ModbusLib

0.4.2

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Chapter 1

ModbusLib

1.0.1 Overview

ModbusLib is a free, open-source Modbus library written in C++. It implements client and server functions for TCP, RTU and ASCII versions of Modbus Protocol. It has interface for C language (implements in cModbus.h header file). Also it has optional wrapper to use with Qt (implements in ModbusQt.h header file). Library can work in both blocking and non-blocking mode.

Library implements such Modbus functions as:

- 1 (0x01) - READ_COILS
- 2 (0x02) - READ_DISCRETE_INPUTS
- 3 (0x03) - READ_HOLDING_REGISTERS
- 4 (0x04) - READ_INPUT_REGISTERS
- 5 (0x05) - WRITE_SINGLE_COIL
- 6 (0x06) - WRITE_SINGLE_REGISTER
- 7 (0x07) - READ_EXCEPTION_STATUS
- 8 (0x08) - DIAGNOSTICS
- 11 (0x0B) - GET_COMM_EVENT_COUNTER
- 12 (0x0C) - GET_COMM_EVENT_LOG
- 15 (0x0F) - WRITE_MULTIPLE_COILS
- 16 (0x10) - WRITE_MULTIPLE_REGISTERS
- 17 (0x11) - REPORT_SERVER_ID
- 22 (0x16) - MASK_WRITE_REGISTER
- 23 (0x17) - WRITE_MULTIPLE_REGISTERS
- 24 (0x18) - READ_FIFO_QUEUE

1.0.2 Using Library

1.0.2.1 Common usage (C++)

Library was written in C++ and it is the main language to use it. To start using this library you must include `ModbusClientPort.h` (`ModbusClient.h`) or `ModbusServerPort.h` header files (of course after add include path to the compiler). This header directly or indirectly include `Modbus.h` main header file. `Modbus.h` header file contains declarations of main data types, functions and class interfaces to work with the library.

It contains definition of `Modbus::StatusCode` enumeration that defines result of library operations, `ModbusInterface` class interface that contains list of functions which the library implements, `Modbus::createClientPort` and `Modbus::createServerPort` functions, that creates corresponding `ModbusClientPort` and `ModbusServerPort` main working classes. Those classes that implements Modbus functions for the library for client and server version of protocol, respectively.

1.0.2.2 Client

`ModbusClientPort` implements Modbus interface directly and can be used very simple:

```
#include <ModbusClientPort.h>
//...
void main()
{
    Modbus::TcpSettings settings;
    settings.host = "someadr.plc";
    settings.port = Modbus::STANDARD_TCP_PORT;
    settings.timeout = 3000;
    ModbusClientPort *port = Modbus::createClientPort(Modbus::TCP, &settings, true);
    const uint8_t unit = 1;
    const uint16_t offset = 0;
    const uint16_t count = 10;
    uint16_t values[count];
    Modbus::StatusCode status = port->readHoldingRegisters(unit, offset, count, values);
    if (Modbus::StatusIsGood(status))
    {
        // process out array `values' ...
    }
    else
        std::cout « "Error: " « port->lastErrorText() « '\n';
    delete port;
}
//...
```

User don't need to create any connection or open any port, library makes it automatically.

User can use `ModbusClient` class to simplify Modbus function's interface (don't need to use `unit` parameter):

```
#include <ModbusClientPort.h>
//...
void main()
{
    //...
    ModbusClient c1(1, port);
    ModbusClient c2(2, port);
    ModbusClient c3(3, port);
    Modbus::StatusCode s1, s2, s3;
    while(1)
    {
        s1 = c1.readHoldingRegisters(0, 10, values);
        s2 = c2.readHoldingRegisters(0, 10, values);
        s3 = c3.readHoldingRegisters(0, 10, values);
        Modbus::msleep(1);
    }
    //...
}
//...
```

In this example 3 clients with unit address 1, 2, 3 are used. User don't need to manage its common resource `port`. Library make it automatically. First `c1` client owns `port`, than when finished resource transferred to `c2` and so on.

1.0.2.3 Server

Unlike client the server do not implement `ModbusInterface` directly. It accepts pointer to `ModbusInterface` in its constructor as parameter and transfer all requests to this interface. So user can define by itself how incoming Modbus-request will be processed:

```
#include <ModbusServerPort.h>
//...
class MyModbusDevice : public ModbusInterface
{
#define MEM_SIZE 16
    uint16_t mem4x[MEM_SIZE];
public:
    MyModbusDevice() { memset(mem4x, 0, sizeof(mem4x)); }
    uint16_t getValue(uint16_t offset) { return mem4x[offset]; }
    void setValue(uint16_t offset, uint16_t value) { mem4x[offset] = value; }
    Modbus::StatusCode readHoldingRegisters(uint8_t  unit,
                                            uint16_t offset,
                                            uint16_t count,
                                            uint16_t *values) override
    {
        if (unit != 1)
            return Modbus::Status_BadGatewayPathUnavailable;
        if ((offset + count) <= MEM_SIZE)
        {
            memcpy(values, &mem4x[offset], count*sizeof(uint16_t));
            return Modbus::Status_Good;
        }
        return Modbus::Status_BadIllegalDataAddress;
    }
};

void main()
{
    MyModbusDevice device;
    Modbus::TcpSettings settings;
    settings.port = Modbus::STANDARD_TCP_PORT;
    settings.timeout = 3000;
    ModbusServerPort *port = Modbus::createServerPort(&device, Modbus::TCP, &settings, false);
    int c = 0;
    while (1)
    {
        port->process();
        Modbus::msleep(1);
        if (c % 1000 == 0) setValue(0, getValue(0)+1);
    }
}
//...
```

In this example `MyModbusDevice` ModbusInterface class was created. It imlements only single function: `readHoldingRegisters` (`0x03`). All other functions will return `Modbus::Status_BadIllegalFunction` by default.

This example creates Modbus TCP server that process connections and increment first 4x register by 1 every second. This example uses non blocking mode.

1.0.2.3.1 Non blocking mode

In non blocking mode Modbus function exits immediately even if remote connection processing is not finished. In this case function returns `Modbus::Status_Processing`. This is 'Arduino'-style of programing, when function must not be blocked and return intermediate value that indicates that function is not finished. Then external code call this function again and again until Good or Bad status will not be returned.

Example of non blocking client:

```
#include <ModbusClientPort.h>
//...
void main()
{
    //...
    ModbusClientPort *port = Modbus::createClientPort(Modbus::TCP, &settings, false);
    //...
    while(1)
    {
        s1 = c1.readHoldingRegisters(0, 10, values);
        s2 = c2.readHoldingRegisters(0, 10, values);
```

```
        s3 = c3.readHoldingRegisters(0, 10, values);
        doSomeOtherStuffInCurrentThread();
        Modbus::msleep(1);
    }
    //...
}
//...
```

So if user needs to check is function finished he can write:

```
//...
s1 = c1.readHoldingRegisters(0, 10, values);
if (!Modbus::StatusIsProcessing(s1)) {
    // ...
}
//...
```

1.0.2.3.2 Signal/slot mechanism

Library has simplified Qt-like signal/slot mechanism that can use callbacks when some signal is occured. User can connect function(s) or class method(s) to the predefined signal. Callbacks will be called in the order in which they were connected.

For example `ModbusClientPort` signal/slot mechanism:

```
#include <ModbusClientPort.h>

class Printable
{
public:
    void printTx(const Modbus::Char *source, const uint8_t* buff, uint16_t size)
    {
        std::cout « source « " Tx: " « Modbus::bytesToString(buff, size) « '\n';
    }
};

void printRx(const Modbus::Char *source, const uint8_t* buff, uint16_t size)
{
    std::cout « source « " Rx: " « Modbus::bytesToString(buff, size) « '\n';
}

void main()
{
    //...
    ModbusClientPort *port = Modbus::createClientPort(Modbus::TCP, &settings, false);
    Printable print;
    port->connect(&ModbusClientPort::signalTx, &print, &Printable::printTx);
    port->connect(&ModbusClientPort::signalRx, printRx);
    //...
}
```

1.0.2.4 Using with C

To use the library with pure C language user needs to include only one header: `cModbus.h`. This header includes functions that wraps Modbus interface classes and its methods.

```
#include <cModbus.h>
//...
void printTx(const Char *source, const uint8_t* buff, uint16_t size)
{
    Char s[1000];
    printf("%s Tx: %s\n", source, sbytes(buff, size, s, sizeof(s)));
}

void printRx(const Char *source, const uint8_t* buff, uint16_t size)
{
    Char s[1000];
    printf("%s Rx: %s\n", source, sbytes(buff, size, s, sizeof(s)));
}

void main()
{
    TcpSettings settings;
    settings.host = "someadr.plc";
    settings.port = STANDARD_TCP_PORT;
    settings.timeout = 3000;
    const uint8_t unit = 1;
```

```
    cModbusClient client = cCliCreate(unit, TCP, &settings, true);
    cModbusClientPort cpo = cCliGetPort(client);
    StatusCode s;
    cCpoConnectTx(cpo, printTx);
    cCpoConnectRx(cpo, printRx);
    while(1)
    {
        s = cReadHoldingRegisters(client, 0, 10, values);
        //...
        msleep(1);
    }
}
//...
```

1.0.2.5 Using with Qt

When including `ModbusQt.h` user can use ModbusLib in convinient way in Qt framework. It has wrapper functions for Qt library to use it together with Qt core objects:

```
#include <ModbusQt.h>
```

1.0.3 Examples

Examples is located in `examples` folder or root directory.

1.0.3.1 `democlient`

`democlient` example demonstrate all implemented functions for client one by one begining from function with lowest number and then increasing this number with predefined period and other parameters. To see list of available parameters you can print next commands:

```
$ ./democlient -?
$ ./democlient -help
```

1.0.3.2 `mbclient`

`mbclient` is a simple example that can work like command-line Modbus Client Tester. It can use only single function at a time but user can change parameters of every supported function. To see list of available parameters you can print next commands:

```
$ ./mbclient -?
$ ./mbclient -help
```

Usage example:

```
$ ./mbclient -func 3 -offset 0 -count 10 -period 500 -n inf
```

1.0.3.3 `demoserver`

`demoserver` example demonstrate all implemented functions for server. It uses single block for every type of Modbus memory (0x, 1x, 3x and 4x) and emulates value change for the first 16 bit register by inceremting it by 1 every 1000 milliseconds. So user can run Modbus Client to check first 16 bit of 000001 (100001) or first register 400001 (300001) changing every 1 second. To see list of available parameters you can print next commands:

```
$ ./demoserver -?
$ ./demoserver -help
```

1.0.3.4 mbserver

`mbserver` is a simple example that can work like command-line Modbus Server Tester. It implements all function of Modbus library. So remote client can work with server reading and writting values to it. To see list of available parameters you can print next commands:

```
$ ./mbserver -?
$ ./mbserver -help
```

Usage example:

```
$ ./mbserver -c0 256 -c1 256 -c3 16 -c4 16 -type RTU -serial /dev/ttyS0
```

1.0.4 Tests

Unit Tests using googletest library. Googletest source library must be located in external/googletest

1.0.5 Documenations

Documentation is located in `docs` directory. Documentation is automatically generated by doxygen.

1.0.6 Building

1.0.6.1 Build using CMake

1. Build Tools

   Previously you need to install c++ compiler kit, git and cmake itself (qt tools if needed).

   Then set PATH env variable to find compliler, cmake, git etc.

   Don't forget to use appropriate version of compiler, linker (x86|x64).

2. Create project directory, move to it and clone repository:
   ```
   $ cd ~
   $ mkdir src
   $ cd src
   $ git clone https://github.com/serhmarch/ModbusLib.git
   ```

3. Create and/or move to directory for build output, e.g. `~/bin/ModbusLib`:
   ```
   $ cd ~
   $ mkdir -p bin/ModbusLib
   $ cd bin/ModbusLib
   ```

4. Run cmake to generate project (make) files.
   ```
   $ cmake -S ~/src/ModbusLib -B .
   ```

   To make Qt-compatibility (switch off by default for cmake build) you can use next command (e.g. for Windows 64):
   ```
   >cmake -DMB_QT_ENABLED=ON -DCMAKE_PREFIX_PATH:PATH=C:/Qt/5.15.2/msvc2019_64 -S <path\to\src\ModbusLib>
   -B .
   ```

5. Make binaries (+ debug|release config):
   ```
   $ cmake --build .
   $ cmake --build . --config Debug
   $ cmake --build . --config Release
   ```

6. Resulting bin files is located in `./bin` directory.

1.0.6.2 Build using qmake

1. Update package list:
```
$ sudo apt-get update
```
2. Install main build tools like g++, make etc:
```
$ sudo apt-get install build-essential
```
3. Install Qt tools:
```
$ sudo apt-get install qtbase5-dev qttools5-dev
```
4. Check for correct instalation:
```
$ whereis qmake
qmake: /usr/bin/qmake
$ whereis libQt5Core*
libQt5Core.prl: /usr/lib/x86_64-linux-gnu/libQt5Core.prl
libQt5Core.so: /usr/lib/x86_64-linux-gnu/libQt5Core.so
libQt5Core.so.5: /usr/lib/x86_64-linux-gnu/libQt5Core.so.5
libQt5Core.so.5.15: /usr/lib/x86_64-linux-gnu/libQt5Core.so.5.15
libQt5Core.so.5.15.3: /usr/lib/x86_64-linux-gnu/libQt5Core.so.5.15.3
$ whereis libQt5Help*
libQt5Help.prl: /usr/lib/x86_64-linux-gnu/libQt5Help.prl
libQt5Help.so: /usr/lib/x86_64-linux-gnu/libQt5Help.so
libQt5Help.so.5: /usr/lib/x86_64-linux-gnu/libQt5Help.so.5
libQt5Help.so.5.15: /usr/lib/x86_64-linux-gnu/libQt5Help.so.5.15
libQt5Help.so.5.15.3: /usr/lib/x86_64-linux-gnu/libQt5Help.so.5.15.3
```
5. Install git:
```
$ sudo apt-get install git
```
6. Create project directory, move to it and clone repository:
```
$ cd ~
$ mkdir src
$ cd src
$ git clone https://github.com/serhmarch/ModbusLib.git
```
7. Create and/or move to directory for build output, e.g. ~/bin/ModbusLib:
```
$ cd ~
$ mkdir -p bin/ModbusLib
$ cd bin/ModbusLib
```
8. Run qmake to create Makefile for build:
```
$ qmake ~/src/ModbusLib/src/ModbusLib.pro -spec linux-g++
```
9. To ensure Makefile was created print:
```
$ ls -l
total 36
-rw-r--r-- 1 march march 35001 May  6 18:41 Makefile
```
10. Finaly to make current set of programs print:
```
$ make
```
11. After build step move to <build_folder>/bin to ensure everything is correct:
```
$ cd bin
$ pwd
~/bin/ModbusLib/bin
```

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 5

File Index

5.1 File List

Here is a list of all documented files with brief descriptions:

Chapter 6

Namespace Documentation

6.1 Modbus Namespace Reference

Main Modbus namespace. Contains classes, functions and constants to work with Modbus-protocol.

Classes

- class Address

  Class for convinient manipulation with Modbus Data Address.
- class Defaults

  Holds the default values of the settings.
- struct SerialSettings

  Struct to define settings for Serial Port.
- class Strings

  Sets constant key values for the map of settings.
- struct TcpSettings

  Struct to define settings for TCP connection.

Typedefs

- typedef std::string **String**

  Modbus::String class for strings.
- template<class T >
  using **List** = std::list<T>

  Modbus::List template class.
- typedef void * **Handle**

  Handle type for native OS values.
- typedef char **Char**

  Type for Modbus character.
- typedef uint32_t **Timer**

  Type for Modbus timer.
- typedef int64_t **Timestamp**

  Type for Modbus timestamp (in UNIX millisec format)
- typedef enum Modbus::_MemoryType **MemoryType**

  Defines type of memory used in Modbus protocol.
- typedef QHash< QString, QVariant > **Settings**

  Map for settings of Modbus protocol where key has type `QString` and value is `QVariant`.

Enumerations

- enum Constants { VALID_MODBUS_ADDRESS_BEGIN = 1 , VALID_MODBUS_ADDRESS_END = 247 , STANDARD_TCP_PORT = 502 }

  Define list of contants of Modbus protocol.
- enum _MemoryType {
  Memory_Unknown = 0xFFFF , Memory_0x = 0 , Memory_Coils = Memory_0x , Memory_1x = 1 ,
  Memory_DiscreteInputs = Memory_1x , Memory_3x = 3 , Memory_InputRegisters = Memory_3x ,
  Memory_4x = 4 ,
  Memory_HoldingRegisters = Memory_4x }

  Defines type of memory used in Modbus protocol.
- enum StatusCode {
  Status_Processing = 0x80000000 , Status_Good = 0x00000000 , Status_Bad = 0x01000000 ,
  Status_Uncertain = 0x02000000 ,
  Status_BadIllegalFunction = Status_Bad | 0x01 , Status_BadIllegalDataAddress = Status_Bad | 0x02 ,
  Status_BadIllegalDataValue = Status_Bad | 0x03 , Status_BadServerDeviceFailure = Status_Bad | 0x04 ,
  Status_BadAcknowledge = Status_Bad | 0x05 , Status_BadServerDeviceBusy = Status_Bad | 0x06 ,
  Status_BadNegativeAcknowledge = Status_Bad | 0x07 , Status_BadMemoryParityError = Status_Bad | 0x08
  ,
  Status_BadGatewayPathUnavailable = Status_Bad | 0x0A , Status_BadGatewayTargetDeviceFailedToRespond
  = Status_Bad | 0x0B , Status_BadEmptyResponse = Status_Bad | 0x101 , Status_BadNotCorrectRequest ,
  Status_BadNotCorrectResponse , Status_BadWriteBufferOverflow , Status_BadReadBufferOverflow ,
  Status_BadSerialOpen = Status_Bad | 0x201 ,
  Status_BadSerialWrite , Status_BadSerialRead , Status_BadSerialReadTimeout , Status_BadSerialWriteTimeout
  ,
  Status_BadAscMissColon = Status_Bad | 0x301 , Status_BadAscMissCrLf , Status_BadAscChar ,
  Status_BadLrc ,
  Status_BadCrc = Status_Bad | 0x401 , Status_BadTcpCreate = Status_Bad | 0x501 , Status_BadTcpConnect
  , Status_BadTcpWrite ,
  Status_BadTcpRead , Status_BadTcpBind , Status_BadTcpListen , Status_BadTcpAccept ,
  Status_BadTcpDisconnect }

  Defines status of executed Modbus functions.
- enum ProtocolType { ASC , RTU , TCP }

  Defines type of Modbus protocol.
- enum Parity {
  NoParity , EvenParity , OddParity , SpaceParity ,
  MarkParity }

  Defines Parity for serial port.
- enum StopBits { OneStop , OneAndHalfStop , TwoStop }

  Defines Stop Bits for serial port.
- enum FlowControl { NoFlowControl , HardwareControl , SoftwareControl }

  FlowControl Parity for serial port.

Functions

- MODBUS_EXPORT String getLastErrorText ()
- String toModbusString (int val)
- MODBUS_EXPORT String bytesToString (const uint8_t *buff, uint32_t count)
- MODBUS_EXPORT String asciiToString (const uint8_t *buff, uint32_t count)
- MODBUS_EXPORT List< String > availableSerialPorts ()
- MODBUS_EXPORT List< int32_t > availableBaudRate ()
- MODBUS_EXPORT List< int8_t > availableDataBits ()
- MODBUS_EXPORT List< Parity > availableParity ()
- MODBUS_EXPORT List< StopBits > availableStopBits ()

- MODBUS_EXPORT List< FlowControl > availableFlowControl ()
- MODBUS_EXPORT ModbusPort * createPort (ProtocolType type, const void *settings, bool blocking)
- MODBUS_EXPORT ModbusClientPort * createClientPort (ProtocolType type, const void *settings, bool blocking)
- MODBUS_EXPORT ModbusServerPort * createServerPort (ModbusInterface *device, ProtocolType type, const void *settings, bool blocking)
- StatusCode readMemRegs (uint32_t offset, uint32_t count, void *values, const void *memBuff, uint32_t memRegCount)
- StatusCode writeMemRegs (uint32_t offset, uint32_t count, const void *values, void *memBuff, uint32_t memRegCount)
- StatusCode readMemBits (uint32_t offset, uint32_t count, void *values, const void *memBuff, uint32_t memBitCount)
- StatusCode writeMemBits (uint32_t offset, uint32_t count, const void *values, void *memBuff, uint32_t memBitCount)
- bool StatusIsProcessing (StatusCode status)
- bool StatusIsGood (StatusCode status)
- bool StatusIsBad (StatusCode status)
- bool StatusIsUncertain (StatusCode status)
- bool StatusIsStandardError (StatusCode status)
- bool getBit (const void *bitBuff, uint16_t bitNum)
- bool getBitS (const void *bitBuff, uint16_t bitNum, uint16_t maxBitCount)
- void setBit (void *bitBuff, uint16_t bitNum, bool value)
- void setBitS (void *bitBuff, uint16_t bitNum, bool value, uint16_t maxBitCount)
- bool * getBits (const void *bitBuff, uint16_t bitNum, uint16_t bitCount, bool *boolBuff)
- bool * getBitsS (const void *bitBuff, uint16_t bitNum, uint16_t bitCount, bool *boolBuff, uint16_t maxBitCount)
- void * setBits (void *bitBuff, uint16_t bitNum, uint16_t bitCount, const bool *boolBuff)
- void * setBitsS (void *bitBuff, uint16_t bitNum, uint16_t bitCount, const bool *boolBuff, uint16_t maxBitCount)
- MODBUS_EXPORT uint32_t modbusLibVersion ()
- MODBUS_EXPORT const Char * modbusLibVersionStr ()
- uint16_t toModbusOffset (uint32_t adr)
- MODBUS_EXPORT uint16_t crc16 (const uint8_t *byteArr, uint32_t count)
- MODBUS_EXPORT uint8_t lrc (const uint8_t *byteArr, uint32_t count)
- MODBUS_EXPORT StatusCode readMemRegs (uint32_t offset, uint32_t count, void *values, const void *memBuff, uint32_t memRegCount, uint32_t *outCount)
- MODBUS_EXPORT StatusCode writeMemRegs (uint32_t offset, uint32_t count, const void *values, void *memBuff, uint32_t memRegCount, uint32_t *outCount)
- MODBUS_EXPORT StatusCode readMemBits (uint32_t offset, uint32_t count, void *values, const void *memBuff, uint32_t memBitCount, uint32_t *outCount)
- MODBUS_EXPORT StatusCode writeMemBits (uint32_t offset, uint32_t count, const void *values, void *memBuff, uint32_t memBitCount, uint32_t *outCount)
- MODBUS_EXPORT uint32_t bytesToAscii (const uint8_t *bytesBuff, uint8_t *asciiBuff, uint32_t count)
- MODBUS_EXPORT uint32_t asciiToBytes (const uint8_t *asciiBuff, uint8_t *bytesBuff, uint32_t count)
- MODBUS_EXPORT Char * sbytes (const uint8_t *buff, uint32_t count, Char *str, uint32_t strmaxlen)
- MODBUS_EXPORT Char * sascii (const uint8_t *buff, uint32_t count, Char *str, uint32_t strmaxlen)
- MODBUS_EXPORT const Char * sprotocolType (ProtocolType type)
- MODBUS_EXPORT const Char * sparity (Parity parity)
- MODBUS_EXPORT const Char * sstopBits (StopBits stopBits)
- MODBUS_EXPORT const Char * sflowControl (FlowControl flowControl)
- MODBUS_EXPORT Timer timer ()
- MODBUS_EXPORT Timestamp currentTimestamp ()
- MODBUS_EXPORT void msleep (uint32_t msec)
- MODBUS_EXPORT uint8_t getSettingUnit (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT ProtocolType getSettingType (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint32_t getSettingTries (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT QString getSettingHost (const Settings &s, bool *ok=nullptr)

- MODBUS_EXPORT uint16_t getSettingPort (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint32_t getSettingTimeout (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT QString getSettingSerialPortName (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT int32_t getSettingBaudRate (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT int8_t getSettingDataBits (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT Parity getSettingParity (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT StopBits getSettingStopBits (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT FlowControl getSettingFlowControl (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint32_t getSettingTimeoutFirstByte (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint32_t getSettingTimeoutInterByte (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT bool getSettingBroadcastEnabled (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT void setSettingUnit (Settings &s, uint8_t v)
- MODBUS_EXPORT void setSettingType (Settings &s, ProtocolType v)
- MODBUS_EXPORT void setSettingTries (Settings &s, uint32_t)
- MODBUS_EXPORT void setSettingHost (Settings &s, const QString &v)
- MODBUS_EXPORT void setSettingPort (Settings &s, uint16_t v)
- MODBUS_EXPORT void setSettingTimeout (Settings &s, uint32_t v)
- MODBUS_EXPORT void setSettingSerialPortName (Settings &s, const QString &v)
- MODBUS_EXPORT void setSettingBaudRate (Settings &s, int32_t v)
- MODBUS_EXPORT void setSettingDataBits (Settings &s, int8_t v)
- MODBUS_EXPORT void setSettingParity (Settings &s, Parity v)
- MODBUS_EXPORT void setSettingStopBits (Settings &s, StopBits v)
- MODBUS_EXPORT void setSettingFlowControl (Settings &s, FlowControl v)
- MODBUS_EXPORT void setSettingTimeoutFirstByte (Settings &s, uint32_t v)
- MODBUS_EXPORT void setSettingTimeoutInterByte (Settings &s, uint32_t v)
- MODBUS_EXPORT void setSettingBroadcastEnabled (Settings &s, bool v)
- Address addressFromString (const QString &s)
- template<class EnumType >
  QString enumKey (int value)
- template<class EnumType >
  QString enumKey (EnumType value, const QString &byDef=QString())
- template<class EnumType >
  EnumType enumValue (const QString &key, bool *ok=nullptr, EnumType defaultValue=static_cast< Enum↩
  Type >(-1))
- template<class EnumType >
  EnumType enumValue (const QVariant &value, bool *ok=nullptr, EnumType defaultValue=static_cast< EnumType >(-1))
- template<class EnumType >
  EnumType enumValue (const QVariant &value, EnumType defaultValue)
- template<class EnumType >
  EnumType enumValue (const QVariant &value)
- MODBUS_EXPORT ProtocolType toProtocolType (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT ProtocolType toProtocolType (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT int32_t toBaudRate (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT int32_t toBaudRate (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT int8_t toDataBits (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT int8_t toDataBits (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT Parity toParity (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT Parity toParity (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT StopBits toStopBits (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT StopBits toStopBits (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT FlowControl toFlowControl (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT FlowControl toFlowControl (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT QString toString (StatusCode v)
- MODBUS_EXPORT QString toString (ProtocolType v)

- MODBUS_EXPORT QString toString (Parity v)
- MODBUS_EXPORT QString toString (StopBits v)
- MODBUS_EXPORT QString toString (FlowControl v)
- QString bytesToString (const QByteArray &v)
- QString asciiToString (const QByteArray &v)
- MODBUS_EXPORT QStringList availableSerialPortList ()
- MODBUS_EXPORT ModbusPort * createPort (const Settings &settings, bool blocking=false)
- MODBUS_EXPORT ModbusClientPort * createClientPort (const Settings &settings, bool blocking=false)
- MODBUS_EXPORT ModbusServerPort * createServerPort (ModbusInterface *device, const Settings &settings, bool blocking=false)

6.1.1 Detailed Description

Main Modbus namespace. Contains classes, functions and constants to work with Modbus-protocol.

6.1.2 Enumeration Type Documentation

6.1.2.1 _MemoryType

`enum Modbus::_MemoryType`

Defines type of memory used in Modbus protocol.

Enumerator

Memory_Unknown	Invalid memory type.
Memory_0x	Memory allocated for coils/discrete outputs.
Memory_Coils	Same as `Memory_0x`.
Memory_1x	Memory allocated for discrete inputs.
Memory_DiscreteInputs	Same as `Memory_1x`.
Memory_3x	Memory allocated for analog inputs.
Memory_InputRegisters	Same as `Memory_3x`.
Memory_4x	Memory allocated for holding registers/analog outputs.
Memory_HoldingRegisters	Same as `Memory_4x`.

6.1.2.2 Constants

`enum Modbus::Constants`

Define list of contants of Modbus protocol.

Enumerator

VALID_MODBUS_ADDRESS_BEGIN	Start of Modbus device address range according to specification.
VALID_MODBUS_ADDRESS_END	End of the Modbus protocol device address range according to the specification.
STANDARD_TCP_PORT	Standard TCP port of the Modbus protocol.

6.1.2.3 FlowControl

`enum Modbus::FlowControl`

FlowControl Parity for serial port.

Enumerator

NoFlowControl	No flow control.
HardwareControl	Hardware flow control (RTS/CTS).
SoftwareControl	Software flow control (XON/XOFF).

6.1.2.4 Parity

`enum Modbus::Parity`

Defines Parity for serial port.

Enumerator

NoParity	No parity bit it sent. This is the most common parity setting.
EvenParity	The number of 1 bits in each character, including the parity bit, is always even.
OddParity	The number of 1 bits in each character, including the parity bit, is always odd. It ensures that at least one state transition occurs in each character.
SpaceParity	Space parity. The parity bit is sent in the space signal condition. It does not provide error detection information.
MarkParity	Mark parity. The parity bit is always set to the mark signal condition (logical 1). It does not provide error detection information.

6.1.2.5 ProtocolType

`enum Modbus::ProtocolType`

Defines type of Modbus protocol.

Enumerator

ASC	ASCII version of Modbus communication protocol.
RTU	RTU version of Modbus communication protocol.
TCP	TCP version of Modbus communication protocol.

6.1.2.6 StatusCode

`enum Modbus::StatusCode`

Defines status of executed Modbus functions.

Enumerator

Status_Processing	The operation is not complete. Further operation is required.
Status_Good	Successful result.
Status_Bad	Error. General.
Status_Uncertain	The status is undefined.

Enumerator

Status_BadIllegalFunction	Standard error. The feature is not supported.
Status_BadIllegalDataAddress	Standard error. Invalid data address.
Status_BadIllegalDataValue	Standard error. Invalid data value.
Status_BadServerDeviceFailure	Standard error. Failure during a specified operation.
Status_BadAcknowledge	Standard error. The server has accepted the request and is processing it, but it will take a long time.
Status_BadServerDeviceBusy	Standard error. The server is busy processing a long command. The request must be repeated later.
Status_BadNegativeAcknowledge	Standard error. The programming function cannot be performed.
Status_BadMemoryParityError	Standard error. The server attempted to read a record file but detected a parity error in memory.
Status_BadGatewayPathUnavailable	Standard error. Indicates that the gateway was unable to allocate an internal communication path from the input port o the output port for processing the request. Usually means that the gateway is misconfigured or overloaded.
Status_BadGatewayTargetDeviceFailedToRespond	Standard error. Indicates that no response was obtained from the target device. Usually means that the device is not present on the network.
Status_BadEmptyResponse	Error. Empty request/response body.
Status_BadNotCorrectRequest	Error. Invalid request.
Status_BadNotCorrectResponse	Error. Invalid response.
Status_BadWriteBufferOverflow	Error. Write buffer overflow.
Status_BadReadBufferOverflow	Error. Request receive buffer overflow.
Status_BadSerialOpen	Error. Serial port cannot be opened.
Status_BadSerialWrite	Error. Cannot send a parcel to the serial port.
Status_BadSerialRead	Error. Reading the serial port (timeout)
Status_BadSerialReadTimeout	Error. Reading the serial port (timeout)
Status_BadSerialWriteTimeout	Error. Writing the serial port (timeout)
Status_BadAscMissColon	Error (ASC). Missing packet start character ':'.
Status_BadAscMissCrLf	Error (ASC). '\r\n' end of packet character missing.
Status_BadAscChar	Error (ASC). Invalid ASCII character.
Status_BadLrc	Error (ASC). Invalid checksum.
Status_BadCrc	Error (RTU). Wrong checksum.
Status_BadTcpCreate	Error. Unable to create a TCP socket.
Status_BadTcpConnect	Error. Unable to create a TCP connection.
Status_BadTcpWrite	Error. Unable to send a TCP packet.
Status_BadTcpRead	Error. Unable to receive a TCP packet.
Status_BadTcpBind	Error. Unable to bind a TCP socket (server side)
Status_BadTcpListen	Error. Unable to listen a TCP socket (server side)
Status_BadTcpAccept	Error. Unable accept bind a TCP socket (server side)
Status_BadTcpDisconnect	Error. Bad disconnection result.

6.1.2.7 StopBits

```
enum Modbus::StopBits
```

Defines Stop Bits for serial port.

Enumerator

OneStop	1 stop bit.
OneAndHalfStop	1.5 stop bit.
TwoStop	2 stop bits.

