click on the « Add » button to add a new MODBUS slave |

A small dialog appears. Assign an address to the new slave from the list of available addresses and, optionally, customize its name. Specifying a name can help to explicit the role of the new slave in the project.

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| --- |
| Assign a MODBUS address to the new slave and customize its name |

Finally, click on « Add » to validate. The MODBUS slave is inserted into the list of the main window:

|  |
| --- |
| The new MODBUS slave is inserted into the list |

## Removing a slave

Click on the « Delete » button of one slave in the list to remove it from the current project.

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| --- |
| Click on « Delete » to remove a MODBUS slave |

## Configuring the MODBUS slave

A freshly created MODBUS slave contains no register or coil. They can be defined in the slave’s dialog, which becomes visible when the« Show » button is toggled.

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| --- |
| Click on «Show» to open the slave's dialog |

### Choosing the implementation

Each slave in the project can have a different MODBUS implementation. Currently supported implementations are « MODBUS » and « J-Bus ».

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| --- |
| Choose the MODBUS implementation for the slave |

### Adding holding registers

Select the « Holding registers » tab and click on the « Add » button in order to define holding registers for a given MODBUS slave. A new dialog will appear, asking for the first and the last address of the range of registers to add into the slave.

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| --- | --- |
| Specify the first and the last address of the holding registers to add into the slave |  |

Note: the registers are created with '0' as a default value.

### Editing holding registers

#### Changing the value

The default value of a holding register is '0'. It can be modified by double-clicking on the cell of the value. A holding register's value is comprised between 0 and 65535.

|  |
| --- |
| Double-click on a value in order to modify it |

#### Editing the name

Each holding register can have a name, so that its role is clarified for the user. To edit the name, double-click on the corresponding « Name » cell.

|  |
| --- |
| Double-click on the « Name » cell to edit it |

#### Copy/Paste

To save time, existing values and names can be copied from one register to another. Select the holding registers to copy and press CTRL+C. Then, select the registers to modify, and press CTRL+V.

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| --- |
| Use CTRL+C and CTRL+V to duplicate values and names |

### Sorting holding registers

The holding registers can be sorted by address, value or name. Just click on the corresponding table header.

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| --- |
| Click on a table header to sort the registers |

### Removing holding registers

To remove holding registers, select the corresponding rows and then click on the « Delete » button.

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| --- |
| Select registers and click on « Remove » to delete them |

### Export and import

#### Exporting slave

Once a MODBUS slave is fully configured, it can be exported as template for creating more slaves with the same configuration. To export a slave, click on the « Export » button and choose an export file.

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| --- |
| Click on « Export » and save your MODBUS slave as a template to create more slaves |

Note: if the slave has bindings defined (see §7.1 for an overview of bindings), they can be exported as well.

#### Importing as new

Exported slaves can be imported as templates for new MODBUS slaves. Once a MODBUS slave has ben created (refer to §3.1, “Adding a new slave”), open the slave's dialog and click on the « Import » button. A file selection dialog appears in order to let the user choose an import file. *Et voilà!*

#### Importing and merging

When a slave export file is imported into an already existing slave, the imported data will be merged with the existing. In case of conflicts, a dialog will appear with proposals to keep the existing data or replace it with the new.

## Enabling/Disabling a MODBUS slave

While the project is running, it can be useful to disable MODBUS slaves for testing purpose. Once a slave has been disabled, any incoming request addressed to that slave will end up in a MODBUS exception response.

A MODBUS slave is disabled by toggling the corresponding “Enable” button.

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| --- |
| When disabled, a MODBUS slave looks like this |

Part 3: Running the project

# Running the project

When the MODBUS slaves have been defined, the project has to be run. When the project is running, it waits for incoming MODBUS requests, processes them and reply to the master.

As the MODBUS protocol supports serial communication and TCP/IP, so does ModbusPal. Running the project is only a matter of configuring the appropriate COM port or TCP/IP connection.

This section will also present the Learn mode, which can very efficiently create a complex project from scratch.

## Built-in links

As MobusPal is a MODBUS slaves simulator, it usually is connected to a real MODBUS master device. The physical connection is either TCP/IP communication or serial link.

Note: serial communication requires that you install RxTx on your computer.