6.1.3 Function Documentation

6.1.3.1 addressFromString()

```
Address Modbus::addressFromString (
            const QString & s)  [inline]
```

Convert String repr to Modbus::Address

6.1.3.2 asciiToBytes()

```
MODBUS_EXPORT uint32_t Modbus::asciiToBytes (
            const uint8_t * asciiBuff,
            uint8_t * bytesBuff,
            uint32_t count)
```

Function converts ASCII repr `asciiBuff` to binary byte array. Every byte of output `bytesBuff` are repr as two bytes in `asciiBuff`, where most signified tetrabits represented as leading byte in hex digit in ASCII encoding (upper) and less signified tetrabits represented as tailing byte in hex digit in ASCII encoding (upper). `count` is a size of input array `asciiBuff`.

Note

Output array `bytesBuff` must be at least twice smaller than input array `asciiBuff`.

Returns

Returns size of `bytesBuff` in bytes which calc as `{output` = count / 2}

6.1.3.3 asciiToString() [1/2]

```
QString Modbus::asciiToString (
            const QByteArray & v)  [inline]
```

Make string representation of ASCII array and separate bytes by space

6.1.3.4 asciiToString() [2/2]

```
MODBUS_EXPORT String Modbus::asciiToString (
            const uint8_t * buff,
            uint32_t count)
```

Make string representation of ASCII array and separate bytes by space

6.1.3.5 availableBaudRate()

```
MODBUS_EXPORT List< int32_t > Modbus::availableBaudRate ()
```

Return list of baud rates

6.1.3.6 availableDataBits()

```
MODBUS_EXPORT List< int8_t > Modbus::availableDataBits ()
```

Return list of data bits

6.1.3.7 availableFlowControl()

```
MODBUS_EXPORT List< FlowControl > Modbus::availableFlowControl ()
```

Return list of `FlowControl` values

6.1.3.8 availableParity()

```
MODBUS_EXPORT List< Parity > Modbus::availableParity ()
```

Return list of `Parity` values

6.1.3.9 availableSerialPortList()

```
MODBUS_EXPORT QStringList Modbus::availableSerialPortList ()
```

Returns list of string that represent names of serial ports

6.1.3.10 availableSerialPorts()

```
MODBUS_EXPORT List< String > Modbus::availableSerialPorts ()
```

Return list of names of available serial ports

6.1.3.11 availableStopBits()

```
MODBUS_EXPORT List< StopBits > Modbus::availableStopBits ()
```

Return list of `StopBits` values

6.1.3.12 bytesToAscii()

```
MODBUS_EXPORT uint32_t Modbus::bytesToAscii (
            const uint8_t * bytesBuff,
            uint8_t * asciiBuff,
            uint32_t count)
```

Function converts byte array `bytesBuff` to ASCII repr of byte array. Every byte of `bytesBuff` are repr as two bytes in `asciiBuff`, where most signified tetrabits represented as leading byte in hex digit in ASCII encoding (upper) and less signified tetrabits represented as tailing byte in hex digit in ASCII encoding (upper). `count` is count bytes of `bytesBuff`.

Note

Output array `asciiBuff` must be at least twice bigger than input array `bytesBuff`.

Returns

Returns size of `asciiBuff` in bytes which calc as {`output` = count * 2}

6.1.3.13 bytesToString() [1/2]

```
QString Modbus::bytesToString (
            const QByteArray & v)  [inline]
```

Make string representation of bytes array and separate bytes by space

6.1.3.14 bytesToString() [2/2]

```
MODBUS_EXPORT String Modbus::bytesToString (
            const uint8_t * buff,
            uint32_t count)
```

Make string representation of bytes array and separate bytes by space

6.1.3.15 crc16()

```
MODBUS_EXPORT uint16_t Modbus::crc16 (
            const uint8_t * byteArr,
            uint32_t count)
```

CRC16 checksum hash function (for Modbus RTU).

Returns

Returns a 16-bit unsigned integer value of the checksum

6.1.3.16 createClientPort() [1/2]

```
MODBUS_EXPORT ModbusClientPort * Modbus::createClientPort (
            const Settings & settings,
            bool blocking = false)
```

Same as `Modbus::createClientPort(ProtocolType type, const void *settings, bool blocking)` but `ProtocolType type` and `const void *settings` are defined by `Modbus::Settings` key-value map.

6.1.3.17 createClientPort() [2/2]

```
MODBUS_EXPORT ModbusClientPort * Modbus::createClientPort (
            ProtocolType type,
            const void * settings,
            bool blocking)
```

Function for creation `ModbusClientPort` with defined parameters:

Parameters

in	*type*	Protocol type: TCP, RTU, ASC.
in	*settings*	For TCP must be pointer: `TcpSettings*`, `SerialSettings*` otherwise.
in	*blocking*	If true blocking will be set, non blocking otherwise.

6.1.3.18 createPort() [1/2]

```
MODBUS_EXPORT ModbusPort * Modbus::createPort (
            const Settings & settings,
            bool blocking = false)
```

Same as `Modbus::createPort(ProtocolType type, const void *settings, bool blocking)` but `ProtocolType type` and `const void *settings` are defined by `Modbus::Settings` key-value map.

6.1.3.19 createPort() [2/2]

```
MODBUS_EXPORT ModbusPort * Modbus::createPort (
            ProtocolType type,
            const void * settings,
            bool blocking)
```

Function for creation `ModbusPort` with defined parameters:

Parameters

in	*type*	Protocol type: TCP, RTU, ASC.
in	*settings*	For TCP must be pointer: `TcpSettings*`, `SerialSettings*` otherwise.
in	*blocking*	If true blocking will be set, non blocking otherwise.

6.1.3.20 createServerPort() [1/2]

```
MODBUS_EXPORT ModbusServerPort * Modbus::createServerPort (
            ModbusInterface * device,
            const Settings & settings,
            bool blocking = false)
```

Same as `Modbus::createServerPort(ProtocolType type, const void *settings, bool blocking)` but `ProtocolType type` and `const void *settings` are defined by `Modbus::Settings` key-value map.

6.1.3.21 createServerPort() [2/2]

```
MODBUS_EXPORT ModbusServerPort * Modbus::createServerPort (
            ModbusInterface * device,
            ProtocolType type,
            const void * settings,
            bool blocking)
```

Function for creation `ModbusServerPort` with defined parameters:

Parameters

in	*device*	Pointer to the `ModbusInterface` implementation to which all requests for Modbus functions are forwarded.
in	*type*	Protocol type: TCP, RTU, ASC.
in	*settings*	For TCP must be pointer: `TcpSettings*`, `SerialSettings*` otherwise.
in	*blocking*	If true blocking will be set, non blocking otherwise.

6.1.3.22 currentTimestamp()

```
MODBUS_EXPORT Timestamp Modbus::currentTimestamp ()
```

Get current timestamp in UNIX format in milliseconds.

6.1.3.23 enumKey() [1/2]

```
template<class EnumType >
QString Modbus::enumKey (
            EnumType value,
            const QString & byDef = QString())  [inline]
```

Convert value to QString key for type

6.1.3.24 enumKey() [2/2]

```
template<class EnumType >
QString Modbus::enumKey (
            int value)  [inline]
```

Convert value to QString key for type

6.1.3.25 enumValue() [1/4]

```
template<class EnumType >
EnumType Modbus::enumValue (
            const QString & key,
            bool * ok = nullptr,
            EnumType defaultValue = static_cast<EnumType>(-1))  [inline]
```

Convert key to value for enumeration by QString key

6.1.3.26 enumValue() [2/4]

```
template<class EnumType >
EnumType Modbus::enumValue (
            const QVariant & value)  [inline]
```

Convert `QVariant` value to enumeration value (int - value, string - key).

6.1.3.27 enumValue() [3/4]

```
template<class EnumType >
EnumType Modbus::enumValue (
            const QVariant & value,
            bool * ok = nullptr,
            EnumType defaultValue = static_cast<EnumType>(-1))  [inline]
```

Convert `QVariant` value to enumeration value (int - value, string - key). Stores result of convertion in output parameter `ok`. If `value` can't be converted, `defaultValue` is returned.

6.1.3.28 enumValue() [4/4]

```
template<class EnumType >
EnumType Modbus::enumValue (
            const QVariant & value,
            EnumType defaultValue)  [inline]
```

Convert `QVariant` value to enumeration value (int - value, string - key). If `value` can't be converted, `defaultValue` is returned.

6.1.3.29 getBit()

```
bool Modbus::getBit (
            const void * bitBuff,
            uint16_t bitNum)  [inline]
```

Returns the value of the bit with number 'bitNum' from the bit array 'bitBuff'.

6.1.3.30 getBitS()

```
bool Modbus::getBitS (
            const void * bitBuff,
            uint16_t bitNum,
            uint16_t maxBitCount)  [inline]
```

Returns the value of the bit with the number 'bitNum' from the bit array 'bitBuff', if the bit number is greater than or equal to 'maxBitCount', then 'false' is returned.

6.1.3.31 getBits()

```
bool * Modbus::getBits (
            const void * bitBuff,
            uint16_t bitNum,
            uint16_t bitCount,
            bool * boolBuff)  [inline]
```

Gets the values of bits with number `bitNum` and count `bitCount` from the bit array `bitBuff` and stores their values in the boolean array `boolBuff`, where the value of each bit is stored as a separate `bool` value.

Returns

A pointer to the `boolBuff` array.

6.1.3.32 getBitsS()

```
bool * Modbus::getBitsS (
            const void * bitBuff,
            uint16_t bitNum,
            uint16_t bitCount,
            bool * boolBuff,
            uint16_t maxBitCount)  [inline]
```

Similar to the `Modbus::getBits(const void*,uint16_t,uint16_t,bool*)` function, but it is controlled that the size does not exceed the maximum number of bits `maxBitCount`.

Returns

A pointer to the `boolBuff` array.

6.1.3.33 getLastErrorText()

```
MODBUS_EXPORT String Modbus::getLastErrorText ()
```

Returns string representation of the last error

6.1.3.34 getSettingBaudRate()

```
MODBUS_EXPORT int32_t Modbus::getSettingBaudRate (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port's baud rate. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.35 getSettingBroadcastEnabled()

```
MODBUS_EXPORT bool Modbus::getSettingBroadcastEnabled (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port enables broadcast mode for 0 unit address. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.36 getSettingDataBits()

```
MODBUS_EXPORT int8_t Modbus::getSettingDataBits (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port's data bits. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.37 getSettingFlowControl()

```
MODBUS_EXPORT FlowControl Modbus::getSettingFlowControl (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port's flow control. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.38 getSettingHost()

```
MODBUS_EXPORT QString Modbus::getSettingHost (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the IP address or DNS name of the remote device. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.39 getSettingParity()

```
MODBUS_EXPORT Parity Modbus::getSettingParity (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port's parity. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.40 getSettingPort()

```
MODBUS_EXPORT uint16_t Modbus::getSettingPort (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the TCP port of the remote device. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.41 getSettingSerialPortName()

```
MODBUS_EXPORT QString Modbus::getSettingSerialPortName (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port name. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.42 getSettingStopBits()

```
MODBUS_EXPORT StopBits Modbus::getSettingStopBits (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port's stop bits. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.43 getSettingTimeout()

```
MODBUS_EXPORT uint32_t Modbus::getSettingTimeout (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for connection timeout (milliseconds). If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.44 getSettingTimeoutFirstByte()

```
MODBUS_EXPORT uint32_t Modbus::getSettingTimeoutFirstByte (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port's timeout waiting first byte of packet. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.45 getSettingTimeoutInterByte()

```
MODBUS_EXPORT uint32_t Modbus::getSettingTimeoutInterByte (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the serial port's timeout waiting next byte of packet. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.46 getSettingTries()

```
MODBUS_EXPORT uint32_t Modbus::getSettingTries (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for number of tries a Modbus request is repeated if it fails. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.47 getSettingType()

```
MODBUS_EXPORT ProtocolType Modbus::getSettingType (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the type of Modbus protocol. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.48 getSettingUnit()

```
MODBUS_EXPORT uint8_t Modbus::getSettingUnit (
            const Settings & s,
            bool * ok = nullptr)
```

Get settings value for the unit number of remote device. If value can't be retrieved that default value is returned and ∗ok = false (if provided).

6.1.3.49 lrc()

```
MODBUS_EXPORT uint8_t Modbus::lrc (
            const uint8_t * byteArr,
            uint32_t count)
```

LRC checksum hash function (for Modbus ASCII).

Returns

Returns an 8-bit unsigned integer value of the checksum

6.1.3.50 modbusLibVersion()

```
MODBUS_EXPORT uint32_t Modbus::modbusLibVersion ()
```

Returns version of current lib like (major << 16) + (minor << 8) + patch.

6.1.3.51 modbusLibVersionStr()

```
MODBUS_EXPORT const Char * Modbus::modbusLibVersionStr ()
```

Returns version of current lib as string constant pointer like "major.minor.patch".

6.1.3.52 msleep()

```
MODBUS_EXPORT void Modbus::msleep (
            uint32_t msec)
```

Make current thread sleep with 'msec' milliseconds.

6.1.3.53 readMemBits() [1/2]

```
StatusCode Modbus::readMemBits (
            uint32_t offset,
            uint32_t count,
            void * values,
            const void * memBuff,
            uint32_t memBitCount)  [inline]
```

Overloaded function

6.1.3.54 readMemBits() [2/2]

```
MODBUS_EXPORT StatusCode Modbus::readMemBits (
            uint32_t offset,
            uint32_t count,
            void * values,
            const void * memBuff,
            uint32_t memBitCount,
            uint32_t * outCount)
```

Function for copy (read) values from memory input `memBuff` and put it to the output buffer `values` for discretes (bits):

Parameters

in	*offset*	Memory offset to read from `memBuff` in bit size.
in	*count*	Count of bits to read from memory `memBuff`.
out	*values*	Output buffer to store data.
in	*memBuff*	Pointer to the memory which holds data.
in	*memBitCount*	Size of memory buffer `memBuff` in bits.
out	*outCount*	Optional, can be NULL. If specified, then if the requested amount of memory exceeds the limits of this memory, the error is not returned, and the amount of memory read is reduced to the memory limits and this new amount is returned in `outCount`

6.1.3.55 readMemRegs() [1/2]

```
StatusCode Modbus::readMemRegs (
            uint32_t offset,
            uint32_t count,
            void * values,
            const void * memBuff,
            uint32_t memRegCount)  [inline]
```

Overloaded function

6.1.3.56 readMemRegs() [2/2]

```
MODBUS_EXPORT StatusCode Modbus::readMemRegs (
            uint32_t offset,
            uint32_t count,
            void * values,
            const void * memBuff,
            uint32_t memRegCount,
            uint32_t * outCount)
```

Function for copy (read) values from memory input `memBuff` and put it to the output buffer `values` for 16 bit registers:

Parameters

in	*offset*	Memory offset to read from `memBuff` in 16-bit registers size.
in	*count*	Count of 16-bit registers to read from memory `memBuff`.
out	*values*	Output buffer to store data.
in	*memBuff*	Pointer to the memory which holds data.
in	*memRegCount*	Size of memory buffer `memBuff` in 16-bit registers.
out	*outCount*	Optional, can be NULL. If specified, then if the requested amount of memory exceeds the limits of this memory, the error is not returned, and the amount of memory read is reduced to the memory limits and this new amount is returned in `outCount`

6.1.3.57 sascii()

```
MODBUS_EXPORT Char * Modbus::sascii (
            const uint8_t * buff,
            uint32_t count,
            Char * str,
            uint32_t strmaxlen)
```

Make string representation of ASCII array and separate bytes by space

6.1.3.58 sbytes()

```
MODBUS_EXPORT Char * Modbus::sbytes (
            const uint8_t * buff,
            uint32_t count,
            Char * str,
            uint32_t strmaxlen)
```

Make string representation of bytes array and separate bytes by space

6.1.3.59 setBit()

```
void Modbus::setBit (
            void * bitBuff,
            uint16_t bitNum,
            bool value)  [inline]
```

Sets the value of the bit with the number 'bitNum' to the bit array 'bitBuff'.

6.1.3.60 setBitS()

```
void Modbus::setBitS (
            void * bitBuff,
            uint16_t bitNum,
            bool value,
            uint16_t maxBitCount)  [inline]
```

Sets the value of the bit with the number 'bitNum' to the bit array 'bitBuff', controlling the size of the array 'maxBit↩ Count' in bits.

6.1.3.61 setBits()

```
void * Modbus::setBits (
            void * bitBuff,
            uint16_t bitNum,
            uint16_t bitCount,
            const bool * boolBuff)  [inline]
```

Sets the values of the bits in the `bitBuff` array starting with the number `bitNum` and the count `bitCount` from the `boolBuff` array, where the value of each bit is stored as a separate `bool` value.

Returns

A pointer to the `bitBuff` array.

6.1.3.62 setBitsS()

```
void * Modbus::setBitsS (
            void * bitBuff,
            uint16_t bitNum,
            uint16_t bitCount,
            const bool * boolBuff,
            uint16_t maxBitCount)  [inline]
```

Similar to the `Modbus::setBits(void*,uint16_t,uint16_t,const bool*)` function, but it is controlled that the size does not exceed the maximum number of bits `maxBitCount`.

Returns

A pointer to the `bitBuff` array.

6.1.3.63 setSettingBaudRate()

```
MODBUS_EXPORT void Modbus::setSettingBaudRate (
            Settings & s,
            int32_t v)
```

Set settings value for the serial port's baud rate.

6.1.3.64 setSettingBroadcastEnabled()

```
MODBUS_EXPORT void Modbus::setSettingBroadcastEnabled (
            Settings & s,
            bool v)
```

Set settings value for the serial port enables broadcast mode for 0 unit address.

6.1.3.65 setSettingDataBits()

```
MODBUS_EXPORT void Modbus::setSettingDataBits (
            Settings & s,
            int8_t v)
```

Set settings value for the serial port's data bits.

6.1.3.66 setSettingFlowControl()

```
MODBUS_EXPORT void Modbus::setSettingFlowControl (
            Settings & s,
            FlowControl v)
```

Set settings value for the serial port's flow control.

6.1.3.67 setSettingHost()

```
MODBUS_EXPORT void Modbus::setSettingHost (
            Settings & s,
            const QString & v)
```

Set settings value for the IP address or DNS name of the remote device.

6.1.3.68 setSettingParity()

```
MODBUS_EXPORT void Modbus::setSettingParity (
            Settings & s,
            Parity v)
```

Set settings value for the serial port's parity.

6.1.3.69 setSettingPort()

```
MODBUS_EXPORT void Modbus::setSettingPort (
            Settings & s,
            uint16_t v)
```

Set settings value for the TCP port number of the remote device.

6.1.3.70 setSettingSerialPortName()

```
MODBUS_EXPORT void Modbus::setSettingSerialPortName (
            Settings & s,
            const QString & v)
```

Set settings value for the serial port name.

6.1.3.71 setSettingStopBits()

```
MODBUS_EXPORT void Modbus::setSettingStopBits (
            Settings & s,
            StopBits v)
```

Set settings value for the serial port's stop bits.

6.1.3.72 setSettingTimeout()

```
MODBUS_EXPORT void Modbus::setSettingTimeout (
            Settings & s,
            uint32_t v)
```

Set settings value for connection timeout (milliseconds).

6.1.3.73 setSettingTimeoutFirstByte()

```
MODBUS_EXPORT void Modbus::setSettingTimeoutFirstByte (
            Settings & s,
            uint32_t v)
```

Set settings value for the serial port's timeout waiting first byte of packet.

6.1.3.74 setSettingTimeoutInterByte()

```
MODBUS_EXPORT void Modbus::setSettingTimeoutInterByte (
            Settings & s,
            uint32_t v)
```

Set settings value for the serial port's timeout waiting next byte of packet.

6.1.3.75 setSettingTries()

```
MODBUS_EXPORT void Modbus::setSettingTries (
            Settings & s,
            uint32_t )
```

Set settings value for number of tries a Modbus request is repeated if it fails.

6.1.3.76 setSettingType()

```
MODBUS_EXPORT void Modbus::setSettingType (
            Settings & s,
            ProtocolType v)
```

Set settings value the type of Modbus protocol.

6.1.3.77 setSettingUnit()

```
MODBUS_EXPORT void Modbus::setSettingUnit (
            Settings & s,
            uint8_t v)
```

Set settings value for the unit number of remote device.

6.1.3.78 sflowControl()

```
MODBUS_EXPORT const Char * Modbus::sflowControl (
            FlowControl flowControl)
```

Returns pointer to constant string value that represent name of the `FlowControl` parameter or nullptr (NULL) if the value is invalid.

6.1.3.79 sparity()

```
MODBUS_EXPORT const Char * Modbus::sparity (
            Parity parity)
```

Returns pointer to constant string value that represent name of the `Parity` value or nullptr (NULL) if the value is invalid.

6.1.3.80 sprotocolType()

```
MODBUS_EXPORT const Char * Modbus::sprotocolType (
            ProtocolType type)
```

Returns pointer to constant string value that represent name of the `ProtocolType` value or nullptr (NULL) if the value is invalid.

6.1.3.81 sstopBits()

```
MODBUS_EXPORT const Char * Modbus::sstopBits (
            StopBits stopBits)
```

Returns pointer to constant string value that represent name of the `StopBits` value or nullptr (NULL) if the value is invalid.

6.1.3.82 StatusIsBad()

```
bool Modbus::StatusIsBad (
            StatusCode status)  [inline]
```

Returns a general indication that the operation result is unsuccessful.

6.1.3.83 StatusIsGood()

```
bool Modbus::StatusIsGood (
            StatusCode status)  [inline]
```

Returns a general indication that the operation result is successful.

6.1.3.84 StatusIsProcessing()

```
bool Modbus::StatusIsProcessing (
            StatusCode status)  [inline]
```

Returns a general indication that the result of the operation is incomplete.

6.1.3.85 StatusIsStandardError()

```
bool Modbus::StatusIsStandardError (
            StatusCode status)  [inline]
```

Returns a general sign that the result is standard error.

6.1.3.86 StatusIsUncertain()

```
bool Modbus::StatusIsUncertain (
            StatusCode status)  [inline]
```

Returns a general sign that the result of the operation is undefined.

6.1.3.87 timer()

```
MODBUS_EXPORT Timer Modbus::timer ()
```

Get timer value in milliseconds.

6.1.3.88 toBaudRate() [1/2]

```
MODBUS_EXPORT int32_t Modbus::toBaudRate (
            const QString & s,
            bool * ok = nullptr)
```

Converts string representation to `BaudRate` value. If ok is not nullptr, failure is reported by setting ∗ok to false, and success by setting ∗ok to true.

6.1.3.89 toBaudRate() [2/2]

```
MODBUS_EXPORT int32_t Modbus::toBaudRate (
            const QVariant & v,
            bool * ok = nullptr)
```

Converts QVariant value to `DataBits` value. If ok is not nullptr, failure is reported by setting ∗ok to false, and success by setting ∗ok to true.

6.1.3.90 toDataBits() [1/2]

```
MODBUS_EXPORT int8_t Modbus::toDataBits (
            const QString & s,
            bool * ok = nullptr)
```

Converts string representation to `DataBits` value. If ok is not nullptr, failure is reported by setting ∗ok to false, and success by setting ∗ok to true.

6.1.3.91 toDataBits() [2/2]

```
MODBUS_EXPORT int8_t Modbus::toDataBits (
            const QVariant & v,
            bool * ok = nullptr)
```

Converts QVariant value to `DataBits` value. If ok is not nullptr, failure is reported by setting ∗ok to false, and success by setting ∗ok to true.

6.1.3.92 toFlowControl() [1/2]

```
MODBUS_EXPORT FlowControl Modbus::toFlowControl (
            const QString & s,
            bool * ok = nullptr)
```

Converts string representation to `FlowControl` enum value. If ok is not nullptr, failure is reported by setting ∗ok to false, and success by setting ∗ok to true.

6.1.3.93 toFlowControl() [2/2]

```
MODBUS_EXPORT FlowControl Modbus::toFlowControl (
            const QVariant & v,
            bool * ok = nullptr)
```

Converts QVariant value to `FlowControl` enum value. If ok is not nullptr, failure is reported by setting ∗ok to false, and success by setting ∗ok to true.

6.1.3.94 toModbusOffset()

```
uint16_t Modbus::toModbusOffset (
            uint32_t adr)  [inline]
```

Function extract only offset part from Modbus address and returns it.

6.1.3.95 toModbusString()

```
String Modbus::toModbusString (
            int val)  [inline]
```

Convert interger value to Modbus::String

Returns

Returns new Modbus::String value

6.1.3.96 toParity() [1/2]

```
MODBUS_EXPORT Parity Modbus::toParity (
            const QString & s,
            bool * ok = nullptr)
```

Converts string representation to `Parity` enum value. If ok is not nullptr, failure is reported by setting *ok to false, and success by setting *ok to true.

6.1.3.97 toParity() [2/2]

```
MODBUS_EXPORT Parity Modbus::toParity (
            const QVariant & v,
            bool * ok = nullptr)
```

Converts QVariant value to `Parity` enum value. If ok is not nullptr, failure is reported by setting *ok to false, and success by setting *ok to true.

6.1.3.98 toProtocolType() [1/2]

```
MODBUS_EXPORT ProtocolType Modbus::toProtocolType (
            const QString & s,
            bool * ok = nullptr)
```

Converts string representation to `ProtocolType` enum value. If ok is not nullptr, failure is reported by setting *ok to false, and success by setting *ok to true.

6.1.3.99 toProtocolType() [2/2]

```
MODBUS_EXPORT ProtocolType Modbus::toProtocolType (
            const QVariant & v,
            bool * ok = nullptr)
```

Converts QVariant value to `ProtocolType` enum value. If ok is not nullptr, failure is reported by setting *ok to false, and success by setting *ok to true.

6.1.3.100 toStopBits() [1/2]

```
MODBUS_EXPORT StopBits Modbus::toStopBits (
            const QString & s,
            bool * ok = nullptr)
```

Converts string representation to `StopBits` enum value. If ok is not nullptr, failure is reported by setting ∗ok to false, and success by setting ∗ok to true.

6.1.3.101 toStopBits() [2/2]

```
MODBUS_EXPORT StopBits Modbus::toStopBits (
            const QVariant & v,
            bool * ok = nullptr)
```

Converts QVariant value to `StopBits` enum value. If ok is not nullptr, failure is reported by setting ∗ok to false, and success by setting ∗ok to true.

6.1.3.102 toString() [1/5]

```
MODBUS_EXPORT QString Modbus::toString (
            FlowControl v)
```

Returns string representation of `FlowControl` enum value

6.1.3.103 toString() [2/5]

```
MODBUS_EXPORT QString Modbus::toString (
            Parity v)
```

Returns string representation of `Parity` enum value

6.1.3.104 toString() [3/5]

```
MODBUS_EXPORT QString Modbus::toString (
            ProtocolType v)
```

Returns string representation of `ProtocolType` enum value

6.1.3.105 toString() [4/5]

```
MODBUS_EXPORT QString Modbus::toString (
            StatusCode v)
```

Returns string representation of `StatusCode` enum value

6.1.3.106 toString() [5/5]

```
MODBUS_EXPORT QString Modbus::toString (
            StopBits v)
```

Returns string representation of `StopBits` enum value

6.1.3.107 writeMemBits() [1/2]

```
StatusCode Modbus::writeMemBits (
            uint32_t offset,
            uint32_t count,
            const void * values,
            void * memBuff,
            uint32_t memBitCount)  [inline]
```

Overloaded function

6.1.3.108 writeMemBits() [2/2]

```
MODBUS_EXPORT StatusCode Modbus::writeMemBits (
            uint32_t offset,
            uint32_t count,
            const void * values,
            void * memBuff,
            uint32_t memBitCount,
            uint32_t * outCount)
```

Function for copy (write) values from input buffer `values` to memory `memBuff` for discretes (bits):

Parameters

in	*offset*	Memory offset to write to `memBuff` in bit size.
in	*count*	Count of bits to write into memory `memBuff`.
out	*values*	Input buffer that holds data to write.
in	*memBuff*	Pointer to the memory buffer.
in	*memBitCount*	Size of memory buffer `memBuff` in bits.
out	*outCount*	Optional, can be NULL. If specified, then if the requested amount of memory exceeds the limits of this memory, the error is not returned, and the amount of memory write is reduced to the memory limits and this new amount is returned in `outCount`

6.1.3.109 writeMemRegs() [1/2]

```
StatusCode Modbus::writeMemRegs (
            uint32_t offset,
            uint32_t count,
            const void * values,
            void * memBuff,
            uint32_t memRegCount)  [inline]
```

Overloaded function

6.1.3.110 writeMemRegs() [2/2]

```
MODBUS_EXPORT StatusCode Modbus::writeMemRegs (
            uint32_t offset,
            uint32_t count,
            const void * values,
            void * memBuff,
            uint32_t memRegCount,
            uint32_t * outCount)
```

Function for copy (write) values from input buffer `values` to memory `memBuff` for 16 bit registers:

Parameters

in	*offset*	Memory offset to write to `memBuff` in 16-bit registers size.
in	*count*	Count of 16-bit registers to write into memory `memBuff`.
out	*values*	Input buffer that holds data to write.
in	*memBuff*	Pointer to the memory buffer.
in	*memRegCount*	Size of memory buffer `memBuff` in 16-bit registers.
out	*outCount*	Optional, can be NULL. If specified, then if the requested amount of memory exceeds the limits of this memory, the error is not returned, and the amount of memory write is reduced to the memory limits and this new amount is returned in `outCount`

Chapter 7

Class Documentation

7.1 Modbus::Address Class Reference

Class for convinient manipulation with Modbus Data Address.

`#include <ModbusQt.h>`

Public Member Functions

- Address ()
- Address (Modbus::MemoryType, quint16 offset)
- Address (quint32 adr)
- bool isValid () const
- MemoryType type () const
- quint16 offset () const
- quint32 number () const
- QString toString () const
- operator quint32 () const
- Address & operator= (quint32 v)

7.1.1 Detailed Description

Class for convinient manipulation with Modbus Data Address.

7.1.2 Constructor & Destructor Documentation

7.1.2.1 Address() [1/3]

`Modbus::Address::Address ()`

Defauilt constructor ot the class. Creates invalid Modbus Data Address

7.1.2.2 Address() [2/3]

```
Modbus::Address::Address (
            Modbus::MemoryType ,
            quint16 offset)
```

Constructor ot the class. E.g. `Address(Modbus::Memory_4x, 0)` creates `400001` standard address.

7.1.2.3 Address() [3/3]

```
Modbus::Address::Address (
            quint32 adr)
```

Constructor ot the class. E.g. `Address(400001)` creates `Address` with type `Modbus::Memory_4x` and offset `0`, and `Address(1)` creates `Address` with type `Modbus::Memory_0x` and offset `0`.

7.1.3 Member Function Documentation

7.1.3.1 isValid()

```
bool Modbus::Address::isValid () const  [inline]
```

Returns `true` if memory type is `Modbus::Memory_Unknown`, `false` otherwise

7.1.3.2 number()

```
quint32 Modbus::Address::number () const  [inline]
```

Returns memory number (offset+1) of Modbus Data Address

7.1.3.3 offset()

```
quint16 Modbus::Address::offset () const  [inline]
```

Returns memory offset of Modbus Data Address

7.1.3.4 operator quint32()

```
Modbus::Address::operator quint32 () const  [inline]
```

Converts current Modbus Data Address to `quint32`, e.g. `Address(Modbus::Memory_4x, 0)` will be converted to `400001`.

7.1.3.5 operator=()

```
Address & Modbus::Address::operator= (
            quint32 v)
```

Assigment operator definition.

7.1.3.6 toString()

```
QString Modbus::Address::toString () const
```

Returns string repr of Modbus Data Address e.g. `Address(Modbus::Memory_4x, 0)` will be converted to `QString("400001")`.

7.1.3.7 type()

```
MemoryType Modbus::Address::type () const  [inline]
```

Returns memory type of Modbus Data Address

The documentation for this class was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusQt.h

7.2 Modbus::Defaults Class Reference

Holds the default values of the settings.

```
#include <ModbusQt.h>
```

Public Member Functions

- Defaults ()

Static Public Member Functions

- static const Defaults & instance ()

Public Attributes

- const uint8_t **unit**

  Default value for the unit number of remote device.
- const ProtocolType **type**

  Default value for the type of Modbus protocol.
- const uint32_t **tries**

  Default value for number of tries a Modbus request is repeated if it fails.
- const QString **host**

  Default value for the IP address or DNS name of the remote device.
- const uint16_t **port**

  Default value for the TCP port number of the remote device.
- const uint32_t **timeout**

  Default value for connection timeout (milliseconds)
- const QString **serialPortName**

  Default value for the serial port name.
- const int32_t **baudRate**

  Default value for the serial port's baud rate.
- const int8_t **dataBits**

  Default value for the serial port's data bits.
- const Parity **parity**

  Default value for the serial port's parity.
- const StopBits **stopBits**

  Default value for the serial port's stop bits.
- const FlowControl **flowControl**

  Default value for the serial port's flow control.
- const uint32_t **timeoutFirstByte**

  Default value for the serial port's timeout waiting first byte of packet.
- const uint32_t **timeoutInterByte**

  Default value for the serial port's timeout waiting next byte of packet.
- const bool **isBroadcastEnabled**

  Default value for the serial port enables broadcast mode for `0` unit address.