The desired communication medium is selected by clicking on the corresponding tab in the “Link settings” panel of the main window:

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| --- |
| Select “TCP/IP” or “Serial” in order to select your communication medium |

Each link has its own specific parameters, with standard default values. When the parameters are set to match those of the real master device, clicking on the “Run” button will make ModbusPal waiting for incoming MODBUS requests.

Each time a MODBUS request is received, the led-like icon flickers.

To stop the project from running, click on the “Run” button again.

### TCP/IP link

Select the « TCP/IP » tab to use TCP/IP communication. The only parameter to set is the TCP port number on which incoming connections will be made. The standard MODBUS port is selected by default (502).

### Serial link

Select the “Serial” tab in order to use serial communication. All usual COM settings can be modified, but the standard MODBUS configuration is selected by default.

Note: serial communication requires that you have RxTx installed.

#### RxTx

ModbusPal requires that RxTx is installed on your PC if you want to use serial communication.

Website: <http://www.rxtx.org/>

*“RXTX is a Java library, using a native implementation (via JNI), providing serial and parallel communication for the Java Development Toolkit (JDK). All deliverables are under the GNU LGPL license. It is based on the specification for Sun's Java Communications API, though while many of the class descriptions are the same the package used it not, since gnu.io is used instead. A certain amount of compatibility is intended with API, though this project should be considered as a fork and therefore compatible in spirit, but not in implementation.”*

(quoted from RxTx website)

Please refer to §12 (“RxTx”) for download and installation instructions.

#### Settings

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| The settings of the serial communication |

* A COM port must be selected from the list of available ports. This selected port will be used to receive MODBUS requests and to send the replies.
* A baudrate can be selected from the list of standard baudrates, but any custom value can be entered by editing the text field. 19200 is the default MODBUS baudrate.
* The parity can be modified. “Even parity” is the default MODBUS parity.
* Additionally, XON/XOFF and RTS/CTS flow control methods can be enabled.

## Learn mode

The Learn mode is one of the key differentiators of ModbusPal. The statement is that creating a complete project including many MODBUS slaves is very time consuming (and boring!).

When the Learn mode is activated, ModbusPal will take care of creating any resources that the project is missing.

### Example

Imagine that you just start a new project. You only have configured the TCP/IP or serial settings, your MODBUS master is connected to your PC and ModbusPal is running.

At this point, any request of your MODBUS master will end up in errors, because you haven’t defined any MODBUS slave yet.

If you activate the Learn mode, each time that ModbusPal receives a request it will:

* Create the appropriate MODBUS slave if it doesn’t exist
* Create the required registers/coils if they don’t exist
* Reply without error.

It just means that your entire project is automatically created “on-the-fly” by the MODBUS master’s requests.

When you’re satisfied with the result, you should disable the learn mode.

### Notes

* Each register/coil created by the Learn mode gets “0” as a default value, unless the MODBUS request is a “Write…” request. In that case, the register/coil takes the value that is defined in the request.

## The status LED

When the project is running, the status LED indicates that incoming MODBUS requests are received and processed.

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| The status LED reflects MODBUS activity |

* Green flash: a MODBUS request has been received and processed successfully
* Orange flash: a MODBUS request has been received but it resulted in a MODBUS exception response
* Red flash: data has been received, but was not a correct MODBUS request

Part 4: Using automations

# Automations in ModbusPal

When you have reached this part, you already know how to efficiently create projects with ModbusPal. And you have noticed that you are far from realistic MODBUS slave simulation!

Now you surely need to make your project come to life. Your registers and coils need to be dynamic, and that’s where automations come in handy.

Automations are dynamic values, created by a combination of mathematical functions. Once you have created an automation, you can associate it with any number of registers/coils.

## Overview

An automation is made of a succession of generators. Each generator is a formulae that produces a dynamic value. A generator is executed for a limited duration, and then the next generator is used to continue producing the dynamic value.

For example, consider the following requirements:

The above graph is made of 3 segments. It can be simulated by using 3 linear generators:



Additionally, the “Loop” option can be enabled so that the automation restarts from the beginning when its end is reached. Otherwise, it would stop.

## Creating an automation

Clicking on « Add » button in the “Automation” tab creates a new automation in the current project:

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| --- | --- |
|  |  |
| Create a new automation by clicking on the « Add » button | |

The new automation is instantly added into the list. It contains no generator, and thus cannot generate a dynamic value.

## Automation’s name

It is very important that each automation in the project has a **unique name**. The name of the automation is what ModbusPal uses to associate automations with the registers/coils of the MODBUS slaves.

The name of the automation can be changed, though. If the new name is identical to the name of another existing automation, an error message will appear.

## Editing an automation

### Open the editor

An automation is edited in a dedicated window, called automation editor. The automation editor is opened by clicking on the corresponding “Show” button in the main window:

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| --- |
| Click on the “Show” button in order to open the automation editor |

### Settings

The settings of the automation are located in the “Global settings” and “Controls” panels:

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| --- |
| The settings of the automation are located in ”Global settings” and “Controls” |

#### Initial value (“Init”)

The “Init” field is a floating point value that specifies the initial value of the automation.

#### Sampling rate (“Step”)

The “Step” is a decimal value in seconds, which defines the duration between two updates of the value generated by the automation. The smaller the “step” is, the higher is the refresh rate of the value.

#### Loop

The “Loop” toggle button determines, when the automation ends, if it should restarts automatically from the beginning.

### Add generator

A generator is added into the automation by clicking on the appropriate button in the “Add generators” panel. Each button represents a type of generator.

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| Add a generator by clicking on its name, or click on “…” to add scripted generators |

ModbusPal embeds a list of built-in generators (refer to §6, “Generators“). They are always available, but may not be sufficient; More generators can be added in the project by using scripts (refer to §8, “Scripted generators”).

The new generator is always added at the end of the list.

A generator looks like this:

|  |
| --- |
| A generator looks like this |

Every generator contains an icon with a subtitle on the left, some buttons and settings on the right. Optionally, it may contain additional settings in the middle, which are specific to that type of generator.

### Duration of generators

Each generator is executed for a determined amount of time, called “duration”, and then the automation goes on with the next generator in the list.

The duration is configured by typing the desired number of seconds in the “Duration” input box of each generator in the list.

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| --- |
| The duration of a generator, in seconds |

### Changing the order of execution

The order of execution of the generators can be changed by swapping them, using the “Up” and “Down” buttons.

Clicking on “Up” will swap the current generator with the one directly before.

Clinking on “Down” will swap the current generator with the one directly after.

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| --- |
| Change the execution order by using the “Up” and “Down” buttons |

### Deleting a generator

Clicking on the “Delete” button will remove a generator from the current automation.

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| --- |
| Click on “Delete” to remove the generator from the automation |

## Delete automation

Clicking on the “Delete” button will remove an automation from the current project.

|  |
| --- |
| Click on the “Show” button in order to open the automation editor |

Note: any association between the removed automation and the MODBUS slaves will also be deleted.

## Binding automation

Bindings are required to associate automations and MODBUS slaves.

Refer to §7, “Bindings”, to learn about bindings and how to create them.

## Executing automations

When a project file is loaded, or when new automations are created, automations are stopped and do not generate dynamic values. They have to be started.

### Start/Stop from the main window

An automation can be started or stopped from the main window by toggling the corresponding Start/Stop button in the main window:

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| --- |
| Click on “Start” to start the execution of an automation. |

When the automation starts, the corresponding entry in the list of the main window is grayed, and the “Start” button becomes a “Stop” button.

|  |
| --- |
| Click on “Stop” to stop the execution of the automation. |

### Start/Stop/Pause in the automation editor

An automation can be started, paused or stopped from the automation’s editor. Click on the corresponding “Show” button in order to display the automation’s editor, and focus on the “Controls” panel.

Click on the “Play” button in order to start the execution of the automation.

|  |
| --- |
| Click on “Play” to start the execution of the automation. |

While the automation is running, it can be suspended by clicking on “Pause”. As long as the automation is paused, its current state won’t be modified: the current time reference and the current output value are constant.

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| --- |
| Click on “Pause” to suspend the automation. |

Clicking on “Pause” again will let the automation resume its execution, starting from the state it was in while suspended.

Finally, the execution of the automation can be by clicking on the “Stop” button.

|  |
| --- |
| Click on “Stop” to stop the execution of the automation. |

### Loop

When an automation starts, it executes each generator one by one during the specified amount of time. When the execution of the last generator is finished, the automation ends, and the generated value is no more updated, unless the “Loop” option is enabled.

If the “Loop” option is enabled, then the execution of the automation continues infinitely by restarting the whole generators sequence.