7.2.1 Detailed Description

Holds the default values of the settings.

7.2.2 Constructor & Destructor Documentation

7.2.2.1 Defaults()

```
Modbus::Defaults::Defaults ()
```

Constructor ot the class.

7.2.3 Member Function Documentation

7.2.3.1 instance()

```
static const Defaults & Modbus::Defaults::instance ()  [static]
```

Returns a reference to the global `Modbus::Defaults` object.

The documentation for this class was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusQt.h

7.3 ModbusSerialPort::Defaults Struct Reference

Holds the default values of the settings.

```
#include <ModbusSerialPort.h>
```

Public Member Functions

- Defaults ()

Static Public Member Functions

- static const Defaults & instance ()

Public Attributes

- const Modbus::Char * **portName**

  Default value for the serial port name.
- const int32_t **baudRate**

  Default value for the serial port's baud rate.
- const int8_t **dataBits**

  Default value for the serial port's data bits.
- const Modbus::Parity **parity**

  Default value for the serial port's patiry.
- const Modbus::StopBits **stopBits**

  Default value for the serial port's stop bits.
- const Modbus::FlowControl **flowControl**

  Default value for the serial port's flow control.
- const uint32_t **timeoutFirstByte**

  Default value for the serial port's timeout waiting first byte of packet.
- const uint32_t **timeoutInterByte**

  Default value for the serial port's timeout waiting next byte of packet.

7.3.1 Detailed Description

Holds the default values of the settings.

7.3.2 Constructor & Destructor Documentation

7.3.2.1 Defaults()

```
ModbusSerialPort::Defaults::Defaults ()
```

Constructor ot the class.

7.3.3 Member Function Documentation

7.3.3.1 instance()

```
static const Defaults & ModbusSerialPort::Defaults::instance ()  [static]
```

Returns a reference to the global `ModbusSerialPort::Defaults` object.

The documentation for this struct was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusSerialPort.h

7.4 ModbusTcpPort::Defaults Struct Reference

`Defaults` class constain default settings values for `ModbusTcpPort`.

```
#include <ModbusTcpPort.h>
```

Public Member Functions

- Defaults ()

Static Public Member Functions

- static const Defaults & instance ()

Public Attributes

- const Modbus::Char * **host**

  Default setting 'TCP host name (DNS or IP address)'.
- const uint16_t **port**

  Default setting 'TCP port number' for the listening server.
- const uint32_t **timeout**

  Default setting for the read timeout of every single conncetion.

7.4.1 Detailed Description

`Defaults` class constain default settings values for `ModbusTcpPort`.

7.4.2 Constructor & Destructor Documentation

7.4.2.1 Defaults()

```
ModbusTcpPort::Defaults::Defaults ()
```

Constructor of the class.

7.4.3 Member Function Documentation

7.4.3.1 instance()

```
static const Defaults & ModbusTcpPort::Defaults::instance ()  [static]
```

Returns a reference to the global default value object.

The documentation for this struct was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusTcpPort.h

7.5 ModbusTcpServer::Defaults Struct Reference

`Defaults` class constain default settings values for `ModbusTcpServer`.

```
#include <ModbusTcpServer.h>
```

Public Member Functions

- Defaults ()

Static Public Member Functions

- static const Defaults & instance ()

Public Attributes

- const uint16_t **port**

  Default setting 'TCP port number' for the listening server.
- const uint32_t **timeout**

  Default setting for the read timeout of every single conncetion.

7.5.1 Detailed Description

`Defaults` class constain default settings values for `ModbusTcpServer`.

7.5.2 Constructor & Destructor Documentation

7.5.2.1 Defaults()

```
ModbusTcpServer::Defaults::Defaults ()
```

Constructor of the class.

7.5.3 Member Function Documentation

7.5.3.1 instance()

```
static const Defaults & ModbusTcpServer::Defaults::instance ()  [static]
```

Returns a reference to the global default value object.

The documentation for this struct was generated from the following file:

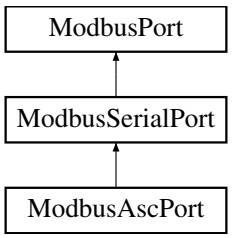
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusTcpServer.h

7.6 ModbusAscPort Class Reference

Implements ASCII version of the Modbus communication protocol.

```
#include <ModbusAscPort.h>
```

Inheritance diagram for ModbusAscPort:



Public Member Functions

- ModbusAscPort (bool blocking=false)
- ~ModbusAscPort ()
- Modbus::ProtocolType type () const override

Public Member Functions inherited from ModbusSerialPort

- ~ModbusSerialPort ()
- Modbus::Handle handle () const override
- Modbus::StatusCode open () override
- Modbus::StatusCode close () override
- bool isOpen () const override
- const Modbus::Char * portName () const
- void setPortName (const Modbus::Char *portName)
- int32_t baudRate () const
- void setBaudRate (int32_t baudRate)
- int8_t dataBits () const
- void setDataBits (int8_t dataBits)
- Modbus::Parity parity () const
- void setParity (Modbus::Parity parity)
- Modbus::StopBits stopBits () const
- void setStopBits (Modbus::StopBits stopBits)
- Modbus::FlowControl flowControl () const
- void setFlowControl (Modbus::FlowControl flowControl)
- uint32_t timeoutFirstByte () const
- void setTimeoutFirstByte (uint32_t timeout)
- uint32_t timeoutInterByte () const
- void setTimeoutInterByte (uint32_t timeout)
- const uint8_t * readBufferData () const override
- uint16_t readBufferSize () const override
- const uint8_t * writeBufferData () const override
- uint16_t writeBufferSize () const override

Public Member Functions inherited from ModbusPort

- virtual ~ModbusPort ()
- virtual void setNextRequestRepeated (bool v)
- bool isChanged () const
- bool isServerMode () const
- virtual void setServerMode (bool mode)
- bool isBlocking () const
- bool isNonBlocking () const
- uint32_t timeout () const
- void setTimeout (uint32_t timeout)
- Modbus::StatusCode lastErrorStatus () const
- const Modbus::Char * lastErrorText () const

Protected Member Functions

- Modbus::StatusCode writeBuffer (uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff) override
- Modbus::StatusCode readBuffer (uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t maxSzBuff, uint16_t *szOutBuff) override

Protected Member Functions inherited from ModbusSerialPort

- Modbus::StatusCode write () override
- Modbus::StatusCode read () override

Protected Member Functions inherited from ModbusPort

- Modbus::StatusCode setError (Modbus::StatusCode status, const Modbus::Char *text)

7.6.1 Detailed Description

Implements ASCII version of the Modbus communication protocol.

ModbusAscPort derived from ModbusSerialPort and implements writeBuffer and readBuffer for ASCII version of Modbus communication protocol.

7.6.2 Constructor & Destructor Documentation

7.6.2.1 ModbusAscPort()

```
ModbusAscPort::ModbusAscPort (
            bool blocking = false)
```

Constructor of the class. if blocking = true then defines blocking mode, non blocking otherwise.

7.6.2.2 ~ModbusAscPort()

```
ModbusAscPort::~ModbusAscPort ()
```

Destructor of the class.

7.6.3 Member Function Documentation

7.6.3.1 readBuffer()

```
Modbus::StatusCode ModbusAscPort::readBuffer (
            uint8_t & unit,
            uint8_t & func,
            uint8_t * buff,
            uint16_t maxSzBuff,
            uint16_t * szOutBuff)  [override], [protected], [virtual]
```

The function parses the packet that the read() function puts into the buffer, checks it for correctness, extracts its parameters, and returns the status of the operation.

Implements ModbusPort.

7.6.3.2 type()

```
Modbus::ProtocolType ModbusAscPort::type () const  [inline], [override], [virtual]
```

Returns the Modbus protocol type. For ModbusAscPort returns Modbus::ASC.

Implements ModbusPort.

7.6.3.3 writeBuffer()

```
Modbus::StatusCode ModbusAscPort::writeBuffer (
            uint8_t unit,
            uint8_t func,
            uint8_t * buff,
            uint16_t szInBuff)  [override], [protected], [virtual]
```

The function directly generates a packet and places it in the buffer for further sending. Returns the status of the operation.

Implements ModbusPort.

The documentation for this class was generated from the following file:

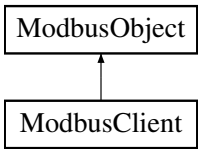
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusAscPort.h

7.7 ModbusClient Class Reference

The `ModbusClient` class implements the interface of the client part of the Modbus protocol.

`#include <ModbusClient.h>`

Inheritance diagram for ModbusClient:



Public Member Functions

- ModbusClient (uint8_t unit, ModbusClientPort *port)
- Modbus::ProtocolType type () const
- uint8_t unit () const
- void setUnit (uint8_t unit)
- bool isOpen () const
- ModbusClientPort * port () const
- Modbus::StatusCode readCoils (uint16_t offset, uint16_t count, void *values)
- Modbus::StatusCode readDiscreteInputs (uint16_t offset, uint16_t count, void *values)
- Modbus::StatusCode readHoldingRegisters (uint16_t offset, uint16_t count, uint16_t *values)
- Modbus::StatusCode readInputRegisters (uint16_t offset, uint16_t count, uint16_t *values)
- Modbus::StatusCode writeSingleCoil (uint16_t offset, bool value)
- Modbus::StatusCode writeSingleRegister (uint16_t offset, uint16_t value)
- Modbus::StatusCode readExceptionStatus (uint8_t *value)
- Modbus::StatusCode diagnostics (uint16_t subfunc, uint8_t insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata)
- Modbus::StatusCode getCommEventCounter (uint16_t *status, uint16_t *eventCount)
- Modbus::StatusCode getCommEventLog (uint16_t *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff)
- Modbus::StatusCode writeMultipleCoils (uint16_t offset, uint16_t count, const void *values)

- Modbus::StatusCode writeMultipleRegisters (uint16_t offset, uint16_t count, const uint16_t *values)
- Modbus::StatusCode reportServerID (uint8_t *count, uint8_t *data)
- Modbus::StatusCode maskWriteRegister (uint16_t offset, uint16_t andMask, uint16_t orMask)
- Modbus::StatusCode readWriteMultipleRegisters (uint16_t readOffset, uint16_t readCount, uint16_t *read↩ Values, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues)
- Modbus::StatusCode readFIFOQueue (uint16_t fifoadr, uint16_t *count, uint16_t *values)
- Modbus::StatusCode readCoilsAsBoolArray (uint16_t offset, uint16_t count, bool *values)
- Modbus::StatusCode readDiscreteInputsAsBoolArray (uint16_t offset, uint16_t count, bool *values)
- Modbus::StatusCode writeMultipleCoilsAsBoolArray (uint16_t offset, uint16_t count, const bool *values)
- Modbus::StatusCode lastPortStatus () const
- Modbus::StatusCode lastPortErrorStatus () const
- const Modbus::Char * lastPortErrorText () const

Public Member Functions inherited from ModbusObject

- ModbusObject ()
- virtual ~ModbusObject ()
- const Modbus::Char * objectName () const
- void setObjectName (const Modbus::Char *name)
- template<class SignalClass , class T , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class SignalClass , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- template<class ReturnType , class ... Args>
  void disconnect (ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- void disconnectFunc (void *funcPtr)
- template<class T , class ReturnType , class ... Args>
  void disconnect (T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class T >
  void disconnect (T *object)

Additional Inherited Members

Static Public Member Functions inherited from ModbusObject

- static ModbusObject * sender ()

Protected Member Functions inherited from ModbusObject

- template<class T , class ... Args>
  void emitSignal (const char *thisMethodId, ModbusMethodPointer< T, void, Args ... > thisMethod, Args ... args)

7.7.1 Detailed Description

The `ModbusClient` class implements the interface of the client part of the Modbus protocol.

`ModbusClient` contains a list of Modbus functions that are implemented by the Modbus client program. It implements functions for reading and writing different types of Modbus memory that are defined by the specification. The operations that return `Modbus::StatusCode` are asynchronous, that is, if the operation is not completed, it returns the intermediate status `Modbus::Status_Processing`, and then it must be called until it is successfully completed or returns an error status.

7.7.2 Constructor & Destructor Documentation

7.7.2.1 ModbusClient()

```
ModbusClient::ModbusClient (
            uint8_t unit,
            ModbusClientPort * port)
```

Class constructor.

Parameters

in	*unit*	The address of the remote Modbus device to which this client is bound.
in	*port*	A pointer to the port object to which this client object belongs.

7.7.3 Member Function Documentation

7.7.3.1 diagnostics()

```
Modbus::StatusCode ModbusClient::diagnostics (
            uint16_t subfunc,
            uint8_t insize,
            const uint8_t * indata,
            uint8_t * outsize,
            uint8_t * outdata)
```

Same as `ModbusClientPort::readInputRegisters(uint8_t unit, uint16_t offset, uint16_t count` but the `unit` address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.2 getCommEventCounter()

```
Modbus::StatusCode ModbusClient::getCommEventCounter (
            uint16_t * status,
            uint16_t * eventCount)
```

Same as `ModbusClientPort::getCommEventCounter(uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)`, but the `unit` address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.3 getCommEventLog()

```
Modbus::StatusCode ModbusClient::getCommEventLog (
            uint16_t * status,
            uint16_t * eventCount,
            uint16_t * messageCount,
            uint8_t * eventBuffSize,
            uint8_t * eventBuff)
```

Same as `ModbusClientPort::getCommEventLog(uint8_t unit, uint16_t *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *events)`, but the `unit` address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.4 isOpen()

```
bool ModbusClient::isOpen () const
```

Returns `true` if communication with the remote device is established, `false` otherwise.

7.7.3.5 lastPortErrorStatus()

```
Modbus::StatusCode ModbusClient::lastPortErrorStatus () const
```

Returns the status of the last error of the performed operation.

7.7.3.6 lastPortErrorText()

```
const Modbus::Char * ModbusClient::lastPortErrorText () const
```

Returns text repr of the last error of the performed operation.

7.7.3.7 lastPortStatus()

```
Modbus::StatusCode ModbusClient::lastPortStatus () const
```

Returns the status of the last operation performed.

7.7.3.8 maskWriteRegister()

```
Modbus::StatusCode ModbusClient::maskWriteRegister (
            uint16_t offset,
            uint16_t andMask,
            uint16_t orMask)
```

Same as `ModbusClientPort::writeMultipleRegisters(uint8_t unit, uint16_t offset, uint16_t andMask, uint16_t orMask)`, but the `unit` address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.9 port()

```
ModbusClientPort * ModbusClient::port () const
```

Returns a pointer to the port object to which this client object belongs.

7.7.3.10 readCoils()

```
Modbus::StatusCode ModbusClient::readCoils (
            uint16_t offset,
            uint16_t count,
            void * values)
```

Same as `ModbusInterface::readCoils(uint8_t unit, uint16_t offset, uint16_t count, void *va` but the `unit` address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.11 readCoilsAsBoolArray()

```
Modbus::StatusCode ModbusClient::readCoilsAsBoolArray (
            uint16_t offset,
            uint16_t count,
            bool * values)
```

Same as ModbusClientPort::readCoilsAsBoolArray(uint8_t unit, uint16_t offset, uint16_t cou but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.12 readDiscreteInputs()

```
Modbus::StatusCode ModbusClient::readDiscreteInputs (
            uint16_t offset,
            uint16_t count,
            void * values)
```

Same as ModbusInterface::readDiscreteInputs(uint8_t unit, uint16_t offset, uint16_t count, but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.13 readDiscreteInputsAsBoolArray()

```
Modbus::StatusCode ModbusClient::readDiscreteInputsAsBoolArray (
            uint16_t offset,
            uint16_t count,
            bool * values)
```

Same as ModbusClientPort::readWriteMultipleRegisters(uint8_t unit, uint16_t offset, readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues), but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.14 readExceptionStatus()

```
Modbus::StatusCode ModbusClient::readExceptionStatus (
            uint8_t * value)
```

Same as ModbusInterface::readExceptionStatus(uint8_t unit, uint8_t *status), but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.15 readFIFOQueue()

```
Modbus::StatusCode ModbusClient::readFIFOQueue (
            uint16_t fifoadr,
            uint16_t * count,
            uint16_t * values)
```

Same as ModbusClientPort::readFIFOQueue(uint8_t unit, uint16_t fifoadr, uint16_t *count, u but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.16 readHoldingRegisters()

```
Modbus::StatusCode ModbusClient::readHoldingRegisters (
            uint16_t offset,
            uint16_t count,
            uint16_t * values)
```

Same as ModbusInterface::readHoldingRegisters(uint8_t unit, uint16_t offset, uint16_t cour but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.17 readInputRegisters()

```
Modbus::StatusCode ModbusClient::readInputRegisters (
            uint16_t offset,
            uint16_t count,
            uint16_t * values)
```

Same as ModbusInterface::readInputRegisters(uint8_t unit, uint16_t offset, uint16_t count, but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.18 readWriteMultipleRegisters()

```
Modbus::StatusCode ModbusClient::readWriteMultipleRegisters (
            uint16_t readOffset,
            uint16_t readCount,
            uint16_t * readValues,
            uint16_t writeOffset,
            uint16_t writeCount,
            const uint16_t * writeValues)
```

Same as ModbusClientPort::readWriteMultipleRegisters(uint8_t unit, uint16_t offset, uint16_t count, const uint16_t *values), but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.19 reportServerID()

```
Modbus::StatusCode ModbusClient::reportServerID (
            uint8_t * count,
            uint8_t * data)
```

Same as ModbusClientPort::reportServerID(uint8_t unit, uint8_t *count, uint8_t *data), but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.20 setUnit()

```
void ModbusClient::setUnit (
            uint8_t unit)
```

Sets the address of the remote Modbus device to which this client is bound.

7.7.3.21 type()

```
Modbus::ProtocolType ModbusClient::type () const
```

Returns the type of the Modbus protocol.

7.7.3.22 unit()

```
uint8_t ModbusClient::unit () const
```

Returns the address of the remote Modbus device to which this client is bound.

7.7.3.23 writeMultipleCoils()

```
Modbus::StatusCode ModbusClient::writeMultipleCoils (
            uint16_t offset,
            uint16_t count,
            const void * values)
```

Same as ModbusInterface::writeMultipleCoils(uint8_t unit, uint16_t offset, uint16_t count,
but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.24 writeMultipleCoilsAsBoolArray()

```
Modbus::StatusCode ModbusClient::writeMultipleCoilsAsBoolArray (
            uint16_t offset,
            uint16_t count,
            const bool * values)
```

Same as ModbusClientPort::writeMultipleCoilsAsBoolArray(uint8_t unit, uint16_t offset, uir
but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.25 writeMultipleRegisters()

```
Modbus::StatusCode ModbusClient::writeMultipleRegisters (
            uint16_t offset,
            uint16_t count,
            const uint16_t * values)
```

Same as ModbusInterface::writeMultipleRegisters(uint8_t unit, uint16_t offset, uint16_t co
but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.26 writeSingleCoil()

```
Modbus::StatusCode ModbusClient::writeSingleCoil (
            uint16_t offset,
            bool value)
```

Same as ModbusInterface::writeSingleCoil(uint8_t unit, uint16_t offset, bool value),
but the unit address of the remote Modbus device is missing. It is preset in the constructor.

7.7.3.27 writeSingleRegister()

```
Modbus::StatusCode ModbusClient::writeSingleRegister (
            uint16_t offset,
            uint16_t value)
```

Same as `ModbusInterface::writeSingleRegister(uint8_t unit, uint16_t offset, uint16_t value` but the `unit` address of the remote Modbus device is missing. It is preset in the constructor.

The documentation for this class was generated from the following file:

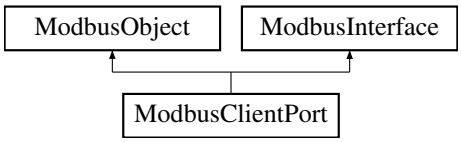
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusClient.h

7.8 ModbusClientPort Class Reference

The `ModbusClientPort` class implements the algorithm of the client part of the Modbus communication protocol port.

`#include <ModbusClientPort.h>`

Inheritance diagram for ModbusClientPort:



Public Types

- enum RequestStatus { **Enable** , **Disable** , **Process** }

  Sets the status of the request for the client.

Public Member Functions

- ModbusClientPort (ModbusPort *port)
- Modbus::ProtocolType type () const
- ModbusPort * port () const
- void setPort (ModbusPort *port)
- Modbus::StatusCode close ()
- bool isOpen () const
- uint32_t tries () const
- void setTries (uint32_t v)
- uint32_t repeatCount () const
- void setRepeatCount (uint32_t v)
- bool isBroadcastEnabled () const
- void setBroadcastEnabled (bool enable)
- Modbus::StatusCode readCoils (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, void *values)

- Modbus::StatusCode readDiscreteInputs (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, void *values)
- Modbus::StatusCode readHoldingRegisters (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)
- Modbus::StatusCode readInputRegisters (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)
- Modbus::StatusCode writeSingleCoil (ModbusObject *client, uint8_t unit, uint16_t offset, bool value)
- Modbus::StatusCode writeSingleRegister (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t value)
- Modbus::StatusCode readExceptionStatus (ModbusObject *client, uint8_t unit, uint8_t *value)
- Modbus::StatusCode diagnostics (ModbusObject *client, uint8_t unit, uint16_t subfunc, uint8_t insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata)
- Modbus::StatusCode getCommEventCounter (ModbusObject *client, uint8_t unit, uint16_t *status, uint16_t *eventCount)
- Modbus::StatusCode getCommEventLog (ModbusObject *client, uint8_t unit, uint16_t *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff)
- Modbus::StatusCode writeMultipleCoils (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, const void *values)
- Modbus::StatusCode writeMultipleRegisters (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, const uint16_t *values)
- Modbus::StatusCode reportServerID (ModbusObject *client, uint8_t unit, uint8_t *count, uint8_t *data)
- Modbus::StatusCode maskWriteRegister (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t andMask, uint16_t orMask)
- Modbus::StatusCode readWriteMultipleRegisters (ModbusObject *client, uint8_t unit, uint16_t readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues)
- Modbus::StatusCode readFIFOQueue (ModbusObject *client, uint8_t unit, uint16_t fifoadr, uint16_t *count, uint16_t *values)
- Modbus::StatusCode readCoilsAsBoolArray (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, bool *values)
- Modbus::StatusCode readDiscreteInputsAsBoolArray (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, bool *values)
- Modbus::StatusCode writeMultipleCoilsAsBoolArray (ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count, const bool *values)
- Modbus::StatusCode readCoils (uint8_t unit, uint16_t offset, uint16_t count, void *values) override
- Modbus::StatusCode readDiscreteInputs (uint8_t unit, uint16_t offset, uint16_t count, void *values) override
- Modbus::StatusCode readHoldingRegisters (uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values) override
- Modbus::StatusCode readInputRegisters (uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values) override
- Modbus::StatusCode writeSingleCoil (uint8_t unit, uint16_t offset, bool value) override
- Modbus::StatusCode writeSingleRegister (uint8_t unit, uint16_t offset, uint16_t value) override
- Modbus::StatusCode readExceptionStatus (uint8_t unit, uint8_t *value) override
- Modbus::StatusCode diagnostics (uint8_t unit, uint16_t subfunc, uint8_t insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata) override
- Modbus::StatusCode getCommEventCounter (uint8_t unit, uint16_t *status, uint16_t *eventCount) override
- Modbus::StatusCode getCommEventLog (uint8_t unit, uint16_t *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff) override
- Modbus::StatusCode writeMultipleCoils (uint8_t unit, uint16_t offset, uint16_t count, const void *values) override
- Modbus::StatusCode writeMultipleRegisters (uint8_t unit, uint16_t offset, uint16_t count, const uint16_t *values) override
- Modbus::StatusCode reportServerID (uint8_t unit, uint8_t *count, uint8_t *data) override
- Modbus::StatusCode maskWriteRegister (uint8_t unit, uint16_t offset, uint16_t andMask, uint16_t orMask) override
- Modbus::StatusCode readWriteMultipleRegisters (uint8_t unit, uint16_t readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues) override

- Modbus::StatusCode readFIFOQueue (uint8_t unit, uint16_t fifoadr, uint16_t *count, uint16_t *values) override
- Modbus::StatusCode readCoilsAsBoolArray (uint8_t unit, uint16_t offset, uint16_t count, bool *values)
- Modbus::StatusCode readDiscreteInputsAsBoolArray (uint8_t unit, uint16_t offset, uint16_t count, bool *values)
- Modbus::StatusCode writeMultipleCoilsAsBoolArray (uint8_t unit, uint16_t offset, uint16_t count, const bool *values)
- Modbus::StatusCode lastStatus () const
- Modbus::Timestamp lastStatusTimestamp () const
- Modbus::StatusCode lastErrorStatus () const
- const Modbus::Char * lastErrorText () const
- const ModbusObject * currentClient () const
- RequestStatus getRequestStatus (ModbusObject *client)
- void cancelRequest (ModbusObject *client)
- void signalOpened (const Modbus::Char *source)
- void signalClosed (const Modbus::Char *source)
- void signalTx (const Modbus::Char *source, const uint8_t *buff, uint16_t size)
- void signalRx (const Modbus::Char *source, const uint8_t *buff, uint16_t size)
- void signalError (const Modbus::Char *source, Modbus::StatusCode status, const Modbus::Char *text)

Public Member Functions inherited from ModbusObject

- ModbusObject ()
- virtual ~ModbusObject ()
- const Modbus::Char * objectName () const
- void setObjectName (const Modbus::Char *name)
- template<class SignalClass , class T , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class SignalClass , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- template<class ReturnType , class ... Args>
  void disconnect (ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- void disconnectFunc (void *funcPtr)
- template<class T , class ReturnType , class ... Args>
  void disconnect (T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class T >
  void disconnect (T *object)

Public Member Functions inherited from ModbusInterface

Friends

- class **ModbusClient**

Additional Inherited Members

Static Public Member Functions inherited from ModbusObject

- static ModbusObject * sender ()

Protected Member Functions inherited from ModbusObject

- template<class T , class ... Args>
  void emitSignal (const char *thisMethodId, ModbusMethodPointer< T, void, Args ... > thisMethod, Args ... args)

7.8.1 Detailed Description

The `ModbusClientPort` class implements the algorithm of the client part of the Modbus communication protocol port.

`ModbusClient` contains a list of Modbus functions that are implemented by the Modbus client program. It implements functions for reading and writing various types of Modbus memory defined by the specification. In the non blocking mode if the operation is not completed it returns the intermediate status `Modbus::Status_Processing`, and then it must be called until it is successfully completed or returns an error status.

`ModbusClientPort` has number of Modbus functions with interface like `readCoils(ModbusObject *client, ...)`. Several clients can automatically share a current `ModbusClientPort` resource. The first one to access the port seizes the resource until the operation with the remote device is completed. Then the first client will release the resource and the next client in the queue will capture it, and so on in a circle.

```
#include <ModbusClient.h>
//...
void main()
{
    //...
    ModbusClientPort *port = Modbus::createClientPort(Modbus::TCP, &settings, false);
    ModbusClient c1(1, port);
    ModbusClient c2(2, port);
    ModbusClient c3(3, port);
    Modbus::StatusCode s1, s2, s3;
    //...
    while(1)
    {
        s1 = c1.readHoldingRegisters(0, 10, values);
        s2 = c2.readHoldingRegisters(0, 10, values);
        s3 = c3.readHoldingRegisters(0, 10, values);
        doSomeOtherStuffInCurrentThread();
        Modbus::msleep(1);
    }
    //...
}
//...
```

7.8.2 Constructor & Destructor Documentation

7.8.2.1 ModbusClientPort()

```
ModbusClientPort::ModbusClientPort (
            ModbusPort * port)
```

Constructor of the class.

Parameters

in	*port*	A pointer to the port object which belongs to this client object. Lifecycle of the `port` object is managed by this `ModbusClientPort`-object

7.8.3 Member Function Documentation

7.8.3.1 cancelRequest()

```
void ModbusClientPort::cancelRequest (
            ModbusObject * client)
```

Cancels the previous request specified by the `*rp` pointer for the client.

7.8.3.2 close()

```
Modbus::StatusCode ModbusClientPort::close ()
```

Closes connection and returns status of the operation.

7.8.3.3 currentClient()

```
const ModbusObject * ModbusClientPort::currentClient () const
```

Returns a pointer to the client object whose request is currently being processed by the current port.

7.8.3.4 diagnostics() [1/2]

```
Modbus::StatusCode ModbusClientPort::diagnostics (
            ModbusObject * client,
            uint8_t unit,
            uint16_t subfunc,
            uint8_t insize,
            const uint8_t * indata,
            uint8_t * outsize,
            uint8_t * outdata)
```

Same as `ModbusClientPort::readInputRegisters(uint8_t unit, uint16_t offset, uint16_t count` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.5 diagnostics() [2/2]

```
Modbus::StatusCode ModbusClientPort::diagnostics (
            uint8_t unit,
            uint16_t subfunc,
            uint8_t insize,
            const uint8_t * indata,
            uint8_t * outsize,
            uint8_t * outdata)  [override], [virtual]
```

Function provides a series of tests for checking the communication system between a client device and a server, or for checking various internal error conditions within a server.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*subfunc*	Address of the remote Modbus device.
in	*insize*	Size of the input buffer (in bytes).
in	*indata*	Pointer to the buffer where the input (request) data is stored.
out	*outsize*	Size of the buffer (in bytes) where the output data is stored.
out	*outdata*	Pointer to the buffer where the output data is stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩ IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.6 getCommEventCounter() [1/2]

```
Modbus::StatusCode ModbusClientPort::getCommEventCounter (
            ModbusObject * client,
            uint8_t unit,
            uint16_t * status,
            uint16_t * eventCount)
```

Same as `ModbusClientPort::getCommEventCounter(uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.7 getCommEventCounter() [2/2]

```
Modbus::StatusCode ModbusClientPort::getCommEventCounter (
            uint8_t unit,
            uint16_t * status,
            uint16_t * eventCount)  [override], [virtual]
```

Function is used to get a status word and an event count from the remote device's communication event counter.

Parameters

in	*unit*	Address of the remote Modbus device.
out	*status*	Returned status word.
out	*eventCount*	Returned event counter.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩ IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.8 getCommEventLog() [1/2]

```
Modbus::StatusCode ModbusClientPort::getCommEventLog (
            ModbusObject * client,
            uint8_t unit,
            uint16_t * status,
            uint16_t * eventCount,
            uint16_t * messageCount,
            uint8_t * eventBuffSize,
            uint8_t * eventBuff)
```

Same as `ModbusClientPort::getCommEventLog(uint8_t unit, uint16_t *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *events)` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.9 getCommEventLog() [2/2]

```
Modbus::StatusCode ModbusClientPort::getCommEventLog (
            uint8_t unit,
            uint16_t * status,
            uint16_t * eventCount,
            uint16_t * messageCount,
            uint8_t * eventBuffSize,
            uint8_t * eventBuff)  [override], [virtual]
```

Function is used to get a status word and an event count from the remote device's communication event counter.

Parameters

in	*unit*	Address of the remote Modbus device.
out	*status*	Returned status word.
out	*eventCount*	Returned event counter.
out	*messageCount*	Returned message counter.
out	*eventBuffSize*	Size of the buffer where the output events (bytes) is stored.
out	*eventBuff*	Pointer to the buffer where the output events (bytes) is stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.10 getRequestStatus()

```
RequestStatus ModbusClientPort::getRequestStatus (
            ModbusObject * client)
```

Returns status the current request for `client`.
The client usually calls this function to determine whether its request is pending/finished/blocked. If function returns `Enable`, `client` has just became current and can make request to the port, `Process` - current `client` is already processing, `Disable` - other client owns the port.

7.8.3.11 isBroadcastEnabled()

```
bool ModbusClientPort::isBroadcastEnabled () const
```

Returns `true` if broadcast mode for `0` unit address is enabled, `false` otherwise. Broadcast mode for `0` unit address is required by Modbus protocol so it is enabled by default

7.8.3.12 isOpen()

```
bool ModbusClientPort::isOpen () const
```

Returns `true` if the connection with the remote device is established, `false` otherwise.

7.8.3.13 lastErrorStatus()

```
Modbus::StatusCode ModbusClientPort::lastErrorStatus () const
```

Returns the status of the last error of the performed operation.

7.8.3.14 lastErrorText()

```
const Modbus::Char * ModbusClientPort::lastErrorText () const
```

Returns the text of the last error of the performed operation.

7.8.3.15 lastStatus()

```
Modbus::StatusCode ModbusClientPort::lastStatus () const
```

Returns the status of the last operation performed.

7.8.3.16 lastStatusTimestamp()

```
Modbus::Timestamp ModbusClientPort::lastStatusTimestamp () const
```

Returns the timestamp of the last operation performed.

7.8.3.17 maskWriteRegister() [1/2]

```
Modbus::StatusCode ModbusClientPort::maskWriteRegister (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t andMask,
            uint16_t orMask)
```

Same as `ModbusClientPort::writeMultipleRegisters(uint8_t unit, uint16_t offset, uint16_t andMask, uint16_t orMask)` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.18 maskWriteRegister() [2/2]

```
Modbus::StatusCode ModbusClientPort::maskWriteRegister (
            uint8_t unit,
            uint16_t offset,
            uint16_t andMask,
            uint16_t orMask)  [override], [virtual]
```

Function is used to modify the contents of a specified holding register using a combination of an AND mask, an OR mask, and the register's current contents. The function's algorithm is: `Result = (Current Contents AND And_Mask) OR (Or_Mask AND (NOT And_Mask))`

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*andMask*	16-bit unsigned integer value AND mask.
in	*orMask*	16-bit unsigned integer value OR mask.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.19 port()

```
ModbusPort * ModbusClientPort::port () const
```

Returns a pointer to the port object that is used by this algorithm.

7.8.3.20 readCoils() [1/2]

```
Modbus::StatusCode ModbusClientPort::readCoils (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            void * values)
```

Same as `ModbusClientPort::readCoils(uint8_t unit, uint16_t offset, uint16_t count, void *v` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.21 readCoils() [2/2]

```
Modbus::StatusCode ModbusClientPort::readCoils (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            void * values)  [override], [virtual]
```

Function for read discrete outputs (coils, 0x bits).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of coils (bits).
out	*values*	Pointer to the output buffer (bit array) where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩ IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.22 readCoilsAsBoolArray() [1/2]

```
Modbus::StatusCode ModbusClientPort::readCoilsAsBoolArray (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            bool * values)
```

Same as `ModbusClientPort::readCoilsAsBoolArray(uint8_t unit, uint16_t offset, uint16_t cou` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.23 readCoilsAsBoolArray() [2/2]

```
Modbus::StatusCode ModbusClientPort::readCoilsAsBoolArray (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            bool * values)  [inline]
```

Same as `ModbusClientPort::readCoils(uint8_t unit, uint16_t offset, uint16_t count, void *v` but the output buffer of values `values` is an array, where each discrete value is located in a separate element of the array of type `bool`.

7.8.3.24 readDiscreteInputs() [1/2]

```
Modbus::StatusCode ModbusClientPort::readDiscreteInputs (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            void * values)
```

Same as `ModbusClientPort::readDiscreteInputs(uint8_t unit, uint16_t offset, uint16_t count` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.25 readDiscreteInputs() [2/2]

```
Modbus::StatusCode ModbusClientPort::readDiscreteInputs (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            void * values)  [override], [virtual]
```

Function for read digital inputs (1x bits).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of inputs (bits).
out	*values*	Pointer to the output buffer (bit array) where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩ IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.26 readDiscreteInputsAsBoolArray() [1/2]

```
Modbus::StatusCode ModbusClientPort::readDiscreteInputsAsBoolArray (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            bool * values)
```

Same as `ModbusClientPort::readDiscreteInputsAsBoolArray(uint8_t unit, uint16_t offset, uir` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.27 readDiscreteInputsAsBoolArray() [2/2]

```
Modbus::StatusCode ModbusClientPort::readDiscreteInputsAsBoolArray (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            bool * values)  [inline]
```

Same as `ModbusClientPort::readDiscreteInputs(uint8_t unit, uint16_t offset, uint16_t count` but the output buffer of values `values` is an array, where each discrete value is located in a separate element of the array of type `bool`.

7.8.3.28 readExceptionStatus() [1/2]

```
Modbus::StatusCode ModbusClientPort::readExceptionStatus (
            ModbusObject * client,
            uint8_t unit,
            uint8_t * value)
```

Same as `ModbusClientPort::readExceptionStatus(uint8_t unit, uint8_t *status)` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.29 readExceptionStatus() [2/2]

```
Modbus::StatusCode ModbusClientPort::readExceptionStatus (
            uint8_t unit,
            uint8_t * status)  [override], [virtual]
```

Function to read ExceptionStatus.

Parameters

in	*unit*	Address of the remote Modbus device.
out	*status*	Pointer to the byte (bit array) where the exception status is stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.30 readFIFOQueue() [1/2]

```
Modbus::StatusCode ModbusClientPort::readFIFOQueue (
            ModbusObject * client,
            uint8_t unit,
            uint16_t fifoadr,
            uint16_t * count,
            uint16_t * values)
```

Same as `ModbusClientPort::readFIFOQueue(uint8_t unit, uint16_t fifoadr, uint16_t *count, u` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.31 readFIFOQueue() [2/2]

```
Modbus::StatusCode ModbusClientPort::readFIFOQueue (
            uint8_t unit,
            uint16_t fifoadr,
            uint16_t * count,
            uint16_t * values)  [override], [virtual]
```

Function for read the contents of a First-In-First-Out (FIFO) queue of register in a remote device.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*fifoadr*	Address of FIFO (0-based).
in	*count*	Count of registers.
out	*values*	Pointer to the output buffer where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.32 readHoldingRegisters() [1/2]

```
Modbus::StatusCode ModbusClientPort::readHoldingRegisters (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)
```

Same as ModbusClientPort::readHoldingRegisters(uint8_t unit, uint16_t offset, uint16_t cou but has client as first parameter to seize current ModbusClientPort resource.

7.8.3.33 readHoldingRegisters() [2/2]

```
Modbus::StatusCode ModbusClientPort::readHoldingRegisters (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)  [override], [virtual]
```

Function for read holding (output) 16-bit registers (4x regs).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of registers.
out	*values*	Pointer to the output buffer (bit array) where the read values are stored.

Returns

The result Modbus::StatusCode of the operation. Default implementation returns Status_Bad↩ IllegalFunction.

Reimplemented from ModbusInterface.

7.8.3.34 readInputRegisters() [1/2]

```
Modbus::StatusCode ModbusClientPort::readInputRegisters (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)
```

Same as ModbusClientPort::readInputRegisters(uint8_t unit, uint16_t offset, uint16_t count but has client as first parameter to seize current ModbusClientPort resource.

7.8.3.35 readInputRegisters() [2/2]

```
Modbus::StatusCode ModbusClientPort::readInputRegisters (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)  [override], [virtual]
```

Function for read input 16-bit registers (3x regs).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of registers.
out	*values*	Pointer to the output buffer (bit array) where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.36 readWriteMultipleRegisters() [1/2]

```
Modbus::StatusCode ModbusClientPort::readWriteMultipleRegisters (
            ModbusObject * client,
            uint8_t unit,
            uint16_t readOffset,
            uint16_t readCount,
            uint16_t * readValues,
            uint16_t writeOffset,
            uint16_t writeCount,
            const uint16_t * writeValues)
```

Same as `ModbusClientPort::readWriteMultipleRegisters(uint8_t unit, uint16↩_t offset, readOffset, uint16_t readCount, uint16_t *readValues, uint16_↩t writeOffset, uint16_t writeCount, const uint16_t *writeValues)` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.37 readWriteMultipleRegisters() [2/2]

```
Modbus::StatusCode ModbusClientPort::readWriteMultipleRegisters (
            uint8_t unit,
            uint16_t readOffset,
            uint16_t readCount,
            uint16_t * readValues,
            uint16_t writeOffset,
            uint16_t writeCount,
            const uint16_t * writeValues)  [override], [virtual]
```

This function code performs a combination of one read operation and one write operation in a single MODBUS transaction.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*readOffset*	Starting offset for read(0-based).
in	*readCount*	Count of registers to read.
out	*readValues*	Pointer to the output buffer which values must be read.
in	*writeOffset*	Starting offset for write(0-based).
in	*writeCount*	Count of registers to write.
in	*writeValues*	Pointer to the input buffer which values must be written.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩ IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.38 repeatCount()

```
uint32_t ModbusClientPort::repeatCount () const  [inline]
```

Same as `tries()`. Used for backward compatibility.

7.8.3.39 reportServerID() [1/2]

```
Modbus::StatusCode ModbusClientPort::reportServerID (
            ModbusObject * client,
            uint8_t unit,
            uint8_t * count,
            uint8_t * data)
```

Same as `ModbusClientPort::reportServerID(uint8_t unit, uint8_t *count, uint8_t *data)` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.40 reportServerID() [2/2]

```
Modbus::StatusCode ModbusClientPort::reportServerID (
            uint8_t unit,
            uint8_t * count,
            uint8_t * data)  [override], [virtual]
```

Function to read the description of the type, the current status, and other information specific to a remote device.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*count*	Count of bytes returned.
in	*data*	Pointer to the output buffer where the read data are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩ IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.41 setBroadcastEnabled()

```
void ModbusClientPort::setBroadcastEnabled (
            bool enable)
```

Enables broadcast mode for 0 unit address. It is enabled by default.

See also

isBroadcastEnabled()

7.8.3.42 setPort()

```
void ModbusClientPort::setPort (
            ModbusPort * port)
```

Set new port object for current client port control. Previous port object is deleted.

7.8.3.43 setRepeatCount()

```
void ModbusClientPort::setRepeatCount (
            uint32_t v)  [inline]
```

Same as setTries(). Used for backward compatibility.

7.8.3.44 setTries()

```
void ModbusClientPort::setTries (
            uint32_t v)
```

Sets the number of tries a Modbus request is repeated if it fails.

7.8.3.45 signalClosed()

```
void ModbusClientPort::signalClosed (
            const Modbus::Char * source)
```

Calls each callback of the port when the port is closed. source - current port's name

7.8.3.46 signalError()

```
void ModbusClientPort::signalError (
            const Modbus::Char * source,
            Modbus::StatusCode status,
            const Modbus::Char * text)
```

Calls each callback of the port when error is occured with error's status and text.

7.8.3.47 signalOpened()

```
void ModbusClientPort::signalOpened (
            const Modbus::Char * source)
```

Calls each callback of the port when the port is opened. `source` - current port's name

7.8.3.48 signalRx()

```
void ModbusClientPort::signalRx (
            const Modbus::Char * source,
            const uint8_t * buff,
            uint16_t size)
```

Calls each callback of the incoming packet 'Rx' from the internal list of callbacks, passing them the input array 'buff' and its size 'size'.

7.8.3.49 signalTx()

```
void ModbusClientPort::signalTx (
            const Modbus::Char * source,
            const uint8_t * buff,
            uint16_t size)
```

Calls each callback of the original packet 'Tx' from the internal list of callbacks, passing them the original array 'buff' and its size 'size'.

7.8.3.50 tries()

```
uint32_t ModbusClientPort::tries () const
```

Returns the setting of the number of tries of the Modbus request if it fails.

7.8.3.51 type()

```
Modbus::ProtocolType ModbusClientPort::type () const
```

Returns type of Modbus protocol.

7.8.3.52 writeMultipleCoils() [1/2]

```
Modbus::StatusCode ModbusClientPort::writeMultipleCoils (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const void * values)
```

Same as `ModbusClientPort::writeMultipleCoils(uint8_t unit, uint16_t offset, uint16_t count` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.53 writeMultipleCoils() [2/2]

```
Modbus::StatusCode ModbusClientPort::writeMultipleCoils (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const void * values)  [override], [virtual]
```

Function is used to modify the contents of a specified holding register using a combination of an AND mask, an OR mask, and the register's current contents.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of coils.
in	*values*	Pointer to the input buffer (bit array) which values must be written.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.54 writeMultipleCoilsAsBoolArray() [1/2]

```
Modbus::StatusCode ModbusClientPort::writeMultipleCoilsAsBoolArray (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const bool * values)
```

Same as `ModbusClientPort::writeMultipleCoilsAsBoolArray(uint8_t unit, uint16_t offset, uir` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.55 writeMultipleCoilsAsBoolArray() [2/2]

```
Modbus::StatusCode ModbusClientPort::writeMultipleCoilsAsBoolArray (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const bool * values)  [inline]
```

Same as `ModbusClientPort::writeMultipleCoils(uint8_t unit, uint16_t offset, uint16_t count` but the input buffer of values `values` is an array, where each discrete value is located in a separate element of the array of type `bool`.

7.8.3.56 writeMultipleRegisters() [1/2]

```
Modbus::StatusCode ModbusClientPort::writeMultipleRegisters (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const uint16_t * values)
```

Same as ModbusClientPort::writeMultipleRegisters(uint8_t unit, uint16_t offset, uint16_t c but has client as first parameter to seize current ModbusClientPort resource.

7.8.3.57 writeMultipleRegisters() [2/2]

```
Modbus::StatusCode ModbusClientPort::writeMultipleRegisters (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const uint16_t * values)  [override], [virtual]
```

Function for write holding (output) 16-bit registers (4x regs).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of registers.
in	*values*	Pointer to the input buffer which values must be written.

Returns

The result Modbus::StatusCode of the operation. Default implementation returns Status_Bad↩ IllegalFunction.

Reimplemented from ModbusInterface.

7.8.3.58 writeSingleCoil() [1/2]

```
Modbus::StatusCode ModbusClientPort::writeSingleCoil (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            bool value)
```

Same as ModbusClientPort::writeSingleCoil(uint8_t unit, uint16_t offset, bool value) but has client as first parameter to seize current ModbusClientPort resource.

7.8.3.59 writeSingleCoil() [2/2]

```
Modbus::StatusCode ModbusClientPort::writeSingleCoil (
            uint8_t unit,
            uint16_t offset,
            bool value)  [override], [virtual]
```

Function for write one separate discrete output (0x coil).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*value*	Boolean value to be set.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented from ModbusInterface.

7.8.3.60 writeSingleRegister() [1/2]

```
Modbus::StatusCode ModbusClientPort::writeSingleRegister (
            ModbusObject * client,
            uint8_t unit,
            uint16_t offset,
            uint16_t value)
```

Same as `ModbusClientPort::writeSingleRegister(uint8_t unit, uint16_t offset, uint16_t valu` but has `client` as first parameter to seize current `ModbusClientPort` resource.

7.8.3.61 writeSingleRegister() [2/2]

```
Modbus::StatusCode ModbusClientPort::writeSingleRegister (
            uint8_t unit,
            uint16_t offset,
            uint16_t value)  [override], [virtual]
```

Function for write one separate 16-bit holding register (4x).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*value*	16-bit unsigned integer value to be set.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented from ModbusInterface.

The documentation for this class was generated from the following file:

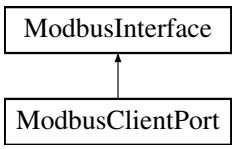
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusClientPort.h

7.9 ModbusInterface Class Reference

Main interface of Modbus communication protocol.

`#include <Modbus.h>`

Inheritance diagram for ModbusInterface:



Public Member Functions

- virtual Modbus::StatusCode readCoils (uint8_t unit, uint16_t offset, uint16_t count, void *values)
- virtual Modbus::StatusCode readDiscreteInputs (uint8_t unit, uint16_t offset, uint16_t count, void *values)
- virtual Modbus::StatusCode readHoldingRegisters (uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)
- virtual Modbus::StatusCode readInputRegisters (uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)
- virtual Modbus::StatusCode writeSingleCoil (uint8_t unit, uint16_t offset, bool value)
- virtual Modbus::StatusCode writeSingleRegister (uint8_t unit, uint16_t offset, uint16_t value)
- virtual Modbus::StatusCode readExceptionStatus (uint8_t unit, uint8_t *status)
- virtual Modbus::StatusCode diagnostics (uint8_t unit, uint16_t subfunc, uint8_t insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata)
- virtual Modbus::StatusCode getCommEventCounter (uint8_t unit, uint16_t *status, uint16_t *eventCount)
- virtual Modbus::StatusCode getCommEventLog (uint8_t unit, uint16_t *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff)
- virtual Modbus::StatusCode writeMultipleCoils (uint8_t unit, uint16_t offset, uint16_t count, const void *values)
- virtual Modbus::StatusCode writeMultipleRegisters (uint8_t unit, uint16_t offset, uint16_t count, const uint16_t *values)
- virtual Modbus::StatusCode reportServerID (uint8_t unit, uint8_t *count, uint8_t *data)
- virtual Modbus::StatusCode maskWriteRegister (uint8_t unit, uint16_t offset, uint16_t andMask, uint16_t orMask)
- virtual Modbus::StatusCode readWriteMultipleRegisters (uint8_t unit, uint16_t readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues)
- virtual Modbus::StatusCode readFIFOQueue (uint8_t unit, uint16_t fifoadr, uint16_t *count, uint16_t *values)

7.9.1 Detailed Description

Main interface of Modbus communication protocol.

`ModbusInterface` constains list of functions that ModbusLib is supported. There are such functions as: 1 (0x01) - `READ_COILS` 2 (0x02) - `READ_DISCRETE_INPUTS` 3 (0x03) - `READ_HOLDING_REGISTERS` 4 (0x04) - `READ_INPUT_REGISTERS` 5 (0x05) - `WRITE_SINGLE_COIL` 6 (0x06) - `WRITE_SINGLE_REGISTER` 7 (0x07) - `READ_EXCEPTION_STATUS` 8 (0x08) - `DIAGNOSTICS` 11 (0x0B) - `GET_COMM_EVENT_COUNTER` 12 (0x0C) - `GET_COMM_EVENT_LOG` 15 (0x0F) - `WRITE_MULTIPLE_COILS` 16 (0x10) - `WRITE_MULTIPLE_REGISTERS` 17 (0x11) - `REPORT_SERVER_ID` 22 (0x16) - `MASK_WRITE_REGISTER` 23 (0x17) - `READ_WRITE_MULTIPLE_REGISTERS` 24 (0x18) - `READ_FIFO_QUEUE`

Default implementation of every Modbus function returns `Modbus::Status_BadIllegalFunction`.

7.9.2 Member Function Documentation

7.9.2.1 diagnostics()

```
virtual Modbus::StatusCode ModbusInterface::diagnostics (
            uint8_t unit,
            uint16_t subfunc,
            uint8_t insize,
            const uint8_t * indata,
            uint8_t * outsize,
            uint8_t * outdata)  [virtual]
```

Function provides a series of tests for checking the communication system between a client device and a server, or for checking various internal error conditions within a server.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*subfunc*	Address of the remote Modbus device.
in	*insize*	Size of the input buffer (in bytes).
in	*indata*	Pointer to the buffer where the input (request) data is stored.
out	*outsize*	Size of the buffer (in bytes) where the output data is stored.
out	*outdata*	Pointer to the buffer where the output data is stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.2 getCommEventCounter()

```
virtual Modbus::StatusCode ModbusInterface::getCommEventCounter (
            uint8_t unit,
            uint16_t * status,
            uint16_t * eventCount)  [virtual]
```

Function is used to get a status word and an event count from the remote device's communication event counter.

Parameters

in	*unit*	Address of the remote Modbus device.
out	*status*	Returned status word.
out	*eventCount*	Returned event counter.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.3 getCommEventLog()

```
virtual Modbus::StatusCode ModbusInterface::getCommEventLog (
            uint8_t unit,
            uint16_t * status,
            uint16_t * eventCount,
            uint16_t * messageCount,
            uint8_t * eventBuffSize,
            uint8_t * eventBuff)  [virtual]
```

Function is used to get a status word and an event count from the remote device's communication event counter.

Parameters

in	*unit*	Address of the remote Modbus device.
out	*status*	Returned status word.
out	*eventCount*	Returned event counter.
out	*messageCount*	Returned message counter.
out	*eventBuffSize*	Size of the buffer where the output events (bytes) is stored.
out	*eventBuff*	Pointer to the buffer where the output events (bytes) is stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.4 maskWriteRegister()

```
virtual Modbus::StatusCode ModbusInterface::maskWriteRegister (
            uint8_t unit,
            uint16_t offset,
            uint16_t andMask,
            uint16_t orMask)  [virtual]
```

Function is used to modify the contents of a specified holding register using a combination of an AND mask, an OR mask, and the register's current contents. The function's algorithm is: `Result = (Current Contents AND And_Mask) OR (Or_Mask AND (NOT And_Mask))`

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*andMask*	16-bit unsigned integer value AND mask.
in	*orMask*	16-bit unsigned integer value OR mask.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.5 readCoils()

```
virtual Modbus::StatusCode ModbusInterface::readCoils (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            void * values)  [virtual]
```

Function for read discrete outputs (coils, 0x bits).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of coils (bits).
out	*values*	Pointer to the output buffer (bit array) where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.6 readDiscreteInputs()

```
virtual Modbus::StatusCode ModbusInterface::readDiscreteInputs (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            void * values)  [virtual]
```

Function for read digital inputs (1x bits).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of inputs (bits).
out	*values*	Pointer to the output buffer (bit array) where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.7 readExceptionStatus()

```
virtual Modbus::StatusCode ModbusInterface::readExceptionStatus (
            uint8_t unit,
            uint8_t * status)  [virtual]
```

Function to read ExceptionStatus.

Parameters

in	*unit*	Address of the remote Modbus device.
out	*status*	Pointer to the byte (bit array) where the exception status is stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_BadIllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.8 readFIFOQueue()

```
virtual Modbus::StatusCode ModbusInterface::readFIFOQueue (
            uint8_t unit,
            uint16_t fifoadr,
            uint16_t * count,
            uint16_t * values)  [virtual]
```

Function for read the contents of a First-In-First-Out (FIFO) queue of register in a remote device.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*fifoadr*	Address of FIFO (0-based).
in	*count*	Count of registers.
out	*values*	Pointer to the output buffer where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_BadIllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.9 readHoldingRegisters()

```
virtual Modbus::StatusCode ModbusInterface::readHoldingRegisters (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)  [virtual]
```

Function for read holding (output) 16-bit registers (4x regs).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of registers.
out	*values*	Pointer to the output buffer (bit array) where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_BadIllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.10 readInputRegisters()

```
virtual Modbus::StatusCode ModbusInterface::readInputRegisters (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)  [virtual]
```

Function for read input 16-bit registers (3x regs).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of registers.
out	*values*	Pointer to the output buffer (bit array) where the read values are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.11 readWriteMultipleRegisters()

```
virtual Modbus::StatusCode ModbusInterface::readWriteMultipleRegisters (
            uint8_t unit,
            uint16_t readOffset,
            uint16_t readCount,
            uint16_t * readValues,
            uint16_t writeOffset,
            uint16_t writeCount,
            const uint16_t * writeValues)  [virtual]
```

This function code performs a combination of one read operation and one write operation in a single MODBUS transaction.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*readOffset*	Starting offset for read(0-based).
in	*readCount*	Count of registers to read.
out	*readValues*	Pointer to the output buffer which values must be read.
in	*writeOffset*	Starting offset for write(0-based).
in	*writeCount*	Count of registers to write.
in	*writeValues*	Pointer to the input buffer which values must be written.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.12 reportServerID()

```
virtual Modbus::StatusCode ModbusInterface::reportServerID (
            uint8_t unit,
            uint8_t * count,
            uint8_t * data)  [virtual]
```

Function to read the description of the type, the current status, and other information specific to a remote device.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*count*	Count of bytes returned.
in	*data*	Pointer to the output buffer where the read data are stored.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.13 writeMultipleCoils()

```
virtual Modbus::StatusCode ModbusInterface::writeMultipleCoils (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const void * values)  [virtual]
```

Function is used to modify the contents of a specified holding register using a combination of an AND mask, an OR mask, and the register's current contents.

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of coils.
in	*values*	Pointer to the input buffer (bit array) which values must be written.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.14 writeMultipleRegisters()

```
virtual Modbus::StatusCode ModbusInterface::writeMultipleRegisters (
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const uint16_t * values)  [virtual]
```

Function for write holding (output) 16-bit registers (4x regs).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*count*	Count of registers.
in	*values*	Pointer to the input buffer which values must be written.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_BadIllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.15 writeSingleCoil()

```
virtual Modbus::StatusCode ModbusInterface::writeSingleCoil (
            uint8_t unit,
            uint16_t offset,
            bool value)  [virtual]
```

Function for write one separate discrete output (0x coil).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*value*	Boolean value to be set.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_BadIllegalFunction`.

Reimplemented in ModbusClientPort.

7.9.2.16 writeSingleRegister()

```
virtual Modbus::StatusCode ModbusInterface::writeSingleRegister (
            uint8_t unit,
            uint16_t offset,
            uint16_t value)  [virtual]
```

Function for write one separate 16-bit holding register (4x).

Parameters

in	*unit*	Address of the remote Modbus device.
in	*offset*	Starting offset (0-based).
in	*value*	16-bit unsigned integer value to be set.

Returns

The result `Modbus::StatusCode` of the operation. Default implementation returns `Status_Bad↩IllegalFunction`.

Reimplemented in ModbusClientPort.

The documentation for this class was generated from the following file:

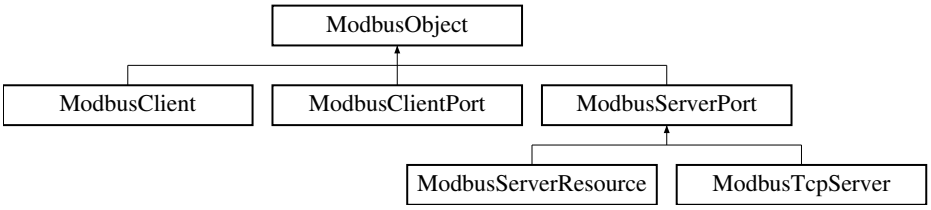
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/Modbus.h

7.10 ModbusObject Class Reference

The `ModbusObject` class is the base class for objects that use signal/slot mechanism.

`#include <ModbusObject.h>`

Inheritance diagram for ModbusObject:



Public Member Functions

- ModbusObject ()
- virtual ~ModbusObject ()
- const Modbus::Char * objectName () const
- void setObjectName (const Modbus::Char *name)
- template<class SignalClass , class T , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class SignalClass , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- template<class ReturnType , class ... Args>
  void disconnect (ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- void disconnectFunc (void *funcPtr)
- template<class T , class ReturnType , class ... Args>
  void disconnect (T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class T >
  void disconnect (T *object)

Static Public Member Functions

- static ModbusObject * sender ()

Protected Member Functions

- template<class T , class ... Args>
  void emitSignal (const char *thisMethodId, ModbusMethodPointer< T, void, Args ... > thisMethod, Args ... args)

7.10.1 Detailed Description

The ModbusObject class is the base class for objects that use signal/slot mechanism.

ModbusObject is designed to be a base class for objects that need to use simplified Qt-like signal/slot mechanism. User can connect signal of the object he want to listen to his own function or method of his own class and then it can be disconnected if he is not interesting of this signal anymore. Callbacks will be called in order which it were connected.

ModbusObject has a map which key means signal identifier (pointer to signal) and value is a list of callbacks functions/methods connected to this signal.

ModbusObject has objectName() and setObjectName methods. This methods can be used to simply identify object which is signal's source (e.g. to print info in console).

Note

ModbusObject class is not thread safe

7.10.2 Constructor & Destructor Documentation

7.10.2.1 ModbusObject()

```
ModbusObject::ModbusObject ()
```

Constructor of the class.

7.10.2.2 ~ModbusObject()

```
virtual ModbusObject::~ModbusObject ()  [virtual]
```

Virtual destructor of the class.

7.10.3 Member Function Documentation

7.10.3.1 connect() [1/2]

```
template<class SignalClass , class ReturnType , class ...  Args>
void ModbusObject::connect (
            ModbusMethodPointer< SignalClass, ReturnType, Args ...  > signalMethodPtr,
            ModbusFunctionPointer< ReturnType, Args ...  > funcPtr)  [inline]
```

Same as ModbusObject::connect(ModbusMethodPointer, T*, ModbusMethodPointer) but connects ModbusFunctionPointer to current object's signal signalMethodPtr.

7.10.3.2 connect() [2/2]

```
template<class SignalClass , class T , class ReturnType , class ...  Args>
void ModbusObject::connect (
            ModbusMethodPointer< SignalClass, ReturnType, Args ...  > signalMethodPtr,
            T * object,
            ModbusMethodPointer< T, ReturnType, Args ...  > objectMethodPtr)  [inline]
```

Connect `this` object's signal `signalMethodPtr` to the `objects` method `objectMethodPtr`.

```
class MyClass : public ModbusObject { public: void signalSomething(int a, int b) {
      emitSignal(&MyClass::signalSomething, a, b); } };
class MyReceiver { public: void slotSomething(int a, int b) { doSomething(); } };
MyClass c;
MyReceiver r;
c.connect(&MyClass::signalSomething, r, &MyReceiver::slotSomething);
```

Note

`SignalClass` template type refers to any class but it must be `this` or derived class. It makes separate `SignalClass` to easely refers signal of the derived class.

7.10.3.3 disconnect() [1/3]

```
template<class ReturnType , class ...  Args>
void ModbusObject::disconnect (
            ModbusFunctionPointer< ReturnType, Args ...  > funcPtr)  [inline]
```

Disconnects function `funcPtr` from all signals of current object.

7.10.3.4 disconnect() [2/3]

```
template<class T >
void ModbusObject::disconnect (
            T * object)  [inline]
```

Disconnect all slots of `T *object` from all signals of current object.

7.10.3.5 disconnect() [3/3]

```
template<class T , class ReturnType , class ...  Args>
void ModbusObject::disconnect (
            T * object,
            ModbusMethodPointer< T, ReturnType, Args ...  > objectMethodPtr)  [inline]
```

Disconnects slot represented by pair `(object, objectMethodPtr)` from all signals of current object.

7.10.3.6 disconnectFunc()

```
void ModbusObject::disconnectFunc (
            void * funcPtr)  [inline]
```

Disconnects function `funcPtr` from all signals of current object, but `funcPtr` is a void pointer.

7.10.3.7 emitSignal()

```
template<class T , class ...  Args>
void ModbusObject::emitSignal (
             const char * thisMethodId,
             ModbusMethodPointer< T, void, Args ...  > thisMethod,
             Args ...  args)  [inline], [protected]
```

Template method for emit signal. Must be called from within of the signal method.

7.10.3.8 objectName()

```
const Modbus::Char * ModbusObject::objectName () const
```

Returns a pointer to current object's name string.

7.10.3.9 sender()

```
static ModbusObject * ModbusObject::sender ()  [static]
```

Returns a pointer to the object that sent the signal. This pointer is valid in thread where signal was occured only. So this function must be called only within the slot that is a callback of signal occured.

7.10.3.10 setObjectName()

```
void ModbusObject::setObjectName (
             const Modbus::Char * name)
```

Set name of current object.

The documentation for this class was generated from the following file:

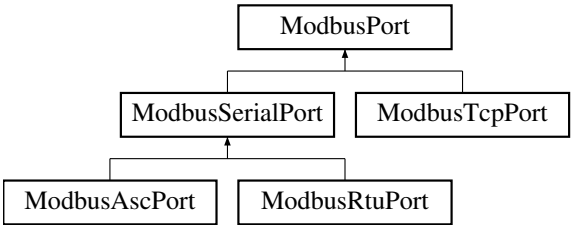
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusObject.h

7.11 ModbusPort Class Reference

The abstract class `ModbusPort` is the base class for a specific implementation of the Modbus communication protocol.

```
#include <ModbusPort.h>
```

Inheritance diagram for ModbusPort:



Public Member Functions

- virtual ~ModbusPort ()
- virtual Modbus::ProtocolType type () const =0
- virtual Modbus::Handle handle () const =0
- virtual Modbus::StatusCode open ()=0
- virtual Modbus::StatusCode close ()=0
- virtual bool isOpen () const =0
- virtual void setNextRequestRepeated (bool v)
- bool isChanged () const
- bool isServerMode () const
- virtual void setServerMode (bool mode)
- bool isBlocking () const
- bool isNonBlocking () const
- uint32_t timeout () const
- void setTimeout (uint32_t timeout)
- Modbus::StatusCode lastErrorStatus () const
- const Modbus::Char * lastErrorText () const
- virtual Modbus::StatusCode writeBuffer (uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff)=0
- virtual Modbus::StatusCode readBuffer (uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t maxSzBuff, uint16_t *szOutBuff)=0
- virtual Modbus::StatusCode write ()=0
- virtual Modbus::StatusCode read ()=0
- virtual const uint8_t * readBufferData () const =0
- virtual uint16_t readBufferSize () const =0
- virtual const uint8_t * writeBufferData () const =0
- virtual uint16_t writeBufferSize () const =0

Protected Member Functions

- Modbus::StatusCode setError (Modbus::StatusCode status, const Modbus::Char *text)

7.11.1 Detailed Description

The abstract class `ModbusPort` is the base class for a specific implementation of the Modbus communication protocol.

`ModbusPort` contains general functions for working with a specific port, implementing a specific version of the Modbus communication protocol. For example, versions for working with a TCP port or a serial port.

7.11.2 Constructor & Destructor Documentation

7.11.2.1 ~ModbusPort()

```
virtual ModbusPort::~ModbusPort ()  [virtual]
```

Virtual destructor.