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| --- |
| Click on ”Loop” in order to enable or disable the loop option. |

Note 1: “Loop” is enabled by default.

Note 2: the internal counter that keeps track of elapsed time is not resetted when the sequence restarts.

# Generators

This section describes how to use the built-in generators and get the best out of them.

## Linear generator

The Linear generator acts like a mathematical linear function of the “” kind. You have to specify the first and the final value so that the “a” and “b” parameters are computed automatically.

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|  |

You can get a large variety of results by enabling or disabling the “relative” options:

* When “relative” is enabled for the “Start” value, then the actual start value is the sum of the automations’ value at the moment of the starting of the generator and the value in the “Start value” input box.
* When “relative” is enabled for the “End” value, then the actual end value is the sum of the generator’s start value and the value in the “End value” input box.

Please refer to the following examples in order to get a better understanding of the “relative” option.

### Example #1: absolute values

Create an automation with a single “Linear” generator inside. Use the same settings as in the example below, and the resulting dynamic value is a segment repeating itself over and over again.

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| --- | --- |
|  |  |
| Create repeated data segment with Linear generator | |

### Example #2: relative values (continuous)

Create an automation with a single “Linear” generator, and use relative starting and ending values in order to create an ever-increasing dynamic value.

|  |  |
| --- | --- |
|  |  |
| Create an ever-increasing value with the Linear generator | |

You can notice that, in this example, the initial value of the automation has been set to *-2*. Also, the “step” has been changed to *2*, which means that the value is updated every 2 seconds (instead of 1 second by default).

### Example #3: relative values (segmented)

By changing the relative start value and using *5* instead of 0, you will get mix of the two above examples.

|  |  |
| --- | --- |
|  |  |
| A mix of the two previous examples. | |

## Random generator

The Random generator creates random values in the interval defined by the specified minimum and maximum values.

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The minimum and maximum values are either absolute or relative.

If relative, the actual minimum value is obtained by summing the current automation’s value (at the moment when this generator starts) and the value specified in the “Minimum value” input box.

If relative, the actual maximum value is obtained by summing the current automation’s value (at the moment when this generator starts) and the value specified in the “Maximum value” input box.

## Custom generators

Soon enough, you’ll need to have very particular generators in order to match your exact needs. The choice of ModbusPal is to let you create your own generators thanks to scripts.

If you want to add scripted generators, you have to summon the script manager dialog by clicking on the “…” button.

|  |
| --- |
| In order to add scripted generators, summon the script manager dialog by clicking on “…” |

See chapter §8, “Scripted generators” for more information.

# Bindings

## Overview

You need to create bindings if you want to use your automations and your MODBUS slaves altogether.

A binding is an association between a register/coil and an automation.

If you have already been using a real MODBUS slave before, then you are familiar with the fact that a value can be mapped to the registers/coils in various kinds of ways.

For example, a value may be formatted as 32-bits signed integer, with the MSW in one register and the LSW in another. Defining bindings in ModbusPal helps you mapping the output value of your automations into the registers/coils of your MODBUS slaves.

|  |
| --- |
| The bindings define how to associate the automations and the MODBUS slaves registers/coils |

## Create a binding

The bindings are created by selecting the registers and coils directly in the dialog of a MODBUS slave

First, you have to choose the slave for which you want to create bindings and display its dialog (see §3.3, ”Configure the MODBUS slave”). Then, choose the tab corresponding to the registers/coils you want to bind.

### Single selection

Select the line corresponding to the register/coil that you want to bind and click on the “Bind” button.

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| --- |
| Create a binding by selecting one register/coil and clicking on “Bind” |

A new dialog appears, in which you must choose the automation to bind to the register/coil, and the data format.

|  |
| --- |
| binding_editor.png  Choose the automation on the left and the data format on the right |

For most data formats, you’ll have to explicitly define the order of the formatted value that you’re interested in.

For example, if you select the 32-bit signed integer data format for a holding register, you have to choose between the low-order word (least significant 16-bit word) and the high-order word (most significant 16-bit word).

When you’re done with your selection, click on “OK” to validate.

### Multiple selection

Hold the “Control” key of your keyboard and select the lines corresponding to the registers/coil that you want to bind and click on the “Bind” button.

|  |
| --- |
| Create a binding by selecting multiple registers/coils and clicking on “Bind” |

When the “Automation Binding” dialog appears, you’ll notice that the “Order” selection is disabled. You must select the automation you want to bind, and the data format, but the order will be automatically set when you click on “OK”.