7.11.3 Member Function Documentation

7.11.3.1 close()

```
virtual Modbus::StatusCode ModbusPort::close ()  [pure virtual]
```

Closes the port (breaks the connection) and returns the status the result status.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.2 handle()

```
virtual Modbus::Handle ModbusPort::handle () const  [pure virtual]
```

Returns the native handle value that depenp on OS used. For TCP it socket handle, for serial port - file handle.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.3 isBlocking()

```
bool ModbusPort::isBlocking () const
```

Returns `true` if the port works in synch (blocking) mode, `false` otherwise.

7.11.3.4 isChanged()

```
bool ModbusPort::isChanged () const
```

Returns `true` if the port settings have been changed and the port needs to be reopened/reestablished communication with the remote device, `false` otherwise.

7.11.3.5 isNonBlocking()

```
bool ModbusPort::isNonBlocking () const
```

Returns `true` if the port works in asynch (nonblocking) mode, `false` otherwise.

7.11.3.6 isOpen()

```
virtual bool ModbusPort::isOpen () const  [pure virtual]
```

Returns `true` if the port is open/communication with the remote device is established, `false` otherwise.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.7 isServerMode()

```
bool ModbusPort::isServerMode () const
```

Returns `true` if the port works in server mode, `false` otherwise.

7.11.3.8 lastErrorStatus()

```
Modbus::StatusCode ModbusPort::lastErrorStatus () const
```

Returns the status of the last error of the performed operation.

7.11.3.9 lastErrorText()

```
const Modbus::Char * ModbusPort::lastErrorText () const
```

Returns the pointer to `const Char` text buffer of the last error of the performed operation.

7.11.3.10 open()

```
virtual Modbus::StatusCode ModbusPort::open ()  [pure virtual]
```

Opens port (create connection) for further operations and returns the result status.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.11 read()

```
virtual Modbus::StatusCode ModbusPort::read ()  [pure virtual]
```

Implements the algorithm for reading from the port and returns the status of the operation.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.12 readBuffer()

```
virtual Modbus::StatusCode ModbusPort::readBuffer (
            uint8_t & unit,
            uint8_t & func,
            uint8_t * buff,
            uint16_t maxSzBuff,
            uint16_t * szOutBuff)  [pure virtual]
```

The function parses the packet that the `read()` function puts into the buffer, checks it for correctness, extracts its parameters, and returns the status of the operation.

Implemented in ModbusAscPort, ModbusRtuPort, and ModbusTcpPort.

7.11.3.13 readBufferData()

```
virtual const uint8_t * ModbusPort::readBufferData () const  [pure virtual]
```

Returns pointer to data of read buffer.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.14 readBufferSize()

```
virtual uint16_t ModbusPort::readBufferSize () const  [pure virtual]
```

Returns size of data of read buffer.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.15 setError()

```
Modbus::StatusCode ModbusPort::setError (
            Modbus::StatusCode status,
            const Modbus::Char * text)  [protected]
```

Sets the error parameters of the last operation performed.

7.11.3.16 setNextRequestRepeated()

```
virtual void ModbusPort::setNextRequestRepeated (
            bool v)  [virtual]
```

For the TCP version of the Modbus protocol. The identifier of each subsequent parcel is automatically increased by 1. If you set `setNextRequestRepeated(true)` then the next ID will not be increased by 1 but for only one next parcel.

Reimplemented in ModbusTcpPort.

7.11.3.17 setServerMode()

```
virtual void ModbusPort::setServerMode (
            bool mode)  [virtual]
```

Sets server mode if `true`, `false` for client mode.

7.11.3.18 setTimeout()

```
void ModbusPort::setTimeout (
            uint32_t timeout)
```

Sets the setting for the connection timeout of the remote device.

7.11.3.19 timeout()

```
uint32_t ModbusPort::timeout () const
```

Returns the setting for the connection timeout of the remote device.

7.11.3.20 type()

```
virtual Modbus::ProtocolType ModbusPort::type () const  [pure virtual]
```

Returns the Modbus protocol type.

Implemented in ModbusAscPort, ModbusRtuPort, and ModbusTcpPort.

7.11.3.21 write()

```
virtual Modbus::StatusCode ModbusPort::write ()  [pure virtual]
```

Implements the algorithm for writing to the port and returns the status of the operation.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.22 writeBuffer()

```
virtual Modbus::StatusCode ModbusPort::writeBuffer (
            uint8_t unit,
            uint8_t func,
            uint8_t * buff,
            uint16_t szInBuff)  [pure virtual]
```

The function directly generates a packet and places it in the buffer for further sending. Returns the status of the operation.

Implemented in ModbusAscPort, ModbusRtuPort, and ModbusTcpPort.

7.11.3.23 writeBufferData()

```
virtual const uint8_t * ModbusPort::writeBufferData () const  [pure virtual]
```

Returns pointer to data of write buffer.

Implemented in ModbusSerialPort, and ModbusTcpPort.

7.11.3.24 writeBufferSize()

```
virtual uint16_t ModbusPort::writeBufferSize () const  [pure virtual]
```

Returns size of data of write buffer.

Implemented in ModbusSerialPort, and ModbusTcpPort.

The documentation for this class was generated from the following file:

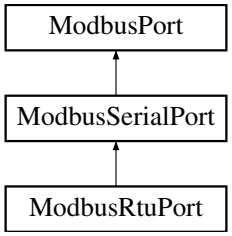
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusPort.h

7.12 ModbusRtuPort Class Reference

Implements RTU version of the Modbus communication protocol.

`#include <ModbusRtuPort.h>`

Inheritance diagram for ModbusRtuPort:



Public Member Functions

- ModbusRtuPort (bool blocking=false)
- ~ModbusRtuPort ()
- Modbus::ProtocolType type () const override

Public Member Functions inherited from ModbusSerialPort

- ~ModbusSerialPort ()
- Modbus::Handle handle () const override
- Modbus::StatusCode open () override
- Modbus::StatusCode close () override
- bool isOpen () const override
- const Modbus::Char * portName () const
- void setPortName (const Modbus::Char *portName)
- int32_t baudRate () const
- void setBaudRate (int32_t baudRate)
- int8_t dataBits () const
- void setDataBits (int8_t dataBits)
- Modbus::Parity parity () const
- void setParity (Modbus::Parity parity)
- Modbus::StopBits stopBits () const
- void setStopBits (Modbus::StopBits stopBits)
- Modbus::FlowControl flowControl () const
- void setFlowControl (Modbus::FlowControl flowControl)
- uint32_t timeoutFirstByte () const
- void setTimeoutFirstByte (uint32_t timeout)
- uint32_t timeoutInterByte () const
- void setTimeoutInterByte (uint32_t timeout)
- const uint8_t * readBufferData () const override
- uint16_t readBufferSize () const override
- const uint8_t * writeBufferData () const override
- uint16_t writeBufferSize () const override

Public Member Functions inherited from ModbusPort

- virtual ~ModbusPort ()
- virtual void setNextRequestRepeated (bool v)
- bool isChanged () const
- bool isServerMode () const
- virtual void setServerMode (bool mode)
- bool isBlocking () const
- bool isNonBlocking () const
- uint32_t timeout () const
- void setTimeout (uint32_t timeout)
- Modbus::StatusCode lastErrorStatus () const
- const Modbus::Char * lastErrorText () const

Protected Member Functions

- Modbus::StatusCode writeBuffer (uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff) override
- Modbus::StatusCode readBuffer (uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t maxSzBuff, uint16_t *szOutBuff) override

Protected Member Functions inherited from ModbusSerialPort

- Modbus::StatusCode write () override
- Modbus::StatusCode read () override

Protected Member Functions inherited from ModbusPort

- Modbus::StatusCode setError (Modbus::StatusCode status, const Modbus::Char *text)

7.12.1 Detailed Description

Implements RTU version of the Modbus communication protocol.

`ModbusRtuPort` derived from `ModbusSerialPort` and implements `writeBuffer` and `readBuffer` for RTU version of Modbus communication protocol.

7.12.2 Constructor & Destructor Documentation

7.12.2.1 ModbusRtuPort()

```
ModbusRtuPort::ModbusRtuPort (
            bool blocking = false)
```

Constructor of the class. if `blocking = true` then defines blocking mode, non blocking otherwise.

7.12.2.2 ~ModbusRtuPort()

```
ModbusRtuPort::~ModbusRtuPort ()
```

Destructor of the class.

7.12.3 Member Function Documentation

7.12.3.1 readBuffer()

```
Modbus::StatusCode ModbusRtuPort::readBuffer (
            uint8_t & unit,
            uint8_t & func,
            uint8_t * buff,
            uint16_t maxSzBuff,
            uint16_t * szOutBuff)  [override], [protected], [virtual]
```

The function parses the packet that the `read()` function puts into the buffer, checks it for correctness, extracts its parameters, and returns the status of the operation.

Implements ModbusPort.

7.12.3.2 type()

```
Modbus::ProtocolType ModbusRtuPort::type () const  [inline], [override], [virtual]
```

Returns the Modbus protocol type. For `ModbusAscPort` returns `Modbus::RTU`.

Implements ModbusPort.

7.12.3.3 writeBuffer()

```
Modbus::StatusCode ModbusRtuPort::writeBuffer (
            uint8_t unit,
            uint8_t func,
            uint8_t * buff,
            uint16_t szInBuff)  [override], [protected], [virtual]
```

The function directly generates a packet and places it in the buffer for further sending. Returns the status of the operation.

Implements ModbusPort.

The documentation for this class was generated from the following file:

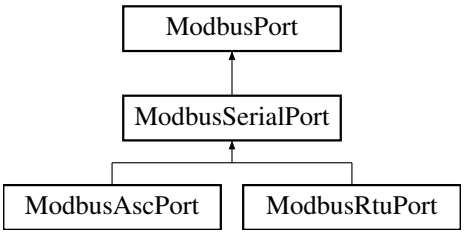
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusRtuPort.h

7.13 ModbusSerialPort Class Reference

The abstract class `ModbusSerialPort` is the base class serial port Modbus communications.

`#include <ModbusSerialPort.h>`

Inheritance diagram for ModbusSerialPort:



Classes

- struct Defaults

  Holds the default values of the settings.

Public Member Functions

- ~ModbusSerialPort ()
- Modbus::Handle handle () const override
- Modbus::StatusCode open () override
- Modbus::StatusCode close () override
- bool isOpen () const override
- const Modbus::Char * portName () const
- void setPortName (const Modbus::Char *portName)
- int32_t baudRate () const
- void setBaudRate (int32_t baudRate)
- int8_t dataBits () const
- void setDataBits (int8_t dataBits)
- Modbus::Parity parity () const
- void setParity (Modbus::Parity parity)
- Modbus::StopBits stopBits () const
- void setStopBits (Modbus::StopBits stopBits)
- Modbus::FlowControl flowControl () const
- void setFlowControl (Modbus::FlowControl flowControl)
- uint32_t timeoutFirstByte () const
- void setTimeoutFirstByte (uint32_t timeout)
- uint32_t timeoutInterByte () const
- void setTimeoutInterByte (uint32_t timeout)
- const uint8_t * readBufferData () const override
- uint16_t readBufferSize () const override
- const uint8_t * writeBufferData () const override
- uint16_t writeBufferSize () const override

Public Member Functions inherited from ModbusPort

- virtual ~ModbusPort ()
- virtual Modbus::ProtocolType type () const =0
- virtual void setNextRequestRepeated (bool v)
- bool isChanged () const
- bool isServerMode () const
- virtual void setServerMode (bool mode)
- bool isBlocking () const
- bool isNonBlocking () const
- uint32_t timeout () const
- void setTimeout (uint32_t timeout)
- Modbus::StatusCode lastErrorStatus () const
- const Modbus::Char * lastErrorText () const
- virtual Modbus::StatusCode writeBuffer (uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff)=0
- virtual Modbus::StatusCode readBuffer (uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t maxSzBuff, uint16_t *szOutBuff)=0

Protected Member Functions

- Modbus::StatusCode write () override
- Modbus::StatusCode read () override

Protected Member Functions inherited from ModbusPort

- Modbus::StatusCode setError (Modbus::StatusCode status, const Modbus::Char *text)

7.13.1 Detailed Description

The abstract class `ModbusSerialPort` is the base class serial port Modbus communications.

The abstract class `ModbusSerialPort` is the base class for a specific implementation of the Modbus communication protocol that using Serial Port. It implements functions which are common for the serial port: `open`, `close`, `read` and `write`.

7.13.2 Constructor & Destructor Documentation

7.13.2.1 ~ModbusSerialPort()

```
ModbusSerialPort::~ModbusSerialPort ()
```

Virtual destructor. Closes serial port before destruction.

7.13.3 Member Function Documentation

7.13.3.1 baudRate()

```
int32_t ModbusSerialPort::baudRate () const
```

Returns current serial port baud rate, e.g. 1200, 2400, 9600, 115200 etc.

7.13.3.2 close()

```
Modbus::StatusCode ModbusSerialPort::close ()  [override], [virtual]
```

Close serial port and returns `Modbus::Status_Good`.

Implements ModbusPort.

7.13.3.3 dataBits()

```
int8_t ModbusSerialPort::dataBits () const
```

Returns current serial port data bits, e.g. 5, 6, 7 or 8.

7.13.3.4 flowControl()

```
Modbus::FlowControl ModbusSerialPort::flowControl () const
```

Returns current serial port `Modbus::FlowControl` enum value.

7.13.3.5 handle()

```
Modbus::Handle ModbusSerialPort::handle () const  [override], [virtual]
```

Returns native OS serial port handle, e.g. `HANDLE` value for Windows.

Implements ModbusPort.

7.13.3.6 isOpen()

```
bool ModbusSerialPort::isOpen () const  [override], [virtual]
```

Returns `true` if the serial port is open, `false` otherwise.

Implements ModbusPort.

7.13.3.7 open()

```
Modbus::StatusCode ModbusSerialPort::open ()  [override], [virtual]
```

Try to open serial port and returns `Modbus::Status_Good` if success or `Modbus::Status_BadSerialOpen` otherwise.

Implements ModbusPort.

7.13.3.8 parity()

```
Modbus::Parity ModbusSerialPort::parity () const
```

Returns current serial port `Modbus::Parity` enum value.

7.13.3.9 portName()

```
const Modbus::Char * ModbusSerialPort::portName () const
```

Returns current serial port name, e.g. `COM1` for Windows or `/dev/ttyS0` for Unix.

7.13.3.10 read()

```
Modbus::StatusCode ModbusSerialPort::read ()  [override], [protected], [virtual]
```

Implements the algorithm for reading from the port and returns the status of the operation.

Implements ModbusPort.

7.13.3.11 readBufferData()

```
const uint8_t * ModbusSerialPort::readBufferData () const  [override], [virtual]
```

Returns pointer to data of read buffer.

Implements ModbusPort.

7.13.3.12 readBufferSize()

```
uint16_t ModbusSerialPort::readBufferSize () const  [override], [virtual]
```

Returns size of data of read buffer.

Implements ModbusPort.

7.13.3.13 setBaudRate()

```
void ModbusSerialPort::setBaudRate (
            int32_t baudRate)
```

Set current serial port baud rate.

7.13.3.14 setDataBits()

```
void ModbusSerialPort::setDataBits (
            int8_t dataBits)
```

Set current serial port baud data bits.

7.13.3.15 setFlowControl()

```
void ModbusSerialPort::setFlowControl (
            Modbus::FlowControl flowControl)
```

Set current serial port `Modbus::FlowControl` enum value.

7.13.3.16 setParity()

```
void ModbusSerialPort::setParity (
            Modbus::Parity parity)
```

Set current serial port `Modbus::Parity` enum value.

7.13.3.17 setPortName()

```
void ModbusSerialPort::setPortName (
            const Modbus::Char * portName)
```

Set current serial port name.

7.13.3.18 setStopBits()

```
void ModbusSerialPort::setStopBits (
            Modbus::StopBits stopBits)
```

Set current serial port `Modbus::StopBits` enum value.

7.13.3.19 setTimeoutFirstByte()

```
void ModbusSerialPort::setTimeoutFirstByte (
            uint32_t timeout)  [inline]
```

Set current serial port timeout of waiting first byte of incomming packet (in milliseconds).

7.13.3.20 setTimeoutInterByte()

```
void ModbusSerialPort::setTimeoutInterByte (
            uint32_t timeout)
```

Set current serial port timeout of waiting next byte (inter byte waiting tgimeout) of incomming packet (in milliseconds).

7.13.3.21 stopBits()

```
Modbus::StopBits ModbusSerialPort::stopBits () const
```

Returns current serial port `Modbus::StopBits` enum value.

7.13.3.22 timeoutFirstByte()

```
uint32_t ModbusSerialPort::timeoutFirstByte () const  [inline]
```

Returns current serial port timeout of waiting first byte of incomming packet (in milliseconds).

7.13.3.23 timeoutInterByte()

```
uint32_t ModbusSerialPort::timeoutInterByte () const
```

Returns current serial port timeout of waiting next byte (inter byte waiting tgimeout) of incomming packet (in milliseconds).

7.13.3.24 write()

```
Modbus::StatusCode ModbusSerialPort::write ()  [override], [protected], [virtual]
```

Implements the algorithm for writing to the port and returns the status of the operation.

Implements ModbusPort.

7.13.3.25 writeBufferData()

```
const uint8_t * ModbusSerialPort::writeBufferData () const  [override], [virtual]
```

Returns pointer to data of write buffer.

Implements ModbusPort.

7.13.3.26 writeBufferSize()

```
uint16_t ModbusSerialPort::writeBufferSize () const  [override], [virtual]
```

Returns size of data of write buffer.

Implements ModbusPort.

The documentation for this class was generated from the following file:

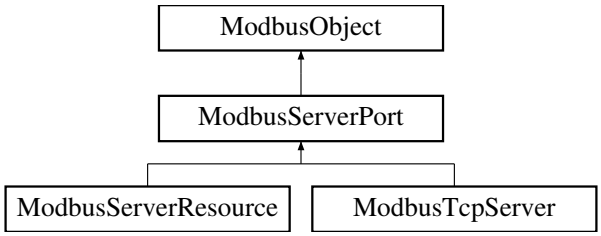
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusSerialPort.h

7.14 ModbusServerPort Class Reference

Abstract base class for direct control of `ModbusPort` derived classes (TCP or serial) for server side.

`#include <ModbusServerPort.h>`

Inheritance diagram for ModbusServerPort:



Public Member Functions

- ModbusInterface * device () const
- void setDevice (ModbusInterface *device)
- virtual Modbus::ProtocolType type () const =0
- virtual bool isTcpServer () const
- virtual Modbus::StatusCode open ()=0
- virtual Modbus::StatusCode close ()=0
- virtual bool isOpen () const =0
- bool isBroadcastEnabled () const
- virtual void setBroadcastEnabled (bool enable)
- const void * unitMap () const
- virtual void setUnitMap (const void *unitmap)
- void * context () const
- void setContext (void *context)
- virtual Modbus::StatusCode process ()=0
- bool isStateClosed () const
- void signalOpened (const Modbus::Char *source)
- void signalClosed (const Modbus::Char *source)
- void signalTx (const Modbus::Char *source, const uint8_t *buff, uint16_t size)
- void signalRx (const Modbus::Char *source, const uint8_t *buff, uint16_t size)
- void signalError (const Modbus::Char *source, Modbus::StatusCode status, const Modbus::Char *text)

Public Member Functions inherited from ModbusObject

- ModbusObject ()
- virtual ~ModbusObject ()
- const Modbus::Char * objectName () const
- void setObjectName (const Modbus::Char *name)
- template<class SignalClass , class T , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class SignalClass , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- template<class ReturnType , class ... Args>
  void disconnect (ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- void disconnectFunc (void *funcPtr)
- template<class T , class ReturnType , class ... Args>
  void disconnect (T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class T >
  void disconnect (T *object)

Protected Member Functions

- ModbusObject ()

Protected Member Functions inherited from ModbusObject

- template<class T , class ... Args>
  void emitSignal (const char *thisMethodId, ModbusMethodPointer< T, void, Args ... > thisMethod, Args ... args)

Additional Inherited Members

Static Public Member Functions inherited from ModbusObject

- static ModbusObject * sender ()

7.14.1 Detailed Description

Abstract base class for direct control of `ModbusPort` derived classes (TCP or serial) for server side.

Pointer to `ModbusPort` object must be passed to `ModbusServerPort` derived class constructor.

Also assumed that `ModbusServerPort` derived classes must accept `ModbusInterface` object in its constructor to process every Modbus function request.

7.14.2 Member Function Documentation

7.14.2.1 close()

```
virtual Modbus::StatusCode ModbusServerPort::close ()  [pure virtual]
```

Closes port/connection and returns status of the operation.

Implemented in ModbusServerResource, and ModbusTcpServer.

7.14.2.2 context()

```
void * ModbusServerPort::context () const
```

Return context of the port previously set by `setContext` function or `nullptr` by default.

7.14.2.3 device()

```
ModbusInterface * ModbusServerPort::device () const
```

Returns pointer to `ModbusInterface` object/device that was previously passed in constructor. This device must process every input Modbus function request for this server port.

7.14.2.4 isBroadcastEnabled()

```
bool ModbusServerPort::isBroadcastEnabled () const
```

Returns `true` if broadcast mode for `0` unit address is enabled, `false` otherwise. Broadcast mode for `0` unit address is required by Modbus protocol so it is enabled by default

7.14.2.5 isOpen()

```
virtual bool ModbusServerPort::isOpen () const  [pure virtual]
```

Returns `true` if inner port is open, `false` otherwise.

Implemented in ModbusServerResource, and ModbusTcpServer.

7.14.2.6 isStateClosed()

```
bool ModbusServerPort::isStateClosed () const
```

Returns `true` if current port has closed inner state, `false` otherwise.

7.14.2.7 isTcpServer()

```
virtual bool ModbusServerPort::isTcpServer () const  [virtual]
```

Returns `true` if current server port is TCP server, `false` otherwise.

Reimplemented in ModbusTcpServer.

7.14.2.8 ModbusObject()

```
ModbusObject::ModbusObject ()  [protected]
```

Constructor of the class.

7.14.2.9 open()

```
virtual Modbus::StatusCode ModbusServerPort::open ()  [pure virtual]
```

Open inner port/connection to begin working and returns status of the operation. User do not need to call this method directly.

Implemented in ModbusServerResource, and ModbusTcpServer.

7.14.2.10 process()

```
virtual Modbus::StatusCode ModbusServerPort::process ()  [pure virtual]
```

Main function of the class. Must be called in the cycle. Return statuc code is not very useful but can indicate that inner server operations are good, bad or in process.

Implemented in ModbusServerResource, and ModbusTcpServer.

7.14.2.11 setBroadcastEnabled()

```
virtual void ModbusServerPort::setBroadcastEnabled (
            bool enable)  [virtual]
```

Enables broadcast mode for 0 unit address. It is enabled by default.

See also

isBroadcastEnabled()

Reimplemented in ModbusTcpServer.

7.14.2.12 setContext()

```
void ModbusServerPort::setContext (
            void * context)
```

Set context of the port.

7.14.2.13 setDevice()

```
void ModbusServerPort::setDevice (
            ModbusInterface * device)
```

Set pointer to ModbusInterface object/device to transfer all request ot it. This device must process every input Modbus function request for this server port.

7.14.2.14 setUnitMap()

```
virtual void ModbusServerPort::setUnitMap (
            const void * unitmap)  [virtual]
```

Set units map of current server. Server make a copy of units map data.

See also

unitMap()

Reimplemented in ModbusTcpServer.

7.14.2.15 signalClosed()

```
void ModbusServerPort::signalClosed (
            const Modbus::Char * source)
```

Signal occured when inner port was closed. `source` - current port name.

7.14.2.16 signalError()

```
void ModbusServerPort::signalError (
            const Modbus::Char * source,
            Modbus::StatusCode status,
            const Modbus::Char * text)
```

Signal occured when error is occured with error's `status` and `text`. `source` - current port name.

7.14.2.17 signalOpened()

```
void ModbusServerPort::signalOpened (
            const Modbus::Char * source)
```

Signal occured when inner port was opened. `source` - current port name.

7.14.2.18 signalRx()

```
void ModbusServerPort::signalRx (
            const Modbus::Char * source,
            const uint8_t * buff,
            uint16_t size)
```

Signal occured when the incoming packet 'Rx' from the internal list of callbacks, passing them the input array 'buff' and its size 'size'. `source` - current port name.

7.14.2.19 signalTx()

```
void ModbusServerPort::signalTx (
            const Modbus::Char * source,
            const uint8_t * buff,
            uint16_t size)
```

Signal occured when the original packet 'Tx' from the internal list of callbacks, passing them the original array 'buff' and its size 'size'. `source` - current port name.

7.14.2.20 type()

```
virtual Modbus::ProtocolType ModbusServerPort::type () const  [pure virtual]
```

Returns type of Modbus protocol.

Implemented in ModbusServerResource, and ModbusTcpServer.

7.14.2.21 unitMap()

```
const void * ModbusServerPort::unitMap () const
```

Return pointer to the units map byte array of the current server. By default unit map is not set so return value is `nullptr`. Unit map is data type with size of 32 bytes in which every bit represents unit address from `0` to `255`. So bit 0 of byte 0 represents unit address `0`, bit 1 of byte 0 represents unit address `1` and so on. Bit 0 of byte 1 represnt unit address `8`, bit 7 of byte 31 represents unit address `255`. If set unit map can enable or disable (depends on respecting 1/0 bit value) unit address for further processing. It is not set by default and function returns `nullptr`.

The documentation for this class was generated from the following file:

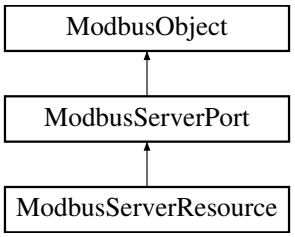
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusServerPort.h

7.15 ModbusServerResource Class Reference

Implements direct control for `ModbusPort` derived classes (TCP or serial) for server side.

`#include <ModbusServerResource.h>`

Inheritance diagram for ModbusServerResource:



Public Member Functions

- ModbusServerResource (ModbusPort *port, ModbusInterface *device)
- ModbusPort * port () const
- Modbus::ProtocolType type () const override
- Modbus::StatusCode open () override
- Modbus::StatusCode close () override
- bool isOpen () const override
- Modbus::StatusCode process () override

Public Member Functions inherited from ModbusServerPort

- ModbusInterface * device () const
- void setDevice (ModbusInterface *device)
- virtual bool isTcpServer () const
- bool isBroadcastEnabled () const
- virtual void setBroadcastEnabled (bool enable)
- const void * unitMap () const
- virtual void setUnitMap (const void *unitmap)
- void * context () const
- void setContext (void *context)
- bool isStateClosed () const
- void signalOpened (const Modbus::Char *source)
- void signalClosed (const Modbus::Char *source)
- void signalTx (const Modbus::Char *source, const uint8_t *buff, uint16_t size)
- void signalRx (const Modbus::Char *source, const uint8_t *buff, uint16_t size)
- void signalError (const Modbus::Char *source, Modbus::StatusCode status, const Modbus::Char *text)

Public Member Functions inherited from ModbusObject

- ModbusObject ()
- virtual ~ModbusObject ()
- const Modbus::Char * objectName () const
- void setObjectName (const Modbus::Char *name)
- template<class SignalClass , class T , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class SignalClass , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- template<class ReturnType , class ... Args>
  void disconnect (ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- void disconnectFunc (void *funcPtr)
- template<class T , class ReturnType , class ... Args>
  void disconnect (T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class T >
  void disconnect (T *object)

Protected Member Functions

- virtual Modbus::StatusCode processInputData (const uint8_t *buff, uint16_t sz)
- virtual Modbus::StatusCode processDevice ()
- virtual Modbus::StatusCode processOutputData (uint8_t *buff, uint16_t &sz)

Protected Member Functions inherited from ModbusServerPort

- ModbusObject ()

Protected Member Functions inherited from ModbusObject

- template<class T , class ... Args>
  void emitSignal (const char *thisMethodId, ModbusMethodPointer< T, void, Args ... > thisMethod, Args ... args)

Additional Inherited Members

Static Public Member Functions inherited from ModbusObject

- static ModbusObject * sender ()

7.15.1 Detailed Description

Implements direct control for `ModbusPort` derived classes (TCP or serial) for server side.

`ModbusServerResource` derived from `ModbusServerPort` and makes `ModbusPort` object behaves like server port. Pointer to `ModbusPort` object is passed to `ModbusServerResource` constructor.

Also `ModbusServerResource` have `ModbusInterface` object as second parameter of constructor which process every Modbus function request.

7.15.2 Constructor & Destructor Documentation

7.15.2.1 ModbusServerResource()

```
ModbusServerResource::ModbusServerResource (
            ModbusPort * port,
            ModbusInterface * device)
```

Constructor of the class.

Parameters

in	*port*	Pointer to the ModbusPort which is managed by the current class object.
in	*device*	Pointer to the ModbusInterface implementation to which all requests for Modbus functions are forwarded.

7.15.3 Member Function Documentation

7.15.3.1 close()

```
Modbus::StatusCode ModbusServerResource::close ()  [override], [virtual]
```

Closes port/connection and returns status of the operation.

Implements ModbusServerPort.

7.15.3.2 isOpen()

```
bool ModbusServerResource::isOpen () const  [override], [virtual]
```

Returns `true` if inner port is open, `false` otherwise.

Implements ModbusServerPort.

7.15.3.3 open()

```
Modbus::StatusCode ModbusServerResource::open ()  [override], [virtual]
```

Open inner port/connection to begin working and returns status of the operation. User do not need to call this method directly.

Implements ModbusServerPort.

7.15.3.4 port()

```
ModbusPort * ModbusServerResource::port () const
```

Returns pointer to inner port which was previously passed in constructor.

7.15.3.5 process()

```
Modbus::StatusCode ModbusServerResource::process ()  [override], [virtual]
```

Main function of the class. Must be called in the cycle. Return statuc code is not very useful but can indicate that inner server operations are good, bad or in process.

Implements ModbusServerPort.

7.15.3.6 processDevice()

```
virtual Modbus::StatusCode ModbusServerResource::processDevice ()  [protected], [virtual]
```

Transfer input request Modbus function to inner device and returns status of the operation.

7.15.3.7 processInputData()

```
virtual Modbus::StatusCode ModbusServerResource::processInputData (
            const uint8_t * buff,
            uint16_t sz)  [protected], [virtual]
```

Process input data `buff` with `size` and returns status of the operation.

7.15.3.8 processOutputData()

```
virtual Modbus::StatusCode ModbusServerResource::processOutputData (
            uint8_t * buff,
            uint16_t & sz)  [protected], [virtual]
```

Process output data `buff` with `size` and returns status of the operation.

7.15.3.9 type()

```
Modbus::ProtocolType ModbusServerResource::type () const  [override], [virtual]
```

Returns type of Modbus protocol. Same as `port()->type()`.

Implements ModbusServerPort.

The documentation for this class was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusServerResource.h

7.16 ModbusSlotBase< ReturnType, Args > Class Template Reference

`ModbusSlotBase` base template for slot (method or function)

`#include <ModbusObject.h>`

Public Member Functions

- virtual ~ModbusSlotBase ()
- virtual void * object () const
- virtual void * methodOrFunction () const =0
- virtual ReturnType exec (Args ... args)=0

7.16.1 Detailed Description

template<class ReturnType, class ... Args>
class ModbusSlotBase< ReturnType, Args >

`ModbusSlotBase` base template for slot (method or function)

7.16.2 Constructor & Destructor Documentation

7.16.2.1 ~ModbusSlotBase()

```
template<class ReturnType , class ...  Args>
virtual ModbusSlotBase< ReturnType, Args >::~ModbusSlotBase ()  [inline], [virtual]
```

Virtual destructor of the class

7.16.3 Member Function Documentation

7.16.3.1 exec()

```
template<class ReturnType , class ...  Args>
virtual ReturnType ModbusSlotBase< ReturnType, Args >::exec (
            Args ...  args)  [pure virtual]
```

Execute method or function slot

Implemented in ModbusSlotFunction< ReturnType, Args >, and ModbusSlotMethod< T, ReturnType, Args >.

7.16.3.2 methodOrFunction()

```
template<class ReturnType , class ...  Args>
virtual void * ModbusSlotBase< ReturnType, Args >::methodOrFunction () const  [pure virtual]
```

Return pointer to method (in case of method slot) or function (in case of function slot)

Implemented in ModbusSlotFunction< ReturnType, Args >, and ModbusSlotMethod< T, ReturnType, Args >.

7.16.3.3 object()

```
template<class ReturnType , class ...  Args>
virtual void * ModbusSlotBase< ReturnType, Args >::object () const  [inline], [virtual]
```

Return pointer to object which method belongs to (in case of method slot) or `nullptr` in case of function slot

Reimplemented in ModbusSlotMethod< T, ReturnType, Args >.

The documentation for this class was generated from the following file:

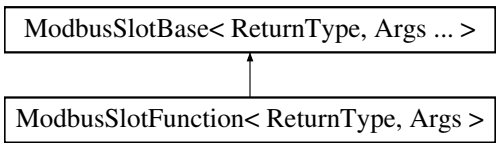
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusObject.h

7.17 ModbusSlotFunction< ReturnType, Args > Class Template Reference

`ModbusSlotFunction` template class hold pointer to slot function

`#include <ModbusObject.h>`

Inheritance diagram for ModbusSlotFunction< ReturnType, Args >:



Public Member Functions

- ModbusSlotFunction (ModbusFunctionPointer< ReturnType, Args... > funcPtr)
- void * methodOrFunction () const override
- ReturnType exec (Args ... args) override

Public Member Functions inherited from ModbusSlotBase< ReturnType, Args ... >

- virtual ~ModbusSlotBase ()
- virtual void * object () const

7.17.1 Detailed Description

template<class ReturnType, class ... Args>
class ModbusSlotFunction< ReturnType, Args >

`ModbusSlotFunction` template class hold pointer to slot function

7.17.2 Constructor & Destructor Documentation

7.17.2.1 ModbusSlotFunction()

```
template<class ReturnType , class ...  Args>
ModbusSlotFunction< ReturnType, Args >::ModbusSlotFunction (
            ModbusFunctionPointer< ReturnType, Args...  > funcPtr)  [inline]
```

Constructor of the slot.

Parameters

in	*funcPtr*	Pointer to slot function.

7.17.3 Member Function Documentation

7.17.3.1 exec()

```
template<class ReturnType , class ...  Args>
ReturnType ModbusSlotFunction< ReturnType, Args >::exec (
            Args ...  args)  [inline], [override], [virtual]
```

Execute method or function slot

Implements ModbusSlotBase< ReturnType, Args ... >.

7.17.3.2 methodOrFunction()

```
template<class ReturnType , class ...  Args>
void * ModbusSlotFunction< ReturnType, Args >::methodOrFunction () const  [inline], [override],
[virtual]
```

Return pointer to method (in case of method slot) or function (in case of function slot)

Implements ModbusSlotBase< ReturnType, Args ... >.

The documentation for this class was generated from the following file:

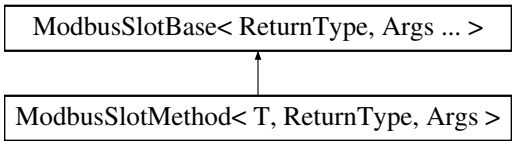
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusObject.h

7.18 ModbusSlotMethod< T, ReturnType, Args > Class Template Reference

`ModbusSlotMethod` template class hold pointer to object and its method

`#include <ModbusObject.h>`

Inheritance diagram for ModbusSlotMethod< T, ReturnType, Args >:



Public Member Functions

- ModbusSlotMethod (T *object, ModbusMethodPointer< T, ReturnType, Args... > methodPtr)
- void * object () const override
- void * methodOrFunction () const override
- ReturnType exec (Args ... args) override

Public Member Functions inherited from ModbusSlotBase< ReturnType, Args ... >

- virtual ~ModbusSlotBase ()

7.18.1 Detailed Description

template<class T, class ReturnType, class ... Args>
class ModbusSlotMethod< T, ReturnType, Args >

`ModbusSlotMethod` template class hold pointer to object and its method

7.18.2 Constructor & Destructor Documentation

7.18.2.1 ModbusSlotMethod()

```
template<class T , class ReturnType , class ...  Args>
ModbusSlotMethod< T, ReturnType, Args >::ModbusSlotMethod (
            T * object,
            ModbusMethodPointer< T, ReturnType, Args...  > methodPtr)  [inline]
```

Constructor of the slot.

Parameters

in	*object*	Pointer to object.
in	*methodPtr*	Pointer to object's method.

7.18.3 Member Function Documentation

7.18.3.1 exec()

```
template<class T , class ReturnType , class ...  Args>
ReturnType ModbusSlotMethod< T, ReturnType, Args >::exec (
            Args ...  args)  [inline], [override], [virtual]
```

Execute method or function slot

Implements ModbusSlotBase< ReturnType, Args ... >.

7.18.3.2 methodOrFunction()

```
template<class T , class ReturnType , class ... Args>
void * ModbusSlotMethod< T, ReturnType, Args >::methodOrFunction () const [inline], [override],
[virtual]
```

Return pointer to method (in case of method slot) or function (in case of function slot)

Implements ModbusSlotBase< ReturnType, Args ... >.

7.18.3.3 object()

```
template<class T , class ReturnType , class ... Args>
void * ModbusSlotMethod< T, ReturnType, Args >::object () const [inline], [override], [virtual]
```

Return pointer to object which method belongs to (in case of method slot) or `nullptr` in case of function slot

Reimplemented from ModbusSlotBase< ReturnType, Args ... >.

The documentation for this class was generated from the following file:

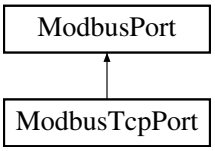
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusObject.h

7.19 ModbusTcpPort Class Reference

Class `ModbusTcpPort` implements TCP version of Modbus protocol.

```
#include <ModbusTcpPort.h>
```

Inheritance diagram for ModbusTcpPort:



Classes

- struct Defaults

  `Defaults` class constain default settings values for `ModbusTcpPort`.

Public Member Functions

- ModbusTcpPort (ModbusTcpSocket *socket, bool blocking=false)
- ModbusTcpPort (bool blocking=false)
- ~ModbusTcpPort ()
- Modbus::ProtocolType type () const override
- Modbus::Handle handle () const override
- Modbus::StatusCode open () override
- Modbus::StatusCode close () override
- bool isOpen () const override
- const Modbus::Char * host () const
- void setHost (const Modbus::Char *host)
- uint16_t port () const
- void setPort (uint16_t port)
- void setNextRequestRepeated (bool v) override
- bool autoIncrement () const
- const uint8_t * readBufferData () const override
- uint16_t readBufferSize () const override
- const uint8_t * writeBufferData () const override
- uint16_t writeBufferSize () const override

Public Member Functions inherited from ModbusPort

- virtual ~ModbusPort ()
- bool isChanged () const
- bool isServerMode () const
- virtual void setServerMode (bool mode)
- bool isBlocking () const
- bool isNonBlocking () const
- uint32_t timeout () const
- void setTimeout (uint32_t timeout)
- Modbus::StatusCode lastErrorStatus () const
- const Modbus::Char * lastErrorText () const

Protected Member Functions

- Modbus::StatusCode write () override
- Modbus::StatusCode read () override
- Modbus::StatusCode writeBuffer (uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff) override
- Modbus::StatusCode readBuffer (uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t maxSzBuff, uint16_t *szOutBuff) override

Protected Member Functions inherited from ModbusPort

- Modbus::StatusCode setError (Modbus::StatusCode status, const Modbus::Char *text)

7.19.1 Detailed Description

Class `ModbusTcpPort` implements TCP version of Modbus protocol.

`ModbusPort` contains function to work with TCP-port (connection).

7.19.2 Constructor & Destructor Documentation

7.19.2.1 ModbusTcpPort() [1/2]

```
ModbusTcpPort::ModbusTcpPort (
            ModbusTcpSocket * socket,
            bool blocking = false)
```

Constructor of the class.

7.19.2.2 ModbusTcpPort() [2/2]

```
ModbusTcpPort::ModbusTcpPort (
            bool blocking = false)
```

Constructor of the class.

7.19.2.3 ~ModbusTcpPort()

```
ModbusTcpPort::~ModbusTcpPort ()
```

Destructor of the class. Close socket if it was not closed previously

7.19.3 Member Function Documentation

7.19.3.1 autoIncrement()

```
bool ModbusTcpPort::autoIncrement () const
```

Returns 'true' if the identifier of each subsequent parcel is automatically incremented by 1, 'false' otherwise.

7.19.3.2 close()

```
Modbus::StatusCode ModbusTcpPort::close ()  [override], [virtual]
```

Closes the port (breaks the connection) and returns the status the result status.

Implements ModbusPort.

7.19.3.3 handle()

```
Modbus::Handle ModbusTcpPort::handle () const  [override], [virtual]
```

Native OS handle for the socket.

Implements ModbusPort.

7.19.3.4 host()

```
const Modbus::Char * ModbusTcpPort::host () const
```

Returns the settings for the IP address or DNS name of the remote device.

7.19.3.5 isOpen()

```
bool ModbusTcpPort::isOpen () const  [override], [virtual]
```

Returns `true` if the port is open/communication with the remote device is established, `false` otherwise.

Implements ModbusPort.

7.19.3.6 open()

```
Modbus::StatusCode ModbusTcpPort::open ()  [override], [virtual]
```

Opens port (create connection) for further operations and returns the result status.

Implements ModbusPort.

7.19.3.7 port()

```
uint16_t ModbusTcpPort::port () const
```

Returns the setting for the TCP port number of the remote device.

7.19.3.8 read()

```
Modbus::StatusCode ModbusTcpPort::read ()  [override], [protected], [virtual]
```

Implements the algorithm for reading from the port and returns the status of the operation.

Implements ModbusPort.

7.19.3.9 readBuffer()

```
Modbus::StatusCode ModbusTcpPort::readBuffer (
            uint8_t & unit,
            uint8_t & func,
            uint8_t * buff,
            uint16_t maxSzBuff,
            uint16_t * szOutBuff)  [override], [protected], [virtual]
```

The function parses the packet that the `read()` function puts into the buffer, checks it for correctness, extracts its parameters, and returns the status of the operation.

Implements ModbusPort.

7.19.3.10 readBufferData()

```
const uint8_t * ModbusTcpPort::readBufferData () const  [override], [virtual]
```

Returns pointer to data of read buffer.

Implements ModbusPort.

7.19.3.11 readBufferSize()

```
uint16_t ModbusTcpPort::readBufferSize () const  [override], [virtual]
```

Returns size of data of read buffer.

Implements ModbusPort.

7.19.3.12 setHost()

```
void ModbusTcpPort::setHost (
            const Modbus::Char * host)
```

Sets the settings for the IP address or DNS name of the remote device.

7.19.3.13 setNextRequestRepeated()

```
void ModbusTcpPort::setNextRequestRepeated (
            bool v)  [override], [virtual]
```

Repeat next request parameters (for Modbus TCP transaction Id).

Reimplemented from ModbusPort.

7.19.3.14 setPort()

```
void ModbusTcpPort::setPort (
            uint16_t port)
```

Sets the settings for the TCP port number of the remote device.

7.19.3.15 type()

```
Modbus::ProtocolType ModbusTcpPort::type () const  [inline], [override], [virtual]
```

Returns the Modbus protocol type. In this case it is `Modbus::TCP`.

Implements ModbusPort.

7.19.3.16 write()

```
Modbus::StatusCode ModbusTcpPort::write ()  [override], [protected], [virtual]
```

Implements the algorithm for writing to the port and returns the status of the operation.

Implements ModbusPort.

7.19.3.17 writeBuffer()

```
Modbus::StatusCode ModbusTcpPort::writeBuffer (
            uint8_t unit,
            uint8_t func,
            uint8_t * buff,
            uint16_t szInBuff)  [override], [protected], [virtual]
```

The function directly generates a packet and places it in the buffer for further sending. Returns the status of the operation.

Implements ModbusPort.

7.19.3.18 writeBufferData()

```
const uint8_t * ModbusTcpPort::writeBufferData () const  [override], [virtual]
```

Returns pointer to data of write buffer.

Implements ModbusPort.

7.19.3.19 writeBufferSize()

```
uint16_t ModbusTcpPort::writeBufferSize () const  [override], [virtual]
```

Returns size of data of write buffer.

Implements ModbusPort.

The documentation for this class was generated from the following file:

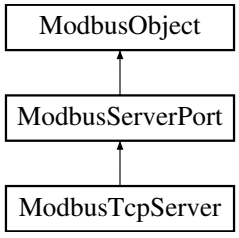
- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusTcpPort.h

7.20 ModbusTcpServer Class Reference

The `ModbusTcpServer` class implements TCP server part of the Modbus protocol.

`#include <ModbusTcpServer.h>`

Inheritance diagram for ModbusTcpServer:



Classes

- struct Defaults

  Defaults class constain default settings values for ModbusTcpServer.

Public Member Functions

- ModbusTcpServer (ModbusInterface *device)
- ~ModbusTcpServer ()
- uint16_t port () const
- void setPort (uint16_t port)
- uint32_t timeout () const
- void setTimeout (uint32_t timeout)
- Modbus::ProtocolType type () const override
- bool isTcpServer () const override
- Modbus::StatusCode open () override
- Modbus::StatusCode close () override
- bool isOpen () const override
- void setBroadcastEnabled (bool enable) override
- void setUnitMap (const void *unitmap) override
- Modbus::StatusCode process () override
- virtual ModbusServerPort * createTcpPort (ModbusTcpSocket *socket)
- virtual void deleteTcpPort (ModbusServerPort *port)
- void signalNewConnection (const Modbus::Char *source)
- void signalCloseConnection (const Modbus::Char *source)

Public Member Functions inherited from ModbusServerPort

- ModbusInterface * device () const
- void setDevice (ModbusInterface *device)
- bool isBroadcastEnabled () const
- const void * unitMap () const
- void * context () const
- void setContext (void *context)
- bool isStateClosed () const
- void signalOpened (const Modbus::Char *source)
- void signalClosed (const Modbus::Char *source)
- void signalTx (const Modbus::Char *source, const uint8_t *buff, uint16_t size)
- void signalRx (const Modbus::Char *source, const uint8_t *buff, uint16_t size)
- void signalError (const Modbus::Char *source, Modbus::StatusCode status, const Modbus::Char *text)

Public Member Functions inherited from ModbusObject

- ModbusObject ()
- virtual ~ModbusObject ()
- const Modbus::Char * objectName () const
- void setObjectName (const Modbus::Char *name)
- template<class SignalClass , class T , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)

- template<class SignalClass , class ReturnType , class ... Args>
  void connect (ModbusMethodPointer< SignalClass, ReturnType, Args ... > signalMethodPtr, ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- template<class ReturnType , class ... Args>
  void disconnect (ModbusFunctionPointer< ReturnType, Args ... > funcPtr)
- void disconnectFunc (void *funcPtr)
- template<class T , class ReturnType , class ... Args>
  void disconnect (T *object, ModbusMethodPointer< T, ReturnType, Args ... > objectMethodPtr)
- template<class T >
  void disconnect (T *object)

Protected Member Functions

- ModbusTcpSocket * nextPendingConnection ()
- void clearConnections ()

Protected Member Functions inherited from ModbusServerPort

- ModbusObject ()

Protected Member Functions inherited from ModbusObject

- template<class T , class ... Args>
  void emitSignal (const char *thisMethodId, ModbusMethodPointer< T, void, Args ... > thisMethod, Args ... args)

Additional Inherited Members

Static Public Member Functions inherited from ModbusObject

- static ModbusObject * sender ()

7.20.1 Detailed Description

The `ModbusTcpServer` class implements TCP server part of the Modbus protocol.

`ModbusTcpServer` ...

7.20.2 Constructor & Destructor Documentation

7.20.2.1 ModbusTcpServer()

```
ModbusTcpServer::ModbusTcpServer (
            ModbusInterface * device)
```

Constructor of the class. `device` param is object which might process incoming requests for read/write memory.

7.20.2.2 ~ModbusTcpServer()

```
ModbusTcpServer::~ModbusTcpServer ()
```

Destructor of the class. Clear all unclosed connections.

7.20.3 Member Function Documentation

7.20.3.1 clearConnections()

```
void ModbusTcpServer::clearConnections ()  [protected]
```

Clear all allocated memory for previously established connections.

7.20.3.2 close()

```
Modbus::StatusCode ModbusTcpServer::close ()  [override], [virtual]
```

Stop listening for incoming connections and close all previously opened connections.

Returns

- `Modbus::Status_Good` on success
- `Modbus::Status_Processing` when operation is not complete

Implements ModbusServerPort.

7.20.3.3 createTcpPort()

```
virtual ModbusServerPort * ModbusTcpServer::createTcpPort (
            ModbusTcpSocket * socket)  [virtual]
```

Creates `ModbusServerPort` for new incoming connection defined by `ModbusTcpSocket` pointer May be reimplemented in subclasses.

7.20.3.4 deleteTcpPort()

```
virtual void ModbusTcpServer::deleteTcpPort (
            ModbusServerPort * port)  [virtual]
```

Deletes `ModbusServerPort` by default. May be reimplemented in subclasses.

7.20.3.5 isOpen()

```
bool ModbusTcpServer::isOpen () const  [override], [virtual]
```

Returns `true` if the server is currently listening for incoming connections, `false` otherwise.

Implements ModbusServerPort.

7.20.3.6 isTcpServer()

```
bool ModbusTcpServer::isTcpServer () const  [inline], [override], [virtual]
```

Returns `true`.

Reimplemented from ModbusServerPort.

7.20.3.7 nextPendingConnection()

```
ModbusTcpSocket * ModbusTcpServer::nextPendingConnection ()  [protected]
```

Checks for incoming connections and returns pointer `ModbusTcpSocket` if new connection established, `nullptr` otherwise.

7.20.3.8 open()

```
Modbus::StatusCode ModbusTcpServer::open ()  [override], [virtual]
```

Try to listen for incoming connections on TCP port that was previously set (`port()`).

Returns

- `Modbus::Status_Good` on success
- `Modbus::Status_Processing` when operation is not complete
- `Modbus::Status_BadTcpCreate` when can't create TCP socket
- `Modbus::Status_BadTcpBind` when can't bind TCP socket
- `Modbus::Status_BadTcpListen` when can't listen TCP socket

Implements ModbusServerPort.

7.20.3.9 port()

```
uint16_t ModbusTcpServer::port () const
```

Returns the setting for the TCP port number of the server.

7.20.3.10 process()

```
Modbus::StatusCode ModbusTcpServer::process ()  [override], [virtual]
```

Main function of TCP server. Must be called in cycle to perform all incoming TCP connections.

Implements ModbusServerPort.

7.20.3.11 setBroadcastEnabled()

```
void ModbusTcpServer::setBroadcastEnabled (
            bool enable)  [override], [virtual]
```

Enables broadcast mode for `0` unit address. It is enabled by default.

See also

`isBroadcastEnabled()`

Reimplemented from ModbusServerPort.

7.20.3.12 setPort()

```
void ModbusTcpServer::setPort (
            uint16_t port)
```

Sets the settings for the TCP port number of the server.

7.20.3.13 setTimeout()

```
void ModbusTcpServer::setTimeout (
            uint32_t timeout)
```

Sets the setting for the read timeout of every single conncetion.

7.20.3.14 setUnitMap()

```
void ModbusTcpServer::setUnitMap (
            const void * unitmap)  [override], [virtual]
```

Set units map of current server. Server make a copy of units map data.

See also

`unitMap()`

Reimplemented from ModbusServerPort.

7.20.3.15 signalCloseConnection()

```
void ModbusTcpServer::signalCloseConnection (
            const Modbus::Char * source)
```

Signal occured when TCP connection was closed. `source` - name of the current connection.

7.20.3.16 signalNewConnection()

```
void ModbusTcpServer::signalNewConnection (
            const Modbus::Char * source)
```

Signal occured when new TCP connection was accepted. `source` - name of the current connection.

7.20.3.17 timeout()

```
uint32_t ModbusTcpServer::timeout () const
```

Returns the setting for the read timeout of every single conncetion.

7.20.3.18 type()

```
Modbus::ProtocolType ModbusTcpServer::type () const  [inline], [override], [virtual]
```

Returns the Modbus protocol type. In this case it is `Modbus::TCP`.

Implements ModbusServerPort.

The documentation for this class was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusTcpServer.h

7.21 Modbus::SerialSettings Struct Reference

Struct to define settings for Serial Port.

```
#include <ModbusGlobal.h>
```

Public Attributes

- const Char * **portName**
  Value for the serial port name.
- int32_t **baudRate**
  Value for the serial port's baud rate.
- int8_t **dataBits**
  Value for the serial port's data bits.
- Parity **parity**
  Value for the serial port's patiry.
- StopBits **stopBits**
  Value for the serial port's stop bits.
- FlowControl **flowControl**
  Value for the serial port's flow control.
- uint32_t **timeoutFirstByte**
  Value for the serial port's timeout waiting first byte of packet.
- uint32_t **timeoutInterByte**
  Value for the serial port's timeout waiting next byte of packet.

7.21.1 Detailed Description

Struct to define settings for Serial Port.

The documentation for this struct was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusGlobal.h

7.22 Modbus::Strings Class Reference

Sets constant key values for the map of settings.

`#include <ModbusQt.h>`

Public Member Functions

- Strings ()

Static Public Member Functions

- static const Strings & instance ()

Public Attributes

- const QString **unit**
  Setting key for the unit number of remote device.
- const QString **type**
  Setting key for the type of Modbus protocol.
- const QString **tries**
  Setting key for the number of tries a Modbus request is repeated if it fails.
- const QString **host**
  Setting key for the IP address or DNS name of the remote device.
- const QString **port**
  Setting key for the TCP port number of the remote device.
- const QString **timeout**
  Setting key for connection timeout (milliseconds)
- const QString **serialPortName**
  Setting key for the serial port name.
- const QString **baudRate**
  Setting key for the serial port's baud rate.
- const QString **dataBits**
  Setting key for the serial port's data bits.
- const QString **parity**
  Setting key for the serial port's parity.
- const QString **stopBits**
  Setting key for the serial port's stop bits.
- const QString **flowControl**

Setting key for the serial port's flow control.

- const QString **timeoutFirstByte**

  Setting key for the serial port's timeout waiting first byte of packet.
- const QString **timeoutInterByte**

  Setting key for the serial port's timeout waiting next byte of packet.
- const QString **isBroadcastEnabled**

  Setting key for the serial port enables broadcast mode for `0` unit address.
- const QString **NoParity**

  String constant for repr of `NoParity` enum value.
- const QString **EvenParity**

  String constant for repr of `EvenParity` enum value.
- const QString **OddParity**

  String constant for repr of `OddParity` enum value.
- const QString **SpaceParity**

  String constant for repr of `SpaceParity` enum value.
- const QString **MarkParity**

  String constant for repr of `MarkParity` enum value.
- const QString **OneStop**

  String constant for repr of `OneStop` enum value.
- const QString **OneAndHalfStop**

  String constant for repr of `OneAndHalfStop` enum value.
- const QString **TwoStop**

  String constant for repr of `TwoStop` enum value.
- const QString **NoFlowControl**

  String constant for repr of `NoFlowControl` enum value.
- const QString **HardwareControl**

  String constant for repr of `HardwareControl` enum value.
- const QString **SoftwareControl**

  String constant for repr of `SoftwareControl` enum value.

7.22.1 Detailed Description

Sets constant key values for the map of settings.

7.22.2 Constructor & Destructor Documentation

7.22.2.1 Strings()

```
Modbus::Strings::Strings ()
```

Constructor ot the class.

7.22.3 Member Function Documentation

7.22.3.1 instance()

```
static const Strings & Modbus::Strings::instance ()  [static]
```

Returns a reference to the global `Modbus::Strings` object.

The documentation for this class was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusQt.h

7.23 Modbus::TcpSettings Struct Reference

Struct to define settings for TCP connection.

`#include <ModbusGlobal.h>`

Public Attributes

- const Char * **host**

  Value for the IP address or DNS name of the remote device.
- uint16_t **port**

  Value for the TCP port number of the remote device.
- uint16_t **timeout**

  Value for connection timeout (milliseconds)

7.23.1 Detailed Description

Struct to define settings for TCP connection.

The documentation for this struct was generated from the following file:

- c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusGlobal.h

Chapter 8

File Documentation

8.1 c:/Users/march/Dropbox/PRJ/ModbusLib/src/cModbus.h File Reference

Contains library interface for C language.

```
#include <stdbool.h>
#include "ModbusGlobal.h"
```

Typedefs

- typedef ModbusPort * **cModbusPort**

  Handle (pointer) of `ModbusPort` for C interface.
- typedef ModbusClientPort * **cModbusClientPort**

  Handle (pointer) of `ModbusClientPort` for C interface.
- typedef ModbusClient * **cModbusClient**

  Handle (pointer) of `ModbusClient` for C interface.
- typedef ModbusServerPort * **cModbusServerPort**

  Handle (pointer) of `ModbusServerPort` for C interface.
- typedef ModbusInterface * **cModbusInterface**

  Handle (pointer) of `ModbusInterface` for C interface.
- typedef void * **cModbusDevice**

  Handle (pointer) of `ModbusDevice` for C interface.
- typedef StatusCode(* pfReadCoils) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t count, void *values)
- typedef StatusCode(* pfReadDiscreteInputs) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t count, void *values)
- typedef StatusCode(* pfReadHoldingRegisters) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)
- typedef StatusCode(* pfReadInputRegisters) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)
- typedef StatusCode(* pfWriteSingleCoil) (cModbusDevice dev, uint8_t unit, uint16_t offset, bool value)
- typedef StatusCode(* pfWriteSingleRegister) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t value)
- typedef StatusCode(* pfReadExceptionStatus) (cModbusDevice dev, uint8_t unit, uint8_t *status)

- typedef StatusCode(* pfDiagnostics) (cModbusDevice dev, uint8_t unit, uint16_t subfunc, uint8_t insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata)
- typedef StatusCode(* pfGetCommEventCounter) (cModbusDevice dev, uint8_t unit, uint16_t *status, uint16_t *eventCount)
- typedef StatusCode(* pfGetCommEventLog) (cModbusDevice dev, uint8_t unit, uint16_t *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff)
- typedef StatusCode(* pfWriteMultipleCoils) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t count, const void *values)
- typedef StatusCode(* pfWriteMultipleRegisters) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t count, const uint16_t *values)
- typedef StatusCode(* pfReportServerID) (cModbusDevice dev, uint8_t unit, uint8_t *count, uint8_t *data)
- typedef StatusCode(* pfMaskWriteRegister) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t andMask, uint16_t orMask)
- typedef StatusCode(* pfReadWriteMultipleRegisters) (cModbusDevice dev, uint8_t unit, uint16_t readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues)
- typedef StatusCode(* pfReadFIFOQueue) (cModbusDevice dev, uint8_t unit, uint16_t fifoadr, uint16_t *count, uint16_t *values)
- typedef void(* pfSlotOpened) (const Char *source)
- typedef void(* pfSlotClosed) (const Char *source)
- typedef void(* pfSlotTx) (const Char *source, const uint8_t *buff, uint16_t size)
- typedef void(* pfSlotRx) (const Char *source, const uint8_t *buff, uint16_t size)
- typedef void(* pfSlotError) (const Char *source, StatusCode status, const Char *text)
- typedef void(* pfSlotNewConnection) (const Char *source)
- typedef void(* pfSlotCloseConnection) (const Char *source)

Functions

- MODBUS_EXPORT cModbusInterface cCreateModbusDevice (cModbusDevice device, pfReadCoils readCoils, pfReadDiscreteInputs readDiscreteInputs, pfReadHoldingRegisters readHoldingRegisters, pfReadInputRegisters readInputRegisters, pfWriteSingleCoil writeSingleCoil, pfWriteSingleRegister writeSingleRegister, pfReadExceptionStatus readExceptionStatus, pfDiagnostics diagnostics, pfGetCommEventCounter getCommEventCounter, pfGetCommEventLog getCommEventLog, pfWriteMultipleCoils writeMultipleCoils, pfWriteMultipleRegisters writeMultipleRegisters, pfReportServerID reportServerID, pfMaskWriteRegister maskWriteRegister, pfReadWriteMultipleRegisters readWriteMultipleRegisters, pfReadFIFOQueue readFIFOQueue)
- MODBUS_EXPORT void cDeleteModbusDevice (cModbusInterface dev)
- MODBUS_EXPORT cModbusPort cPortCreate (ProtocolType type, const void *settings, bool blocking)
- MODBUS_EXPORT void cPortDelete (cModbusPort port)
- MODBUS_EXPORT cModbusClientPort cCpoCreate (ProtocolType type, const void *settings, bool blocking)
- MODBUS_EXPORT cModbusClientPort cCpoCreateForPort (cModbusPort port)
- MODBUS_EXPORT void cCpoDelete (cModbusClientPort clientPort)
- MODBUS_EXPORT const Char * cCpoGetObjectName (cModbusClientPort clientPort)
- MODBUS_EXPORT void cCpoSetObjectName (cModbusClientPort clientPort, const Char *name)
- MODBUS_EXPORT ProtocolType cCpoGetType (cModbusClientPort clientPort)
- MODBUS_EXPORT bool cCpoIsOpen (cModbusClientPort clientPort)
- MODBUS_EXPORT bool cCpoClose (cModbusClientPort clientPort)
- MODBUS_EXPORT uint32_t cCpoGetRepeatCount (cModbusClientPort clientPort)
- MODBUS_EXPORT void cCpoSetRepeatCount (cModbusClientPort clientPort, uint32_t count)
- MODBUS_EXPORT StatusCode cCpoReadCoils (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, void *values)
- MODBUS_EXPORT StatusCode cCpoReadDiscreteInputs (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, void *values)
- MODBUS_EXPORT StatusCode cCpoReadHoldingRegisters (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)

- MODBUS_EXPORT StatusCode cCpoReadInputRegisters (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, uint16_t *values)
- MODBUS_EXPORT StatusCode cCpoWriteSingleCoil (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, bool value)
- MODBUS_EXPORT StatusCode cCpoWriteSingleRegister (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t value)
- MODBUS_EXPORT StatusCode cCpoReadExceptionStatus (cModbusClientPort clientPort, uint8_t unit, uint8_t *value)
- MODBUS_EXPORT StatusCode cCpoDiagnostics (cModbusClientPort clientPort, uint8_t unit, uint16_t subfunc, uint8_t insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata)
- MODBUS_EXPORT StatusCode cCpoGetCommEventCounter (cModbusClientPort clientPort, uint8_t unit, uint16_t *status, uint16_t *eventCount)
- MODBUS_EXPORT StatusCode cCpoGetCommEventLog (cModbusClientPort clientPort, uint8_t unit, uint16_t *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff)
- MODBUS_EXPORT StatusCode cCpoWriteMultipleCoils (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, const void *values)
- MODBUS_EXPORT StatusCode cCpoWriteMultipleRegisters (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, const uint16_t *values)
- MODBUS_EXPORT StatusCode cCpoReportServerID (cModbusClientPort clientPort, uint8_t unit, uint8_t *count, uint8_t *data)
- MODBUS_EXPORT StatusCode cCpoMaskWriteRegister (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t andMask, uint16_t orMask)
- MODBUS_EXPORT StatusCode cCpoReadWriteMultipleRegisters (cModbusClientPort clientPort, uint8_t unit, uint16_t readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues)
- MODBUS_EXPORT StatusCode cCpoReadFIFOQueue (cModbusClientPort clientPort, uint8_t unit, uint16_t fifoadr, uint16_t *count, uint16_t *values)
- MODBUS_EXPORT StatusCode cCpoReadCoilsAsBoolArray (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, bool *values)
- MODBUS_EXPORT StatusCode cCpoReadDiscreteInputsAsBoolArray (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, bool *values)
- MODBUS_EXPORT StatusCode cCpoWriteMultipleCoilsAsBoolArray (cModbusClientPort clientPort, uint8_t unit, uint16_t offset, uint16_t count, const bool *values)
- MODBUS_EXPORT StatusCode cCpoGetLastStatus (cModbusClientPort clientPort)
- MODBUS_EXPORT StatusCode cCpoGetLastErrorStatus (cModbusClientPort clientPort)
- MODBUS_EXPORT const Char * cCpoGetLastErrorText (cModbusClientPort clientPort)
- MODBUS_EXPORT void cCpoConnectOpened (cModbusClientPort clientPort, pfSlotOpened funcPtr)
- MODBUS_EXPORT void cCpoConnectClosed (cModbusClientPort clientPort, pfSlotClosed funcPtr)
- MODBUS_EXPORT void cCpoConnectTx (cModbusClientPort clientPort, pfSlotTx funcPtr)
- MODBUS_EXPORT void cCpoConnectRx (cModbusClientPort clientPort, pfSlotRx funcPtr)
- MODBUS_EXPORT void cCpoConnectError (cModbusClientPort clientPort, pfSlotError funcPtr)
- MODBUS_EXPORT void cCpoDisconnectFunc (cModbusClientPort clientPort, void *funcPtr)
- MODBUS_EXPORT cModbusClient cCliCreate (uint8_t unit, ProtocolType type, const void *settings, bool blocking)
- MODBUS_EXPORT cModbusClient cCliCreateForClientPort (uint8_t unit, cModbusClientPort clientPort)
- MODBUS_EXPORT void cCliDelete (cModbusClient client)
- MODBUS_EXPORT const Char * cCliGetObjectName (cModbusClient client)
- MODBUS_EXPORT void cCliSetObjectName (cModbusClient client, const Char *name)
- MODBUS_EXPORT ProtocolType cCliGetType (cModbusClient client)
- MODBUS_EXPORT uint8_t cCliGetUnit (cModbusClient client)
- MODBUS_EXPORT void cCliSetUnit (cModbusClient client, uint8_t unit)
- MODBUS_EXPORT bool cCliIsOpen (cModbusClient client)
- MODBUS_EXPORT cModbusClientPort cCliGetPort (cModbusClient client)
- MODBUS_EXPORT StatusCode cReadCoils (cModbusClient client, uint16_t offset, uint16_t count, void *values)

- MODBUS_EXPORT StatusCode cReadDiscreteInputs (cModbusClient client, uint16_t offset, uint16_t count, void *values)
- MODBUS_EXPORT StatusCode cReadHoldingRegisters (cModbusClient client, uint16_t offset, uint16_t count, uint16_t *values)
- MODBUS_EXPORT StatusCode cReadInputRegisters (cModbusClient client, uint16_t offset, uint16_t count, uint16_t *values)
- MODBUS_EXPORT StatusCode cWriteSingleCoil (cModbusClient client, uint16_t offset, bool value)
- MODBUS_EXPORT StatusCode cWriteSingleRegister (cModbusClient client, uint16_t offset, uint16_t value)
- MODBUS_EXPORT StatusCode cReadExceptionStatus (cModbusClient client, uint8_t *value)
- MODBUS_EXPORT StatusCode cWriteMultipleCoils (cModbusClient client, uint16_t offset, uint16_t count, const void *values)
- MODBUS_EXPORT StatusCode cWriteMultipleRegisters (cModbusClient client, uint16_t offset, uint16_t count, const uint16_t *values)
- MODBUS_EXPORT StatusCode cMaskWriteRegister (cModbusClient client, uint16_t offset, uint16_t andMask, uint16_t orMask)
- MODBUS_EXPORT StatusCode cReadWriteMultipleRegisters (cModbusClient client, uint16_t readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues)
- MODBUS_EXPORT StatusCode cReadCoilsAsBoolArray (cModbusClient client, uint16_t offset, uint16_t count, bool *values)
- MODBUS_EXPORT StatusCode cReadDiscreteInputsAsBoolArray (cModbusClient client, uint16_t offset, uint16_t count, bool *values)
- MODBUS_EXPORT StatusCode cWriteMultipleCoilsAsBoolArray (cModbusClient client, uint16_t offset, uint16_t count, const bool *values)
- MODBUS_EXPORT StatusCode cCliGetLastPortStatus (cModbusClient client)
- MODBUS_EXPORT StatusCode cCliGetLastPortErrorStatus (cModbusClient client)
- MODBUS_EXPORT const Char * cCliGetLastPortErrorText (cModbusClient client)
- MODBUS_EXPORT cModbusServerPort cSpoCreate (cModbusInterface device, ProtocolType type, const void *settings, bool blocking)
- MODBUS_EXPORT void cSpoDelete (cModbusServerPort serverPort)
- MODBUS_EXPORT const Char * cSpoGetObjectName (cModbusServerPort serverPort)
- MODBUS_EXPORT void cSpoSetObjectName (cModbusServerPort serverPort, const Char *name)
- MODBUS_EXPORT ProtocolType cSpoGetType (cModbusServerPort serverPort)
- MODBUS_EXPORT bool cSpoIsTcpServer (cModbusServerPort serverPort)
- MODBUS_EXPORT cModbusInterface cSpoGetDevice (cModbusServerPort serverPort)
- MODBUS_EXPORT bool cSpoIsOpen (cModbusServerPort serverPort)
- MODBUS_EXPORT StatusCode cSpoOpen (cModbusServerPort serverPort)
- MODBUS_EXPORT StatusCode cSpoClose (cModbusServerPort serverPort)
- MODBUS_EXPORT StatusCode cSpoProcess (cModbusServerPort serverPort)
- MODBUS_EXPORT void cSpoConnectOpened (cModbusServerPort serverPort, pfSlotOpened funcPtr)
- MODBUS_EXPORT void cSpoConnectClosed (cModbusServerPort serverPort, pfSlotClosed funcPtr)
- MODBUS_EXPORT void cSpoConnectTx (cModbusServerPort serverPort, pfSlotTx funcPtr)
- MODBUS_EXPORT void cSpoConnectRx (cModbusServerPort serverPort, pfSlotRx funcPtr)
- MODBUS_EXPORT void cSpoConnectError (cModbusServerPort serverPort, pfSlotError funcPtr)
- MODBUS_EXPORT void cSpoConnectNewConnection (cModbusServerPort serverPort, pfSlotNewConnection funcPtr)
- MODBUS_EXPORT void cSpoConnectCloseConnection (cModbusServerPort serverPort, pfSlotCloseConnection funcPtr)
- MODBUS_EXPORT void cSpoDisconnectFunc (cModbusServerPort serverPort, void *funcPtr)

8.1.1 Detailed Description

Contains library interface for C language.