The order is automatically set starting from 0 for the first selected line, and then is increased by one for the following lines. For example, if you select three registers/coils, the first will get “order=0”, the second will get “order=1” and the last one will get “order=2”.

## Change a binding

You can easily modify an existing binging by selecting the corresponding line and click on the “Binding” button. Then, make a new automation/data format selection, and apply it by pressing the “OK” button. Changing a binding works with single or multiple line selection.

## Remove a binding

If you want to remove one or several bindings, simply select the appropriate registers/coils and then click on the “Unbind” button.

## Predefined bindings

ModbusPal comes with a built-in set of bindings. Most of the time, they will suffice to do what you need to do. Otherwise, there is the possibly to make your own bindings thanks to Python scripts.

### SINT32

The automation’s value is formatted as a 32-bit signed integer value. You can get the lower 16- bits with “order=0”, and the higher 16-bits with “order=1”.

### FLOAT32

The automation’s value is formatted as a 32-bit IEEE floating point number. You can get the lower 16- bits with “order=0”, and the higher 16-bits with “order=1”.

### Summary

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Type** | **Signed** | **Size** | **Min. value** | **Max. value** |
| SINT32 | Integer | yes | 32-bits |  |  |
| FLOAT32 | IEEE float | yes | 32-bits |  |  |

## Custom bindings

If you need to create your own customized bindings, you can do so by writing a Python script and add it into the list of scripted bindings.

When the “binding dialog” appears, you just have to click on “…” to display the appropriate tab of the script manager.

|  |
| --- |
| binding_editor.png  Click on “…” if you need to add scripted bindings |

See §9, “Scripted bindings” for details on how to write scripted bindings.

Part 5: Using Python scripts

# Jython

ModbusPal requires that Jython is installed on your PC if you want to use Python scripts in your project.

Website: <http://www.jython.org/>

*“Jython implements the Python programming language on the Java(tm) Platform. It consists of a compiler to compile Python source code down to Java bytecodes which can run directly on a JVM, a set of support libraries which are used by the compiled Java bytecodes, and extra support to make it trivial to use Java packages from within Jython.”*

(quoted from Jython Project website)

Please refer to §13 (“Jython”) for download and installation instructions.

# Scripted generators

## Overview

Writing a scripted generator consists of subclassing the *PythonGenerator* Java class in a Python class. The magic of interpreting the Python class is made by the Jython interpreter.

**Important**: Make sure that the name of the Python class that you create matches the name of the file containing the script. For example, if you create a “CustomGenerator” class, which is a subclass of *PythonGenerator*, then you must ensure that your script file is named “CustomGenerator.py”.

A scripted generator should only contain a class definition, this class being a subclass of *PythonGenerator.*

## Minimalist generator script

The *PythonGenerator* class has no abstract member, so there is no obligation to implement any of its method.

The following example only overrides the “getValue” method, which is responsible of returning the dynamic value created by the generator.

The returned value is “time” itself, which means that the “getValue” method is equivalent to the mathematical function .

|  |
| --- |
| *Content of “MinimalistGenerator.py”* |
| from modbuspal.script import PythonGenerator  class MinimalistGenerator(PythonGenerator):  def getValue(self,time):  return time; | |

## Advanced generator script

The following script illustrates all the aspects of a fully customized generator.

* It defines a new icon for display in the automation editor
* It creates a control panel for display in the automation editor, letting the user customize some parameters
* It generates a dynamic value of the kind, where ‘a’ is a user-defined value and ‘b’ is the initial value of the generator.
* It saves some parameters with XML formatting into the project file
* It loads those parameters from the project file