Author

serhmarch

Date

May 2024

8.1.2 Typedef Documentation

8.1.2.1 pfDiagnostics

```
typedef StatusCode(* pfDiagnostics) (cModbusDevice dev, uint8_t unit, uint16_t subfunc, uint8↩
_t insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata)
```

Pointer to C function for diagnostics. `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::diagnostics

8.1.2.2 pfGetCommEventCounter

```
typedef StatusCode(* pfGetCommEventCounter) (cModbusDevice dev, uint8_t unit, uint16_t *status,
uint16_t *eventCount)
```

Pointer to C function for get communication event counter. `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::getCommEventCounter

8.1.2.3 pfGetCommEventLog

```
typedef StatusCode(* pfGetCommEventLog) (cModbusDevice dev, uint8_t unit, uint16_t *status,
uint16_t *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff)
```

Pointer to C function for get communication event logs. `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::getCommEventLog

8.1.2.4 pfMaskWriteRegister

```
typedef StatusCode(* pfMaskWriteRegister) (cModbusDevice dev, uint8_t unit, uint16_t offset,
uint16_t andMask, uint16_t orMask)
```

Pointer to C function for mask write registers (4x). `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::maskWriteRegister

8.1.2.5 pfReadCoils

```
typedef StatusCode(* pfReadCoils) (cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t
count, void *values)
```

Pointer to C function for read coils (0x). `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::readCoils

8.1.2.6 pfReadDiscreteInputs

```
typedef StatusCode(* pfReadDiscreteInputs) (cModbusDevice dev, uint8_t unit, uint16_t offset,
uint16_t count, void *values)
```

Pointer to C function for read discrete inputs (1x). `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::readDiscreteInputs

8.1.2.7 pfReadExceptionStatus

```
typedef StatusCode(* pfReadExceptionStatus) (cModbusDevice dev, uint8_t unit, uint8_t *status)
```

Pointer to C function for read exception status bits. `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::readExceptionStatus

8.1.2.8 pfReadFIFOQueue

```
typedef StatusCode(* pfReadFIFOQueue) (cModbusDevice dev, uint8_t unit, uint16_t fifoadr,
uint16_t *count, uint16_t *values)
```

Pointer to C function for read FIFO queue. `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::readFIFOQueue

8.1.2.9 pfReadHoldingRegisters

```
typedef StatusCode(* pfReadHoldingRegisters) (cModbusDevice dev, uint8_t unit, uint16_t offset,
uint16_t count, uint16_t *values)
```

Pointer to C function for read holding registers (4x). `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::readHoldingRegisters

8.1.2.10 pfReadInputRegisters

```
typedef StatusCode(* pfReadInputRegisters) (cModbusDevice dev, uint8_t unit, uint16_t offset,
uint16_t count, uint16_t *values)
```

Pointer to C function for read input registers (3x). `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::readInputRegisters

8.1.2.11 pfReadWriteMultipleRegisters

```
typedef StatusCode(* pfReadWriteMultipleRegisters) (cModbusDevice dev, uint8_t unit, uint16_t
readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t write↩
Count, const uint16_t *writeValues)
```

Pointer to C function for write registers (4x). `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::writeMultipleRegisters

8.1.2.12 pfReportServerID

```
typedef StatusCode(* pfReportServerID) (cModbusDevice dev, uint8_t unit, uint8_t *count, uint8↩
_t *data)
```

Pointer to C function for report server id. `dev` - pointer to any struct that can hold memory data.

See also

ModbusInterface::reportServerID

8.1.2.13 pfSlotCloseConnection

```
typedef void(* pfSlotCloseConnection) (const Char *source)
```

Pointer to C callback function. `dev` - pointer to any struct that can hold memory data.

See also

ModbusTcpServer::signalCloseConnection

8.1.2.14 pfSlotClosed

```
typedef void(* pfSlotClosed) (const Char *source)
```

Pointer to C callback function. `dev` - pointer to any struct that can hold memory data.

See also

ModbusClientPort::signalClosed and ModbusServerPort::signalClosed

8.1.2.15 pfSlotError

```
typedef void(* pfSlotError) (const Char *source, StatusCode status, const Char *text)
```

Pointer to C callback function. `dev` - pointer to any struct that can hold memory data.

See also

ModbusClientPort::signalError and ModbusServerPort::signalError

8.1.2.16 pfSlotNewConnection

```
typedef void(* pfSlotNewConnection) (const Char *source)
```

Pointer to C callback function. `dev` - pointer to any struct that can hold memory data.

See also

ModbusTcpServer::signalNewConnection

8.1.2.17 pfSlotOpened

```
typedef void(* pfSlotOpened) (const Char *source)
```

Pointer to C callback function. dev - pointer to any struct that can hold memory data.

See also

ModbusClientPort::signalOpened and ModbusServerPort::signalOpened

8.1.2.18 pfSlotRx

```
typedef void(* pfSlotRx) (const Char *source, const uint8_t *buff, uint16_t size)
```

Pointer to C callback function. dev - pointer to any struct that can hold memory data.

See also

ModbusClientPort::signalRx and ModbusServerPort::signalRx

8.1.2.19 pfSlotTx

```
typedef void(* pfSlotTx) (const Char *source, const uint8_t *buff, uint16_t size)
```

Pointer to C callback function. dev - pointer to any struct that can hold memory data.

See also

ModbusClientPort::signalTx and ModbusServerPort::signalTx

8.1.2.20 pfWriteMultipleCoils

```
typedef StatusCode(* pfWriteMultipleCoils) (cModbusDevice dev, uint8_t unit, uint16_t offset,
uint16_t count, const void *values)
```

Pointer to C function for write coils (0x). dev - pointer to any struct that can hold memory data.

See also

ModbusInterface::writeMultipleCoils

8.1.2.21 pfWriteMultipleRegisters

```
typedef StatusCode(* pfWriteMultipleRegisters) (cModbusDevice dev, uint8_t unit, uint16_↩
t offset, uint16_t count, const uint16_t *values)
```

Pointer to C function for write registers (4x). dev - pointer to any struct that can hold memory data.

See also

ModbusInterface::writeMultipleRegisters

8.1.2.22 pfWriteSingleCoil

```
typedef StatusCode(* pfWriteSingleCoil) (cModbusDevice dev, uint8_t unit, uint16_t offset,
bool value)
```

Pointer to C function for write single coil (0x). `dev` - pointer to any struct that can hold memory data.

See also

`ModbusInterface::writeSingleCoil`

8.1.2.23 pfWriteSingleRegister

```
typedef StatusCode(* pfWriteSingleRegister) (cModbusDevice dev, uint8_t unit, uint16_t offset,
uint16_t value)
```

Pointer to C function for write single register (4x). `dev` - pointer to any struct that can hold memory data.

See also

`ModbusInterface::writeSingleRegister`

8.1.3 Function Documentation

8.1.3.1 cCliCreate()

```
MODBUS_EXPORT cModbusClient cCliCreate (
            uint8_t unit,
            ProtocolType type,
            const void * settings,
            bool blocking)
```

Creates `ModbusClient` object and returns handle to it.

See also

`Modbus::createClient`

8.1.3.2 cCliCreateForClientPort()

```
MODBUS_EXPORT cModbusClient cCliCreateForClientPort (
            uint8_t unit,
            cModbusClientPort clientPort)
```

Creates `ModbusClient` object with `unit` for port `clientPort` and returns handle to it.

8.1.3.3 cCliDelete()

```
MODBUS_EXPORT void cCliDelete (
            cModbusClient client)
```

Deletes previously created ModbusClient object represented by client handle

8.1.3.4 cCliGetLastPortErrorStatus()

```
MODBUS_EXPORT StatusCode cCliGetLastPortErrorStatus (
            cModbusClient client)
```

Wrapper for ModbusClient::lastPortErrorStatus

8.1.3.5 cCliGetLastPortErrorText()

```
MODBUS_EXPORT const Char * cCliGetLastPortErrorText (
            cModbusClient client)
```

Wrapper for ModbusClient::lastPortErrorText

8.1.3.6 cCliGetLastPortStatus()

```
MODBUS_EXPORT StatusCode cCliGetLastPortStatus (
            cModbusClient client)
```

Wrapper for ModbusClient::lastPortStatus

8.1.3.7 cCliGetObjectName()

```
MODBUS_EXPORT const Char * cCliGetObjectName (
            cModbusClient client)
```

Wrapper for ModbusClient::objectName

8.1.3.8 cCliGetPort()

```
MODBUS_EXPORT cModbusClientPort cCliGetPort (
            cModbusClient client)
```

Wrapper for ModbusClient::port

8.1.3.9 cCliGetType()

```
MODBUS_EXPORT ProtocolType cCliGetType (
            cModbusClient client)
```

Wrapper for ModbusClient::type

8.1.3.10 cCliGetUnit()

```
MODBUS_EXPORT uint8_t cCliGetUnit (
            cModbusClient client)
```

Wrapper for ModbusClient::unit

8.1.3.11 cCliIsOpen()

```
MODBUS_EXPORT bool cCliIsOpen (
            cModbusClient client)
```

Wrapper for ModbusClient::isOpen

8.1.3.12 cCliSetObjectName()

```
MODBUS_EXPORT void cCliSetObjectName (
            cModbusClient client,
            const Char * name)
```

Wrapper for ModbusClient::setObjectName

8.1.3.13 cCliSetUnit()

```
MODBUS_EXPORT void cCliSetUnit (
            cModbusClient client,
            uint8_t unit)
```

Wrapper for ModbusClient::setUnit

8.1.3.14 cCpoClose()

```
MODBUS_EXPORT bool cCpoClose (
            cModbusClientPort clientPort)
```

Wrapper for ModbusClientPort::close

8.1.3.15 cCpoConnectClosed()

```
MODBUS_EXPORT void cCpoConnectClosed (
            cModbusClientPort clientPort,
            pfSlotClosed funcPtr)
```

Connects funcPtr-function to ModbusClientPort::signalClosed signal

8.1.3.16 cCpoConnectError()

```
MODBUS_EXPORT void cCpoConnectError (
            cModbusClientPort clientPort,
            pfSlotError funcPtr)
```

Connects `funcPtr`-function to `ModbusClientPort::signalError` signal

8.1.3.17 cCpoConnectOpened()

```
MODBUS_EXPORT void cCpoConnectOpened (
            cModbusClientPort clientPort,
            pfSlotOpened funcPtr)
```

Connects `funcPtr`-function to `ModbusClientPort::signalOpened` signal

8.1.3.18 cCpoConnectRx()

```
MODBUS_EXPORT void cCpoConnectRx (
            cModbusClientPort clientPort,
            pfSlotRx funcPtr)
```

Connects `funcPtr`-function to `ModbusClientPort::signalRx` signal

8.1.3.19 cCpoConnectTx()

```
MODBUS_EXPORT void cCpoConnectTx (
            cModbusClientPort clientPort,
            pfSlotTx funcPtr)
```

Connects `funcPtr`-function to `ModbusClientPort::signalTx` signal

8.1.3.20 cCpoCreate()

```
MODBUS_EXPORT cModbusClientPort cCpoCreate (
            ProtocolType type,
            const void * settings,
            bool blocking)
```

Creates `ModbusClientPort` object and returns handle to it.

See also

`Modbus::createClientPort`

8.1.3.21 cCpoCreateForPort()

```
MODBUS_EXPORT cModbusClientPort cCpoCreateForPort (
            cModbusPort port)
```

Creates `ModbusClientPort` object and returns handle to it.

8.1.3.22 cCpoDelete()

```
MODBUS_EXPORT void cCpoDelete (
            cModbusClientPort clientPort)
```

Deletes previously created ModbusClientPort object represented by port handle

8.1.3.23 cCpoDiagnostics()

```
MODBUS_EXPORT StatusCode cCpoDiagnostics (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t subfunc,
            uint8_t insize,
            const uint8_t * indata,
            uint8_t * outsize,
            uint8_t * outdata)
```

Wrapper for ModbusClientPort::diagnostics

8.1.3.24 cCpoDisconnectFunc()

```
MODBUS_EXPORT void cCpoDisconnectFunc (
            cModbusClientPort clientPort,
            void * funcPtr)
```

Disconnects funcPtr-function from ModbusClientPort

8.1.3.25 cCpoGetCommEventCounter()

```
MODBUS_EXPORT StatusCode cCpoGetCommEventCounter (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t * status,
            uint16_t * eventCount)
```

Wrapper for ModbusClientPort::getCommEventCounter

8.1.3.26 cCpoGetCommEventLog()

```
MODBUS_EXPORT StatusCode cCpoGetCommEventLog (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t * status,
            uint16_t * eventCount,
            uint16_t * messageCount,
            uint8_t * eventBuffSize,
            uint8_t * eventBuff)
```

Wrapper for ModbusClientPort::getCommEventLog

8.1.3.27 cCpoGetLastErrorStatus()

```
MODBUS_EXPORT StatusCode cCpoGetLastErrorStatus (
            cModbusClientPort clientPort)
```

Wrapper for ModbusClientPort::getLastErrorStatus

8.1.3.28 cCpoGetLastErrorText()

```
MODBUS_EXPORT const Char * cCpoGetLastErrorText (
            cModbusClientPort clientPort)
```

Wrapper for ModbusClientPort::getLastErrorText

8.1.3.29 cCpoGetLastStatus()

```
MODBUS_EXPORT StatusCode cCpoGetLastStatus (
            cModbusClientPort clientPort)
```

Wrapper for ModbusClientPort::getLastStatus

8.1.3.30 cCpoGetObjectName()

```
MODBUS_EXPORT const Char * cCpoGetObjectName (
            cModbusClientPort clientPort)
```

Wrapper for ModbusClientPort::objectName

8.1.3.31 cCpoGetRepeatCount()

```
MODBUS_EXPORT uint32_t cCpoGetRepeatCount (
            cModbusClientPort clientPort)
```

Wrapper for ModbusClientPort::repeatCount

8.1.3.32 cCpoGetType()

```
MODBUS_EXPORT ProtocolType cCpoGetType (
            cModbusClientPort clientPort)
```

Wrapper for ModbusClientPort::type

8.1.3.33 cCpoIsOpen()

```
MODBUS_EXPORT bool cCpoIsOpen (
            cModbusClientPort clientPort)
```

Wrapper for ModbusClientPort::isOpen

8.1.3.34 cCpoMaskWriteRegister()

```
MODBUS_EXPORT StatusCode cCpoMaskWriteRegister (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t andMask,
            uint16_t orMask)
```

Wrapper for ModbusClientPort::maskWriteRegister

8.1.3.35 cCpoReadCoils()

```
MODBUS_EXPORT StatusCode cCpoReadCoils (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            void * values)
```

Wrapper for ModbusClientPort::readCoils

8.1.3.36 cCpoReadCoilsAsBoolArray()

```
MODBUS_EXPORT StatusCode cCpoReadCoilsAsBoolArray (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            bool * values)
```

Wrapper for ModbusClientPort::readCoilsAsBoolArray

8.1.3.37 cCpoReadDiscreteInputs()

```
MODBUS_EXPORT StatusCode cCpoReadDiscreteInputs (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            void * values)
```

Wrapper for ModbusClientPort::readDiscreteInputs

8.1.3.38 cCpoReadDiscreteInputsAsBoolArray()

```
MODBUS_EXPORT StatusCode cCpoReadDiscreteInputsAsBoolArray (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            bool * values)
```

Wrapper for ModbusClientPort::readDiscreteInputsAsBoolArray

8.1.3.39 cCpoReadExceptionStatus()

```
MODBUS_EXPORT StatusCode cCpoReadExceptionStatus (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint8_t * value)
```

Wrapper for ModbusClientPort::readExceptionStatus

8.1.3.40 cCpoReadFIFOQueue()

```
MODBUS_EXPORT StatusCode cCpoReadFIFOQueue (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t fifoadr,
            uint16_t * count,
            uint16_t * values)
```

Wrapper for ModbusClientPort::readFIFOQueue

8.1.3.41 cCpoReadHoldingRegisters()

```
MODBUS_EXPORT StatusCode cCpoReadHoldingRegisters (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)
```

Wrapper for ModbusClientPort::readHoldingRegisters

8.1.3.42 cCpoReadInputRegisters()

```
MODBUS_EXPORT StatusCode cCpoReadInputRegisters (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)
```

Wrapper for ModbusClientPort::readInputRegisters

8.1.3.43 cCpoReadWriteMultipleRegisters()

```
MODBUS_EXPORT StatusCode cCpoReadWriteMultipleRegisters (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t readOffset,
            uint16_t readCount,
            uint16_t * readValues,
            uint16_t writeOffset,
            uint16_t writeCount,
            const uint16_t * writeValues)
```

Wrapper for ModbusClientPort::readWriteMultipleRegisters

8.1.3.44 cCpoReportServerID()

```
MODBUS_EXPORT StatusCode cCpoReportServerID (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint8_t * count,
            uint8_t * data)
```

Wrapper for ModbusClientPort::reportServerID

8.1.3.45 cCpoSetObjectName()

```
MODBUS_EXPORT void cCpoSetObjectName (
            cModbusClientPort clientPort,
            const Char * name)
```

Wrapper for ModbusClientPort::setObjectName

8.1.3.46 cCpoSetRepeatCount()

```
MODBUS_EXPORT void cCpoSetRepeatCount (
            cModbusClientPort clientPort,
            uint32_t count)
```

Wrapper for ModbusClientPort::setRepeatCount

8.1.3.47 cCpoWriteMultipleCoils()

```
MODBUS_EXPORT StatusCode cCpoWriteMultipleCoils (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const void * values)
```

Wrapper for ModbusClientPort::writeMultipleCoils

8.1.3.48 cCpoWriteMultipleCoilsAsBoolArray()

```
MODBUS_EXPORT StatusCode cCpoWriteMultipleCoilsAsBoolArray (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const bool * values)
```

Wrapper for ModbusClientPort::writeMultipleCoilsAsBoolArray

8.1.3.49 cCpoWriteMultipleRegisters()

```
MODBUS_EXPORT StatusCode cCpoWriteMultipleRegisters (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t count,
            const uint16_t * values)
```

Wrapper for ModbusClientPort::writeMultipleRegisters

8.1.3.50 cCpoWriteSingleCoil()

```
MODBUS_EXPORT StatusCode cCpoWriteSingleCoil (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            bool value)
```

Wrapper for ModbusClientPort::writeSingleCoil

8.1.3.51 cCpoWriteSingleRegister()

```
MODBUS_EXPORT StatusCode cCpoWriteSingleRegister (
            cModbusClientPort clientPort,
            uint8_t unit,
            uint16_t offset,
            uint16_t value)
```

Wrapper for ModbusClientPort::writeSingleRegister

8.1.3.52 cCreateModbusDevice()

```
MODBUS_EXPORT cModbusInterface cCreateModbusDevice (
            cModbusDevice device,
            pfReadCoils readCoils,
            pfReadDiscreteInputs readDiscreteInputs,
            pfReadHoldingRegisters readHoldingRegisters,
            pfReadInputRegisters readInputRegisters,
            pfWriteSingleCoil writeSingleCoil,
            pfWriteSingleRegister writeSingleRegister,
            pfReadExceptionStatus readExceptionStatus,
            pfDiagnostics diagnostics,
            pfGetCommEventCounter getCommEventCounter,
            pfGetCommEventLog getCommEventLog,
            pfWriteMultipleCoils writeMultipleCoils,
            pfWriteMultipleRegisters writeMultipleRegisters,
            pfReportServerID reportServerID,
            pfMaskWriteRegister maskWriteRegister,
            pfReadWriteMultipleRegisters readWriteMultipleRegisters,
            pfReadFIFOQueue readFIFOQueue)
```

Function create ModbusInterface object and returns pointer to it for server. dev - pointer to any struct that can hold memory data. readCoils, readDiscreteInputs, readHoldingRegisters, readInputRegisters, write↩ SingleCoil, writeSingleRegister, readExceptionStatus, diagnostics, getCommEventCounter, getCommEventLog, writeMultipleCoils writeMultipleRegisters reportServerID, maskWriteRegister, readWriteMultipleRegisters, read↩ FIFOQueue - pointers to corresponding Modbus functions to process data. Any pointer can have NULL value. In this case server will return Status_BadIllegalFunction.

8.1.3.53 cDeleteModbusDevice()

```
MODBUS_EXPORT void cDeleteModbusDevice (
            cModbusInterface dev)
```

Deletes previously created ModbusInterface object represented by dev handle

8.1.3.54 cMaskWriteRegister()

```
MODBUS_EXPORT StatusCode cMaskWriteRegister (
            cModbusClient client,
            uint16_t offset,
            uint16_t andMask,
            uint16_t orMask)
```

Wrapper for ModbusClient::maskWriteRegister

8.1.3.55 cPortCreate()

```
MODBUS_EXPORT cModbusPort cPortCreate (
            ProtocolType type,
            const void * settings,
            bool blocking)
```

Creates ModbusPort object and returns handle to it.

See also

Modbus::createPort

8.1.3.56 cPortDelete()

```
MODBUS_EXPORT void cPortDelete (
            cModbusPort port)
```

Deletes previously created ModbusPort object represented by port handle

8.1.3.57 cReadCoils()

```
MODBUS_EXPORT StatusCode cReadCoils (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            void * values)
```

Wrapper for ModbusClient::readCoils

8.1.3.58 cReadCoilsAsBoolArray()

```
MODBUS_EXPORT StatusCode cReadCoilsAsBoolArray (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            bool * values)
```

Wrapper for ModbusClient::readCoilsAsBoolArray

8.1.3.59 cReadDiscreteInputs()

```
MODBUS_EXPORT StatusCode cReadDiscreteInputs (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            void * values)
```

Wrapper for ModbusClient::readDiscreteInputs

8.1.3.60 cReadDiscreteInputsAsBoolArray()

```
MODBUS_EXPORT StatusCode cReadDiscreteInputsAsBoolArray (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            bool * values)
```

Wrapper for ModbusClient::readDiscreteInputsAsBoolArray

8.1.3.61 cReadExceptionStatus()

```
MODBUS_EXPORT StatusCode cReadExceptionStatus (
            cModbusClient client,
            uint8_t * value)
```

Wrapper for ModbusClient::readExceptionStatus

8.1.3.62 cReadHoldingRegisters()

```
MODBUS_EXPORT StatusCode cReadHoldingRegisters (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)
```

Wrapper for ModbusClient::readHoldingRegisters

8.1.3.63 cReadInputRegisters()

```
MODBUS_EXPORT StatusCode cReadInputRegisters (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            uint16_t * values)
```

Wrapper for ModbusClient::readInputRegisters

8.1.3.64 cReadWriteMultipleRegisters()

```
MODBUS_EXPORT StatusCode cReadWriteMultipleRegisters (
            cModbusClient client,
            uint16_t readOffset,
            uint16_t readCount,
            uint16_t * readValues,
            uint16_t writeOffset,
            uint16_t writeCount,
            const uint16_t * writeValues)
```

Wrapper for ModbusClient::readWriteMultipleRegisters

8.1.3.65 cSpoClose()

```
MODBUS_EXPORT StatusCode cSpoClose (
            cModbusServerPort serverPort)
```

Wrapper for ModbusServerPort::close

8.1.3.66 cSpoConnectCloseConnection()

```
MODBUS_EXPORT void cSpoConnectCloseConnection (
            cModbusServerPort serverPort,
            pfSlotCloseConnection funcPtr)
```

Connects funcPtr-function to ModbusServerPort::signalCloseConnection signal

8.1.3.67 cSpoConnectClosed()

```
MODBUS_EXPORT void cSpoConnectClosed (
            cModbusServerPort serverPort,
            pfSlotClosed funcPtr)
```

Connects funcPtr-function to ModbusServerPort::signalClosed signal

8.1.3.68 cSpoConnectError()

```
MODBUS_EXPORT void cSpoConnectError (
            cModbusServerPort serverPort,
            pfSlotError funcPtr)
```

Connects `funcPtr`-function to `ModbusServerPort::signalError` signal

8.1.3.69 cSpoConnectNewConnection()

```
MODBUS_EXPORT void cSpoConnectNewConnection (
            cModbusServerPort serverPort,
            pfSlotNewConnection funcPtr)
```

Connects `funcPtr`-function to `ModbusServerPort::signalNewConnection` signal

8.1.3.70 cSpoConnectOpened()

```
MODBUS_EXPORT void cSpoConnectOpened (
            cModbusServerPort serverPort,
            pfSlotOpened funcPtr)
```

Connects `funcPtr`-function to `ModbusServerPort::signalOpened` signal

8.1.3.71 cSpoConnectRx()

```
MODBUS_EXPORT void cSpoConnectRx (
            cModbusServerPort serverPort,
            pfSlotRx funcPtr)
```

Connects `funcPtr`-function to `ModbusServerPort::signalRx` signal

8.1.3.72 cSpoConnectTx()

```
MODBUS_EXPORT void cSpoConnectTx (
            cModbusServerPort serverPort,
            pfSlotTx funcPtr)
```

Connects `funcPtr`-function to `ModbusServerPort::signalTx` signal

8.1.3.73 cSpoCreate()

```
MODBUS_EXPORT cModbusServerPort cSpoCreate (
            cModbusInterface device,
            ProtocolType type,
            const void * settings,
            bool blocking)
```

Creates `ModbusServerPort` object and returns handle to it.