|  |
| --- |
| *Content of “AdvancedGenerator.py”* |
| from modbuspal.script import PythonGenerator  from modbuspal.toolkit import NumericTextField  from modbuspal.toolkit import XMLTools  from java.awt import \*  from javax.swing import \*  class AdvancedGenerator(PythonGenerator):  # Init function:  # - set generator icon  # - create the control panel  def init(self):    self.setIcon("./CustomGenerator.png");  self.createCtrlPane();      # This function will create a control panel using Java Swing components.  # The control panel will appear in the middle of the generator panel,  # in the automation editor.  def createCtrlPane(self):    self.ctrlPane = JPanel();  self.ctrlPane.setLayout( FlowLayout() );    self.ctrlPane.add( JLabel("A=") );  self.aTextField = NumericTextField(1.0);  self.ctrlPane.add( self.aTextField );      # Override the getControlPanel function so that the  # control panel created in the init function is returned  def getControlPanel(self):    return self.ctrlPane;  # Return the generated value, f(x)=ax+b  # where a is defined by the user (in the control panel)  # and b is the initial value of the generator (that is the  # current value of the automation when the generator starts).  def getValue(self,x):    a = float( self.aTextField.getDouble() );  b = self.getInitialValue();  return a\*x+b;  # Save the parameters of this generator with XML formatting into  # the provided output stream.  def saveSettings(self, out):    out.write("<a value=\""+ self.aTextField.getText() +"\" />\r\n");    # Load the parameters of this generator from the provided DOM structure.  def loadSettings(self,nodes):    node = XMLTools.getNode(nodes,"a");  if not (node is None) :  value = XMLTools.getAttribute("value",node);  self.aTextField.setText(value); | |

# Scripted bindings

## Overview

Writing a scripted binding consists of subclassing the *PythonBinding* Java class in a Python class. The magic of interpreting the Python class is made by the Jython interpreter.

**Important**: Make sure that the name of the Python class that you create matches the name of the file containing the script. For example, if you create a “CustomBinding” class that is a subclass of *PythonBinding*, then you must ensure that your script file is named “CustomBinding.py”.

A scripted binding should only contain a class definition, this class being a subclass of *PythonBinding.*

## Requirements

When writing a scripted binding, there are a few requirements that you must bear in mind.

### getSize()

You must override the “getSize()” method, otherwise your scripted binding won’t work.

The “getSize()” method returns, in bits, the total length of the formatted data created by the binding. For example, the built-in “SINT32” binding has a size of 32 bits, thus its “getSize()” method returns 32.

With this information, ModbusPal is able to determine how many coils or registers this binding can hold. The “SINT32” binding can hold 32 coils and 2 registers (a register being a 16-bit integer).

### getRegister()

You must override the “getRegister()” method, otherwise your scripted binding will always return 0.

The “getRegister()” method returns a 16-bit unsigned integer value which depends on the data format of the binding and the specified rank.

For example, the built-in “SINT32” binding is implemented as follow:

* if “rank” is equal to 0, it returns the least significant 16-bit word of the 32-bit signed integer.
* If “rank” is equal to 1, it returns the most significant 16-bit word of the same 32-bit signed integer.

The “getRegister()” method has two input arguments:

* “rank” is an integer value defining the rank of the register to return. Its interpretation depends on how the binding is implemented. The granularity of the rank is 16 bits.
* “value” is a double precision floating point value, which is the current value of the automation. You have to cast it into the data format that the binding represents, and then extract the correct 16-bit part of this data, depending on the value of “rank”.

### getCoil()

You may override this method, but in most cases its default implementation should suffice.

The default implementation of “getCoil()” is as follow:

* Retrieve the 16-bit register in which the desired coil is located. This is done by dividing the provided rank by 16. For example, the coil of rank 25 will be located in register of rank 25/16=1 (Euclidian division). The “getRegister()” method is used to retrieve it.
* Extract the correct bit in that register. The rank of the coil within the register is obtained by the remainder of the above division. For example, the coil of rank 25 will be located in the bit number 25%16=9 of the register of rank 1.

The “getCoil()” method has two input arguments:

* “rank” is an integer value defining the rank of the coil to return. The granularity of the rank is 1 bit.
* “value” is a double precision floating point value, which is the current value of the automation. You have to cast it into the data format that the binding represents, and then extract the correct bit of this data, depending on the value of “rank”.

## SINT32 binding script

The SINT32 binding already exists as a built-in binding. This script is just an example of how it looks like to write a simple binding script.

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| *Content of “BasicBinding.py”* |
| from modbuspal.script import PythonBinding  class BasicBinding(PythonBinding):  # This binding uses a 32-bit signed integer formatting,  # then the size is 32 bits.  def getSize(self):  return 32;  # Override the getRegister() method so that it returns either  # the least or the most significant 16-bit word of the  # 32-bit integer.  def getRegister(self,rank,value):    # Cast value as an int  value\_as\_a\_32bit\_int = int(value);  # If rank is 0, extract the least significant 16-bit word  if rank==0:  value = value\_as\_a\_32bit\_int & 0xFFFF;  return value;    # If rank is 1, extract the most significant 16-bit word.  elif rank==1:  value = (value\_as\_a\_32bit\_int>>16) & 0xFFFF;  return value;    # It should never happen but, just in case,  # treat the higher ranks.  else:    # If the 32-bit value is positive, then higher 16-bit words are 0x0000  if value\_as\_a\_32bit\_int >= 0:  return 0x0000;    # If the 32-bit value is negative, then higher 16-bit words are 0xFFFF  else:  return 0xFFFF; | |

## Advanced binding script

The following example is real-case binding script. It may help you understand why creating your own binding script can be so important for your project.

Imagine you want to simulate some MODBUS device. The manufacturer provides the following description of its “date/time” registers:

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| **Register** | **High byte** | **Low byte** |
| 24 | Minute | Second |
| 25 | Day | Hour |
| 26 | Year | Month |

How do you simulate those registers with ModbusPal? We propose the following solution.

You can very easily generate your date and time in the POSIX time format. The POSIX time is a 32-bit unsigned integer which counts the number of seconds elapsed since 1st January 1970. This is a very common way of representing dates in the world of computers. All it takes to simulate it is an automation with a Linear generator.

Then, you can create a scripted binding in order to associate registers 24 to 26 with the desired information.

The binding will have a size of 3\*16 = 48 bits, and the “getRegister()” method will behave as follow:

* For rank==0, return reg = minute x 256 + second
* For rank==1, return reg = day x 256 + hour
* For rank==2, return reg = year x 256 + month

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| *Content of “AdvancedBinding.py”* |
| from modbuspal.script import PythonBinding  from java.util import Calendar  class AdvancedBinding(PythonBinding):  def getSize(self):  return 3\*16;  # Assuming that the provided "value" is a Unix timestamp (32-bit integer  # value representing the number of seconds since 1st January 1970),  # this binding will transfom that timestamp to the following formatting:  # - register #0 will contain minutes in the high byte, and seconds in the low byte  # - register #1 will contain days in the high byte, and hours in the low byte  # - register #2 will contain years in the high byte, and months in the low byte  def getRegister(self,rank,value):    unix\_timestamp = long(value);  cal = Calendar.getInstance();  cal.setTimeInMillis( unix\_timestamp \* 1000 );    if rank==0 :  second = cal.get( Calendar.SECOND );  minute = cal.get( Calendar.MINUTE );  return minute \* 256 + second;    elif rank==1 :  hour = cal.get( Calendar.HOUR\_OF\_DAY );  day = cal.get( Calendar.DAY\_OF\_MONTH ) ;  return day \* 256 + hour;    elif rank==2 :  month = cal.get( Calendar.MONTH ) ;  year = cal.get( Calendar.YEAR) % 100;  return year \* 256 + month;    else:  return 0; | |

# Startup and on-demand scripts

## Overview

Startup scripts and on-demand scripts are a bit different from scripted generators and bindings.

While scripted generators and bindings are only class definitions, startup scripts and on-demand scripts are procedures.

Startup scripts are executed automatically when the project is opened. You can use them to initialize your project, for example for creating a custom GUI.

On-demand scripts can be executed as many times as you want, but only if you explicitly trigger them.

## Startup scripts

### Add startup scripts

You add startup scripts by using the Script manager. You just have to click on the “Script” button located in the main window to summon it.

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| Click on the “Script” button in the main window in order to display the Script manager. |

Then, in the Script manager window, select the “Startup scripts” tab and click on the “Add” button.

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| Click on the “Add” button in the “Startup scripts” tab in order to add a new startup script. |

You are then invited to select a script file from your computer. If the script file is valid, it is added to the list.

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| If the script file is valid, it is added in the list of startup scripts. |

### Execution of startup scripts

Startup scripts are executed automatically when the project file is loaded.

But you can also execute them later by clicking on the corresponding “Execute” button in the Script manager.

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| Click in the “Execute” button if you want to execute the startup script again. |

### Remove a startup script

You can remove a startup script from the project by clicking the corresponding delete button in the Script manager.

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| Click in the “Delete” button if you want to delete the corresponding startup script. |

### Example

The following example is a startup script that displays a small dialog saying “Hello world”. It contains an “OK” button, which hides the window when you click on it. If you add this script to your project as a startup script, then this dialog will appear each time that you load your project file.

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| *Content of “HelloWorldStartup.py”* |
| from javax.swing import \*  from java.awt import \*  class HelloWorldFrame(JFrame):  def buttonPushed(self,event):    self.setVisible(False);  def \_\_init\_\_(self):    self.setTitle("Hello world");  self.setSize(300, 100);  self.setLayout(BorderLayout());  self.setDefaultCloseOperation(WindowConstants.DISPOSE\_ON\_CLOSE);    # create the Label  self.label = JLabel('Hello, world !');  self.add(self.label, BorderLayout.CENTER);    # create the button  self.button = JButton('OK',actionPerformed=self.buttonPushed);  self.add(self.button, BorderLayout.SOUTH);  # Create the Hello world frame:  frame = HelloWorldFrame();  # Make it visible:  frame.setVisible(True);  # Make it the top window:  frame.toFront(); | |

## On-demand scripts

### Add on-demand scripts

You add on-demand scripts by using the Script manager. You just have to click on the “Script” button located in the main window to summon it.

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| Click on the “Script” button in the main window in order to display the Script manager. |

Then, in the Script manager window, select the “On-demand scripts” tab and click on the “Add” button.

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| Click on the “Add” button in the “On-demand scripts” tab in order to add a new on-demand script. |

You are then invited to select a script file from your computer. If the script file is valid, it is added to the list.

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| If the script file is valid, it is added in the list of on,-demand scripts. |

### Execution of on-demand scripts

On-demand scripts are only executed if you click on the corresponding “Execute” button.

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| Click in the “Execute” button each time you want to execute the on-demand script. |

### Remove an on-demand script

You can remove an on-demand script from the project by clicking the corresponding “Delete” button in the Script manager.

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| Click in the “Delete” button if you want to delete the corresponding on-demand script. |

### Example

The following example is an on-demand script that disables all MODBUS slaves defined in the current project.

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| *Content of “DisableAllSlavesOnDemand.py”* |
| from modbuspal.main import ModbusPal  from modbuspal.main import ModbusConst  # Try each possible MODBUS slave addresses  for addr in range(ModbusConst.FIRST\_MODBUS\_SLAVE, ModbusConst.LAST\_MODBUS\_SLAVE+1):    # Get the MODBUS slave object corresponding to this address  slave = ModbusPal.getModbusSlave(addr);    # Verify that there actually IS a MODBUS slave with this address  if not(slave is None):    # Disable the slave:  slave.setEnabled(False); | |

Part 6: ModbusPal API

TODO

Part 7: Installing third-party libraries

# Third party librairies

## RxTx

ModbusPal requires that RxTx is installed on your PC if you want to use serial communication.

*“RXTX is a Java library, using a native implementation (via JNI), providing serial and parallel communication for the Java Development Toolkit (JDK). All deliverables are under the GNU LGPL license. It is based on the specification for Sun's Java Communications API, though while many of the class descriptions are the same the package used it not, since gnu.io is used instead. A certain amount of compatibility is intended with API, though this project should be considered as a fork and therefore compatible in spirit, but not in implementation.”*

(quoted from RxTx website)

The files and the installation instructions can be found on RxTX Project’s web site:

<http://www.rxtx.org/>

If the installation is correct, then ModbusPal detects the presence of RxTx automatically and enables the serial communication controls. Otherwise, a warning message will appear on startup, indicating that RxTx has not been detected, and the serial communication is disabled.

## Jython

ModbusPal requires that Jython is installed on your PC if you want to use Python scripts in your project.

*“Jython implements the Python programming language on the Java(tm) Platform. It consists of a compiler to compile Python source code down to Java bytecodes which can run directly on a JVM, a set of support libraries which are used by the compiled Java bytecodes, and extra support to make it trivial to use Java packages from within Jython.”*

(quoted from Jython Project website)

The files and the installation instructions can be found on Jython Project’s web site:

<http://www.jython.org/>

If the installation is correct, the ModbusPal detects the presence of Jython automatically and enables the support of Python scripts. Otherwise, a warning message will appear on startup, indicating that Jython has not been detected, and the scripts are disabled.

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