See also

`Modbus::createServerPort`

8.1.3.74 cSpoDelete()

```
MODBUS_EXPORT void cSpoDelete (
            cModbusServerPort serverPort)
```

Deletes previously created ModbusServerPort object represented by serverPort handle

8.1.3.75 cSpoDisconnectFunc()

```
MODBUS_EXPORT void cSpoDisconnectFunc (
            cModbusServerPort serverPort,
            void * funcPtr)
```

Disconnects funcPtr-function from ModbusServerPort

8.1.3.76 cSpoGetDevice()

```
MODBUS_EXPORT cModbusInterface cSpoGetDevice (
            cModbusServerPort serverPort)
```

Wrapper for ModbusServerPort::device

8.1.3.77 cSpoGetObjectName()

```
MODBUS_EXPORT const Char * cSpoGetObjectName (
            cModbusServerPort serverPort)
```

Wrapper for ModbusServerPort::objectName

8.1.3.78 cSpoGetType()

```
MODBUS_EXPORT ProtocolType cSpoGetType (
            cModbusServerPort serverPort)
```

Wrapper for ModbusServerPort::type

8.1.3.79 cSpoIsOpen()

```
MODBUS_EXPORT bool cSpoIsOpen (
            cModbusServerPort serverPort)
```

Wrapper for ModbusServerPort::isOpen

8.1.3.80 cSpoIsTcpServer()

```
MODBUS_EXPORT bool cSpoIsTcpServer (
            cModbusServerPort serverPort)
```

Wrapper for ModbusServerPort::isTcpServer

8.1.3.81 cSpoOpen()

```
MODBUS_EXPORT StatusCode cSpoOpen (
            cModbusServerPort serverPort)
```

Wrapper for ModbusServerPort::open

8.1.3.82 cSpoProcess()

```
MODBUS_EXPORT StatusCode cSpoProcess (
            cModbusServerPort serverPort)
```

Wrapper for ModbusServerPort::process

8.1.3.83 cSpoSetObjectName()

```
MODBUS_EXPORT void cSpoSetObjectName (
            cModbusServerPort serverPort,
            const Char * name)
```

Wrapper for ModbusServerPort::setObjectName

8.1.3.84 cWriteMultipleCoils()

```
MODBUS_EXPORT StatusCode cWriteMultipleCoils (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            const void * values)
```

Wrapper for ModbusClient::writeMultipleCoils

8.1.3.85 cWriteMultipleCoilsAsBoolArray()

```
MODBUS_EXPORT StatusCode cWriteMultipleCoilsAsBoolArray (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            const bool * values)
```

Wrapper for ModbusClient::lastPortStatus

8.1.3.86 cWriteMultipleRegisters()

```
MODBUS_EXPORT StatusCode cWriteMultipleRegisters (
            cModbusClient client,
            uint16_t offset,
            uint16_t count,
            const uint16_t * values)
```

Wrapper for ModbusClient::writeMultipleRegisters

8.1.3.87 cWriteSingleCoil()

```
MODBUS_EXPORT StatusCode cWriteSingleCoil (
            cModbusClient client,
            uint16_t offset,
            bool value)
```

Wrapper for ModbusClient::writeSingleCoil

8.1.3.88 cWriteSingleRegister()

```
MODBUS_EXPORT StatusCode cWriteSingleRegister (
            cModbusClient client,
            uint16_t offset,
            uint16_t value)
```

Wrapper for ModbusClient::writeSingleRegister

8.2 cModbus.h

Go to the documentation of this file.

```
00001
00008 #ifndef CMODBUS_H
00009 #define CMODBUS_H
00010
00011 #include <stdbool.h>
00012 #include "ModbusGlobal.h"
00013
00014 #ifdef __cplusplus
00015 using namespace Modbus;
00016 extern "C" {
00017 #endif
00018
00019 #ifdef __cplusplus
00020 class ModbusPort      ;
00021 class ModbusInterface ;
00022 class ModbusClientPort;
00023 class ModbusClient    ;
00024 class ModbusServerPort;
00025
00026 #else
00027 typedef struct ModbusPort       ModbusPort      ;
00028 typedef struct ModbusInterface  ModbusInterface ;
00029 typedef struct ModbusClientPort ModbusClientPort;
00030 typedef struct ModbusClient     ModbusClient    ;
00031 typedef struct ModbusServerPort ModbusServerPort;
00032 #endif
00033
00035 typedef ModbusPort* cModbusPort;
00036
00038 typedef ModbusClientPort* cModbusClientPort;
00039
00041 typedef ModbusClient* cModbusClient;
00042
00044 typedef ModbusServerPort* cModbusServerPort;
00045
00047 typedef ModbusInterface* cModbusInterface;
00048
00050 typedef void* cModbusDevice;
00051
00052 #ifndef MBF_READ_COILS_DISABLE
00054 typedef StatusCode (*pfReadCoils)(cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t count,
      void *values);
00055 #endif // MBF_READ_COILS_DISABLE
00056
00057 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00059 typedef StatusCode (*pfReadDiscreteInputs)(cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t
      count, void *values);
00060 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00061
```

```
00062 #ifndef MBF_READ_HOLDING_REGISTERS_DISABLE
00064 typedef StatusCode (*pfReadHoldingRegisters)(cModbusDevice dev, uint8_t unit, uint16_t offset,
      uint16_t count, uint16_t *values);
00065 #endif // MBF_READ_HOLDING_REGISTERS_DISABLE
00066
00067 #ifndef MBF_READ_INPUT_REGISTERS_DISABLE
00069 typedef StatusCode (*pfReadInputRegisters)(cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t
      count, uint16_t *values);
00070 #endif // MBF_READ_INPUT_REGISTERS_DISABLE
00071
00072 #ifndef MBF_WRITE_SINGLE_COIL_DISABLE
00074 typedef StatusCode (*pfWriteSingleCoil)(cModbusDevice dev, uint8_t unit, uint16_t offset, bool value);
00075 #endif // MBF_WRITE_SINGLE_COIL_DISABLE
00076
00077 #ifndef MBF_WRITE_SINGLE_REGISTER_DISABLE
00079 typedef StatusCode (*pfWriteSingleRegister)(cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t
      value);
00080 #endif // MBF_WRITE_SINGLE_REGISTER_DISABLE
00081
00082 #ifndef MBF_READ_EXCEPTION_STATUS_DISABLE
00084 typedef StatusCode (*pfReadExceptionStatus)(cModbusDevice dev, uint8_t unit, uint8_t *status);
00085 #endif // MBF_READ_EXCEPTION_STATUS_DISABLE
00086
00087 #ifndef MBF_DIAGNOSTICS_DISABLE
00089 typedef StatusCode (*pfDiagnostics)(cModbusDevice dev, uint8_t unit, uint16_t subfunc, uint8_t insize,
      const uint8_t *indata, uint8_t *outsize, uint8_t *outdata);
00090 #endif // MBF_DIAGNOSTICS_DISABLE
00091
00092 #ifndef MBF_GET_COMM_EVENT_COUNTER_DISABLE
00094 typedef StatusCode (*pfGetCommEventCounter)(cModbusDevice dev, uint8_t unit, uint16_t *status,
      uint16_t *eventCount);
00095 #endif // MBF_GET_COMM_EVENT_COUNTER_DISABLE
00096
00097 #ifndef MBF_GET_COMM_EVENT_LOG_DISABLE
00099 typedef StatusCode (*pfGetCommEventLog)(cModbusDevice dev, uint8_t unit, uint16_t *status, uint16_t
      *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff);
00100 #endif // MBF_GET_COMM_EVENT_LOG_DISABLE
00101
00102 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00104 typedef StatusCode (*pfWriteMultipleCoils)(cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t
      count, const void *values);
00105 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00106
00107 #ifndef MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00109 typedef StatusCode (*pfWriteMultipleRegisters)(cModbusDevice dev, uint8_t unit, uint16_t offset,
      uint16_t count, const uint16_t *values);
00110 #endif // MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00111
00112 #ifndef MBF_REPORT_SERVER_ID_DISABLE
00114 typedef StatusCode (*pfReportServerID)(cModbusDevice dev, uint8_t unit, uint8_t *count, uint8_t
      *data);
00115 #endif // MBF_REPORT_SERVER_ID_DISABLE
00116
00117 #ifndef MBF_MASK_WRITE_REGISTER_DISABLE
00119 typedef StatusCode (*pfMaskWriteRegister)(cModbusDevice dev, uint8_t unit, uint16_t offset, uint16_t
      andMask, uint16_t orMask);
00120 #endif // MBF_MASK_WRITE_REGISTER_DISABLE
00121
00122 #ifndef MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00124 typedef StatusCode (*pfReadWriteMultipleRegisters)(cModbusDevice dev, uint8_t unit, uint16_t
      readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const
      uint16_t *writeValues);
00125 #endif // MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00126
00127 #ifndef MBF_READ_FIFO_QUEUE_DISABLE
00129 typedef StatusCode (*pfReadFIFOQueue)(cModbusDevice dev, uint8_t unit, uint16_t fifoadr, uint16_t
      *count, uint16_t *values);
00130 #endif // MBF_READ_FIFO_QUEUE_DISABLE
00131
00133 typedef void (*pfSlotOpened)(const Char *source);
00134
00136 typedef void (*pfSlotClosed)(const Char *source);
00137
00139 typedef void (*pfSlotTx)(const Char *source, const uint8_t* buff, uint16_t size);
00140
00142 typedef void (*pfSlotRx)(const Char *source, const uint8_t* buff, uint16_t size);
00143
00145 typedef void (*pfSlotError)(const Char *source, StatusCode status, const Char *text);
00146
00148 typedef void (*pfSlotNewConnection)(const Char *source);
00149
00151 typedef void (*pfSlotCloseConnection)(const Char *source);
00152
00172 MODBUS_EXPORT cModbusInterface cCreateModbusDevice(cModbusDevice                device
00173 #ifndef MBF_READ_COILS_DISABLE
00174                                                    , pfReadCoils                 readCoils
00175 #endif // MBF_READ_COILS_DISABLE
```

```
00176 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00177                                                 , pfReadDiscreteInputs          readDiscreteInputs
00178 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00179 #ifndef MBF_READ_HOLDING_REGISTERS_DISABLE
00180                                                 , pfReadHoldingRegisters        readHoldingRegisters
00181 #endif // MBF_READ_HOLDING_REGISTERS_DISABLE
00182 #ifndef MBF_READ_INPUT_REGISTERS_DISABLE
00183                                                 , pfReadInputRegisters          readInputRegisters
00184 #endif // MBF_READ_INPUT_REGISTERS_DISABLE
00185 #ifndef MBF_WRITE_SINGLE_COIL_DISABLE
00186                                                 , pfWriteSingleCoil             writeSingleCoil
00187 #endif // MBF_WRITE_SINGLE_COIL_DISABLE
00188 #ifndef MBF_WRITE_SINGLE_REGISTER_DISABLE
00189                                                 , pfWriteSingleRegister         writeSingleRegister
00190 #endif // MBF_WRITE_SINGLE_REGISTER_DISABLE
00191 #ifndef MBF_READ_EXCEPTION_STATUS_DISABLE
00192                                                 , pfReadExceptionStatus         readExceptionStatus
00193 #endif // MBF_READ_EXCEPTION_STATUS_DISABLE
00194 #ifndef MBF_DIAGNOSTICS_DISABLE
00195                                                 , pfDiagnostics                 diagnostics
00196 #endif // MBF_DIAGNOSTICS_DISABLE
00197 #ifndef MBF_GET_COMM_EVENT_COUNTER_DISABLE
00198                                                 , pfGetCommEventCounter         getCommEventCounter
00199 #endif // MBF_GET_COMM_EVENT_COUNTER_DISABLE
00200 #ifndef MBF_GET_COMM_EVENT_LOG_DISABLE
00201                                                 , pfGetCommEventLog             getCommEventLog
00202 #endif // MBF_GET_COMM_EVENT_LOG_DISABLE
00203 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00204                                                 , pfWriteMultipleCoils          writeMultipleCoils
00205 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00206 #ifndef MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00207                                                 , pfWriteMultipleRegisters      writeMultipleRegisters
00208 #endif // MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00209 #ifndef MBF_REPORT_SERVER_ID_DISABLE
00210                                                 , pfReportServerID              reportServerID
00211 #endif // MBF_REPORT_SERVER_ID_DISABLE
00212 #ifndef MBF_MASK_WRITE_REGISTER_DISABLE
00213                                                 , pfMaskWriteRegister           maskWriteRegister
00214 #endif // MBF_MASK_WRITE_REGISTER_DISABLE
00215 #ifndef MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00216                                                 , pfReadWriteMultipleRegisters
    readWriteMultipleRegisters
00217 #endif // MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00218 #ifndef MBF_READ_FIFO_QUEUE_DISABLE
00219                                                 , pfReadFIFOQueue               readFIFOQueue
00220 #endif // MBF_READ_FIFO_QUEUE_DISABLE
00221                                                 );
00222
00223
00225 MODBUS_EXPORT void cDeleteModbusDevice(cModbusInterface dev);
00226
00227 //
    ------------------------------------------------------------------------------------------------------------
00228 // ---------------------------------------------- ModbusPort
    ----------------------------------------------
00229 //
    ------------------------------------------------------------------------------------------------------------
00230
00232 MODBUS_EXPORT cModbusPort cPortCreate(ProtocolType type, const void *settings, bool blocking);
00233
00235 MODBUS_EXPORT void cPortDelete(cModbusPort port);
00236
00237
00238 //
    ------------------------------------------------------------------------------------------------------------
00239 // ------------------------------------------- ModbusClientPort
    -------------------------------------------
00240 //
    ------------------------------------------------------------------------------------------------------------
00241 #ifndef MB_CLIENT_DISABLE
00242
00244 MODBUS_EXPORT cModbusClientPort cCpoCreate(ProtocolType type, const void *settings, bool blocking);
00245
00247 MODBUS_EXPORT cModbusClientPort cCpoCreateForPort(cModbusPort port);
00248
00250 MODBUS_EXPORT void cCpoDelete(cModbusClientPort clientPort);
00251
00253 MODBUS_EXPORT const Char *cCpoGetObjectName(cModbusClientPort clientPort);
00254
00256 MODBUS_EXPORT void cCpoSetObjectName(cModbusClientPort clientPort, const Char *name);
00257
00259 MODBUS_EXPORT ProtocolType cCpoGetType(cModbusClientPort clientPort);
00260
00262 MODBUS_EXPORT bool cCpoIsOpen(cModbusClientPort clientPort);
00263
00265 MODBUS_EXPORT bool cCpoClose(cModbusClientPort clientPort);
00266
```

```
00268 MODBUS_EXPORT uint32_t cCpoGetRepeatCount(cModbusClientPort clientPort);
00269
00271 MODBUS_EXPORT void cCpoSetRepeatCount(cModbusClientPort clientPort, uint32_t count);
00272
00273 #ifndef MBF_READ_COILS_DISABLE
00275 MODBUS_EXPORT StatusCode cCpoReadCoils(cModbusClientPort clientPort, uint8_t unit, uint16_t offset,
      uint16_t count, void *values);
00276 #endif // MBF_READ_COILS_DISABLE
00277
00278 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00280 MODBUS_EXPORT StatusCode cCpoReadDiscreteInputs(cModbusClientPort clientPort, uint8_t unit, uint16_t
      offset, uint16_t count, void *values);
00281 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00282
00283 #ifndef MBF_READ_HOLDING_REGISTERS_DISABLE
00285 MODBUS_EXPORT StatusCode cCpoReadHoldingRegisters(cModbusClientPort clientPort, uint8_t unit, uint16_t
      offset, uint16_t count, uint16_t *values);
00286 #endif // MBF_READ_HOLDING_REGISTERS_DISABLE
00287
00288 #ifndef MBF_READ_INPUT_REGISTERS_DISABLE
00290 MODBUS_EXPORT StatusCode cCpoReadInputRegisters(cModbusClientPort clientPort, uint8_t unit, uint16_t
      offset, uint16_t count, uint16_t *values);
00291 #endif // MBF_READ_INPUT_REGISTERS_DISABLE
00292
00293 #ifndef MBF_WRITE_SINGLE_COIL_DISABLE
00295 MODBUS_EXPORT StatusCode cCpoWriteSingleCoil(cModbusClientPort clientPort, uint8_t unit, uint16_t
      offset, bool value);
00296 #endif // MBF_WRITE_SINGLE_COIL_DISABLE
00297
00298 #ifndef MBF_WRITE_SINGLE_REGISTER_DISABLE
00300 MODBUS_EXPORT StatusCode cCpoWriteSingleRegister(cModbusClientPort clientPort, uint8_t unit, uint16_t
      offset, uint16_t value);
00301 #endif // MBF_READ_EXCEPTION_STATUS_DISABLE
00302
00303 #ifndef MBF_DIAGNOSTICS_DISABLE
00305 MODBUS_EXPORT StatusCode cCpoReadExceptionStatus(cModbusClientPort clientPort, uint8_t unit, uint8_t
      *value);
00306 #endif // MBF_DIAGNOSTICS_DISABLE
00307
00308 #ifndef MBF_DIAGNOSTICS_DISABLE
00310 MODBUS_EXPORT StatusCode cCpoDiagnostics(cModbusClientPort clientPort, uint8_t unit, uint16_t subfunc,
      uint8_t insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata);
00311 #endif // MBF_DIAGNOSTICS_DISABLE
00312
00313 #ifndef MBF_GET_COMM_EVENT_COUNTER_DISABLE
00315 MODBUS_EXPORT StatusCode cCpoGetCommEventCounter(cModbusClientPort clientPort, uint8_t unit, uint16_t
      *status, uint16_t *eventCount);
00316 #endif // MBF_GET_COMM_EVENT_COUNTER_DISABLE
00317
00318 #ifndef MBF_GET_COMM_EVENT_LOG_DISABLE
00320 MODBUS_EXPORT StatusCode cCpoGetCommEventLog(cModbusClientPort clientPort, uint8_t unit, uint16_t
      *status, uint16_t *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff);
00321 #endif // MBF_GET_COMM_EVENT_LOG_DISABLE
00322
00323 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00325 MODBUS_EXPORT StatusCode cCpoWriteMultipleCoils(cModbusClientPort clientPort, uint8_t unit, uint16_t
      offset, uint16_t count, const void *values);
00326 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00327
00328 #ifndef MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00330 MODBUS_EXPORT StatusCode cCpoWriteMultipleRegisters(cModbusClientPort clientPort, uint8_t unit,
      uint16_t offset, uint16_t count, const uint16_t *values);
00331 #endif // MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00332
00333 #ifndef MBF_REPORT_SERVER_ID_DISABLE
00335 MODBUS_EXPORT StatusCode cCpoReportServerID(cModbusClientPort clientPort, uint8_t unit, uint8_t
      *count, uint8_t *data);
00336 #endif // MBF_REPORT_SERVER_ID_DISABLE
00337
00338 #ifndef MBF_MASK_WRITE_REGISTER_DISABLE
00340 MODBUS_EXPORT StatusCode cCpoMaskWriteRegister(cModbusClientPort clientPort, uint8_t unit, uint16_t
      offset, uint16_t andMask, uint16_t orMask);
00341 #endif // MBF_MASK_WRITE_REGISTER_DISABLE
00342
00343 #ifndef MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00345 MODBUS_EXPORT StatusCode cCpoReadWriteMultipleRegisters(cModbusClientPort clientPort, uint8_t unit,
      uint16_t readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t
      writeCount, const uint16_t *writeValues);
00346 #endif // MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00347
00348 #ifndef MBF_READ_FIFO_QUEUE_DISABLE
00350 MODBUS_EXPORT StatusCode cCpoReadFIFOQueue(cModbusClientPort clientPort, uint8_t unit, uint16_t
      fifoadr, uint16_t *count, uint16_t *values);
00351 #endif // MBF_READ_FIFO_QUEUE_DISABLE
00352
00353 #ifndef MBF_READ_COILS_DISABLE
00355 MODBUS_EXPORT StatusCode cCpoReadCoilsAsBoolArray(cModbusClientPort clientPort, uint8_t unit, uint16_t
```

```
    offset, uint16_t count, bool *values);
00356 #endif // MBF_READ_COILS_DISABLE
00357
00358 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00360 MODBUS_EXPORT StatusCode cCpoReadDiscreteInputsAsBoolArray(cModbusClientPort clientPort, uint8_t unit,
    uint16_t offset, uint16_t count, bool *values);
00361 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00362
00363 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00365 MODBUS_EXPORT StatusCode cCpoWriteMultipleCoilsAsBoolArray(cModbusClientPort clientPort, uint8_t unit,
    uint16_t offset, uint16_t count, const bool *values);
00366 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00367
00369 MODBUS_EXPORT StatusCode cCpoGetLastStatus(cModbusClientPort clientPort);
00370
00372 MODBUS_EXPORT StatusCode cCpoGetLastErrorStatus(cModbusClientPort clientPort);
00373
00375 MODBUS_EXPORT const Char *cCpoGetLastErrorText(cModbusClientPort clientPort);
00376
00378 MODBUS_EXPORT void cCpoConnectOpened(cModbusClientPort clientPort, pfSlotOpened funcPtr);
00379
00381 MODBUS_EXPORT void cCpoConnectClosed(cModbusClientPort clientPort, pfSlotClosed funcPtr);
00382
00384 MODBUS_EXPORT void cCpoConnectTx(cModbusClientPort clientPort, pfSlotTx funcPtr);
00385
00387 MODBUS_EXPORT void cCpoConnectRx(cModbusClientPort clientPort, pfSlotRx funcPtr);
00388
00390 MODBUS_EXPORT void cCpoConnectError(cModbusClientPort clientPort, pfSlotError funcPtr);
00391
00393 MODBUS_EXPORT void cCpoDisconnectFunc(cModbusClientPort clientPort, void *funcPtr);
00394
00395
00396 //
    ------------------------------------------------------------------------------------------------------------
00397 // ------------------------------------------ ModbusClient
    ------------------------------------------
00398 //
    ------------------------------------------------------------------------------------------------------------
00399
00401 MODBUS_EXPORT cModbusClient cCliCreate(uint8_t unit, ProtocolType type, const void *settings, bool
    blocking);
00402
00404 MODBUS_EXPORT cModbusClient cCliCreateForClientPort(uint8_t unit, cModbusClientPort clientPort);
00405
00407 MODBUS_EXPORT void cCliDelete(cModbusClient client);
00408
00410 MODBUS_EXPORT const Char *cCliGetObjectName(cModbusClient client);
00411
00413 MODBUS_EXPORT void cCliSetObjectName(cModbusClient client, const Char *name);
00414
00416 MODBUS_EXPORT ProtocolType cCliGetType(cModbusClient client);
00417
00419 MODBUS_EXPORT uint8_t cCliGetUnit(cModbusClient client);
00420
00422 MODBUS_EXPORT void cCliSetUnit(cModbusClient client, uint8_t unit);
00423
00425 MODBUS_EXPORT bool cCliIsOpen(cModbusClient client);
00426
00428 MODBUS_EXPORT cModbusClientPort cCliGetPort(cModbusClient client);
00429
00431 MODBUS_EXPORT StatusCode cReadCoils(cModbusClient client, uint16_t offset, uint16_t count, void
    *values);
00432
00434 MODBUS_EXPORT StatusCode cReadDiscreteInputs(cModbusClient client, uint16_t offset, uint16_t count,
    void *values);
00435
00437 MODBUS_EXPORT StatusCode cReadHoldingRegisters(cModbusClient client, uint16_t offset, uint16_t count,
    uint16_t *values);
00438
00440 MODBUS_EXPORT StatusCode cReadInputRegisters(cModbusClient client, uint16_t offset, uint16_t count,
    uint16_t *values);
00441
00443 MODBUS_EXPORT StatusCode cWriteSingleCoil(cModbusClient client, uint16_t offset, bool value);
00444
00446 MODBUS_EXPORT StatusCode cWriteSingleRegister(cModbusClient client, uint16_t offset, uint16_t value);
00447
00449 MODBUS_EXPORT StatusCode cReadExceptionStatus(cModbusClient client, uint8_t *value);
00450
00452 MODBUS_EXPORT StatusCode cWriteMultipleCoils(cModbusClient client, uint16_t offset, uint16_t count,
    const void *values);
00453
00455 MODBUS_EXPORT StatusCode cWriteMultipleRegisters(cModbusClient client, uint16_t offset, uint16_t
    count, const uint16_t *values);
00456
00458 MODBUS_EXPORT StatusCode cMaskWriteRegister(cModbusClient client, uint16_t offset, uint16_t andMask,
    uint16_t orMask);
00459
```

```
00461 MODBUS_EXPORT StatusCode cReadWriteMultipleRegisters(cModbusClient client, uint16_t readOffset,
      uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t
      *writeValues);
00462
00464 MODBUS_EXPORT StatusCode cReadCoilsAsBoolArray(cModbusClient client, uint16_t offset, uint16_t count,
      bool *values);
00465
00467 MODBUS_EXPORT StatusCode cReadDiscreteInputsAsBoolArray(cModbusClient client, uint16_t offset,
      uint16_t count, bool *values);
00468
00470 MODBUS_EXPORT StatusCode cWriteMultipleCoilsAsBoolArray(cModbusClient client, uint16_t offset,
      uint16_t count, const bool *values);
00471
00473 MODBUS_EXPORT StatusCode cCliGetLastPortStatus(cModbusClient client);
00474
00476 MODBUS_EXPORT StatusCode cCliGetLastPortErrorStatus(cModbusClient client);
00477
00479 MODBUS_EXPORT const Char *cCliGetLastPortErrorText(cModbusClient client);
00480
00481 #endif // MB_CLIENT_DISABLE
00482
00483 //
      ------------------------------------------------------------------------------------------------------------
00484 // ---------------------------------------- ModbusServerPort
      ----------------------------------------
00485 //
      ------------------------------------------------------------------------------------------------------------
00486
00487 #ifndef MB_SERVER_DISABLE
00488
00490 MODBUS_EXPORT cModbusServerPort cSpoCreate(cModbusInterface device, ProtocolType type, const void
      *settings, bool blocking);
00491
00493 MODBUS_EXPORT void cSpoDelete(cModbusServerPort serverPort);
00494
00496 MODBUS_EXPORT const Char *cSpoGetObjectName(cModbusServerPort serverPort);
00497
00499 MODBUS_EXPORT void cSpoSetObjectName(cModbusServerPort serverPort, const Char *name);
00500
00502 MODBUS_EXPORT ProtocolType cSpoGetType(cModbusServerPort serverPort);
00503
00505 MODBUS_EXPORT bool cSpoIsTcpServer(cModbusServerPort serverPort);
00506
00508 MODBUS_EXPORT cModbusInterface cSpoGetDevice(cModbusServerPort serverPort);
00509
00511 MODBUS_EXPORT bool cSpoIsOpen(cModbusServerPort serverPort);
00512
00514 MODBUS_EXPORT StatusCode cSpoOpen(cModbusServerPort serverPort);
00515
00517 MODBUS_EXPORT StatusCode cSpoClose(cModbusServerPort serverPort);
00518
00520 MODBUS_EXPORT StatusCode cSpoProcess(cModbusServerPort serverPort);
00521
00523 MODBUS_EXPORT void cSpoConnectOpened(cModbusServerPort serverPort, pfSlotOpened funcPtr);
00524
00526 MODBUS_EXPORT void cSpoConnectClosed(cModbusServerPort serverPort, pfSlotClosed funcPtr);
00527
00529 MODBUS_EXPORT void cSpoConnectTx(cModbusServerPort serverPort, pfSlotTx funcPtr);
00530
00532 MODBUS_EXPORT void cSpoConnectRx(cModbusServerPort serverPort, pfSlotRx funcPtr);
00533
00535 MODBUS_EXPORT void cSpoConnectError(cModbusServerPort serverPort, pfSlotError funcPtr);
00536
00538 MODBUS_EXPORT void cSpoConnectNewConnection(cModbusServerPort serverPort, pfSlotNewConnection
      funcPtr);
00539
00541 MODBUS_EXPORT void cSpoConnectCloseConnection(cModbusServerPort serverPort, pfSlotCloseConnection
      funcPtr);
00542
00544 MODBUS_EXPORT void cSpoDisconnectFunc(cModbusServerPort serverPort, void *funcPtr);
00545
00546 #endif // MB_SERVER_DISABLE
00547
00548 #ifdef __cplusplus
00549 } // extern "C"
00550 #endif
00551
00552 #endif // CMODBUS_H
```

8.3 c:/Users/march/Dropbox/PRJ/ModbusLib/src/Modbus.h File Reference

Contains general definitions of the Modbus protocol.

```
#include <string>
#include <list>
#include "ModbusGlobal.h"
```

Classes

- class ModbusInterface

  Main interface of Modbus communication protocol.

Namespaces

- namespace Modbus

  Main Modbus namespace. Contains classes, functions and constants to work with Modbus-protocol.

Typedefs

- typedef std::string **Modbus::String**

  Modbus::String class for strings.
- template<class T >
  using **Modbus::List** = std::list<T>

  Modbus::List template class.

Functions

- MODBUS_EXPORT String Modbus::getLastErrorText ()
- String Modbus::toModbusString (int val)
- MODBUS_EXPORT String Modbus::bytesToString (const uint8_t *buff, uint32_t count)
- MODBUS_EXPORT String Modbus::asciiToString (const uint8_t *buff, uint32_t count)
- MODBUS_EXPORT List< String > Modbus::availableSerialPorts ()
- MODBUS_EXPORT List< int32_t > Modbus::availableBaudRate ()
- MODBUS_EXPORT List< int8_t > Modbus::availableDataBits ()
- MODBUS_EXPORT List< Parity > Modbus::availableParity ()
- MODBUS_EXPORT List< StopBits > Modbus::availableStopBits ()
- MODBUS_EXPORT List< FlowControl > Modbus::availableFlowControl ()
- MODBUS_EXPORT ModbusPort * Modbus::createPort (ProtocolType type, const void *settings, bool blocking)
- MODBUS_EXPORT ModbusClientPort * Modbus::createClientPort (ProtocolType type, const void *settings, bool blocking)
- MODBUS_EXPORT ModbusServerPort * Modbus::createServerPort (ModbusInterface *device, ProtocolType type, const void *settings, bool blocking)
- StatusCode Modbus::readMemRegs (uint32_t offset, uint32_t count, void *values, const void *memBuff, uint32_t memRegCount)
- StatusCode Modbus::writeMemRegs (uint32_t offset, uint32_t count, const void *values, void *memBuff, uint32_t memRegCount)
- StatusCode Modbus::readMemBits (uint32_t offset, uint32_t count, void *values, const void *memBuff, uint32_t memBitCount)
- StatusCode Modbus::writeMemBits (uint32_t offset, uint32_t count, const void *values, void *memBuff, uint32_t memBitCount)

8.3.1 Detailed Description

Contains general definitions of the Modbus protocol.

Author

serhmarch

Date

May 2024

8.4 Modbus.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUS_H
00009 #define MODBUS_H
00010
00011 #include <string>
00012 #include <list>
00013
00014 #include "ModbusGlobal.h"
00015
00016 class ModbusPort;
00017 class ModbusClientPort;
00018 class ModbusServerPort;
00019
00020 //
      ------------------------------------------------------------------------------------------------------------
00021 // ------------------------------------------ Modbus interface
      ------------------------------------------
00022 //
      ------------------------------------------------------------------------------------------------------------
00023
00047 class MODBUS_EXPORT ModbusInterface
00048 {
00049 public:
00050
00051 #ifndef MBF_READ_COILS_DISABLE
00058     virtual Modbus::StatusCode readCoils(uint8_t unit, uint16_t offset, uint16_t count, void *values);
00059 #endif // MBF_READ_COILS_DISABLE
00060
00061 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00068     virtual Modbus::StatusCode readDiscreteInputs(uint8_t unit, uint16_t offset, uint16_t count, void
      *values);
00069 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00070
00071 #ifndef MBF_READ_HOLDING_REGISTERS_DISABLE
00078     virtual Modbus::StatusCode readHoldingRegisters(uint8_t unit, uint16_t offset, uint16_t count,
      uint16_t *values);
00079 #endif // MBF_READ_HOLDING_REGISTERS_DISABLE
00080
00081 #ifndef MBF_READ_INPUT_REGISTERS_DISABLE
00088     virtual Modbus::StatusCode readInputRegisters(uint8_t unit, uint16_t offset, uint16_t count,
      uint16_t *values);
00089 #endif // MBF_READ_INPUT_REGISTERS_DISABLE
00090
00091 #ifndef MBF_WRITE_SINGLE_COIL_DISABLE
00097     virtual Modbus::StatusCode writeSingleCoil(uint8_t unit, uint16_t offset, bool value);
00098 #endif // MBF_WRITE_SINGLE_COIL_DISABLE
00099
00100 #ifndef MBF_WRITE_SINGLE_REGISTER_DISABLE
00106     virtual Modbus::StatusCode writeSingleRegister(uint8_t unit, uint16_t offset, uint16_t value);
00107 #endif // MBF_WRITE_SINGLE_REGISTER_DISABLE
00108
00109 #ifndef MBF_READ_EXCEPTION_STATUS_DISABLE
00114     virtual Modbus::StatusCode readExceptionStatus(uint8_t unit, uint8_t *status);
00115 #endif // MBF_READ_EXCEPTION_STATUS_DISABLE
00116
00117 #ifndef MBF_DIAGNOSTICS_DISABLE
00127     virtual Modbus::StatusCode diagnostics(uint8_t unit, uint16_t subfunc, uint8_t insize, const
      uint8_t *indata, uint8_t *outsize, uint8_t *outdata);
00128 #endif // MBF_DIAGNOSTICS_DISABLE
```

```
00129
00130 #ifndef MBF_GET_COMM_EVENT_COUNTER_DISABLE
00136     virtual Modbus::StatusCode getCommEventCounter(uint8_t unit, uint16_t *status, uint16_t
      *eventCount);
00137 #endif // MBF_GET_COMM_EVENT_COUNTER_DISABLE
00138
00139 #ifndef MBF_GET_COMM_EVENT_LOG_DISABLE
00148     virtual Modbus::StatusCode getCommEventLog(uint8_t unit, uint16_t *status, uint16_t *eventCount,
      uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff);
00149 #endif // MBF_GET_COMM_EVENT_LOG_DISABLE
00150
00151 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00159     virtual Modbus::StatusCode writeMultipleCoils(uint8_t unit, uint16_t offset, uint16_t count, const
      void *values);
00160 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00161
00162 #ifndef MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00169     virtual Modbus::StatusCode writeMultipleRegisters(uint8_t unit, uint16_t offset, uint16_t count,
      const uint16_t *values);
00170 #endif // MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00171
00172 #ifndef MBF_REPORT_SERVER_ID_DISABLE
00178     virtual Modbus::StatusCode reportServerID(uint8_t unit, uint8_t *count, uint8_t *data);
00179 #endif // MBF_REPORT_SERVER_ID_DISABLE
00180
00181 #ifndef MBF_MASK_WRITE_REGISTER_DISABLE
00191     virtual Modbus::StatusCode maskWriteRegister(uint8_t unit, uint16_t offset, uint16_t andMask,
      uint16_t orMask);
00192 #endif // MBF_MASK_WRITE_REGISTER_DISABLE
00193
00194 #ifndef MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00204     virtual Modbus::StatusCode readWriteMultipleRegisters(uint8_t unit, uint16_t readOffset, uint16_t
      readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t
      *writeValues);
00205 #endif // MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00206
00207 #ifndef MBF_READ_FIFO_QUEUE_DISABLE
00214     virtual Modbus::StatusCode readFIFOQueue(uint8_t unit, uint16_t fifoadr, uint16_t *count, uint16_t
      *values);
00215 #endif // MBF_READ_FIFO_QUEUE_DISABLE
00216
00217 };
00218
00219 //
      ------------------------------------------------------------------------------------------------------------
00220 // ------------------------------------------ Modbus namespace
      ------------------------------------------
00221 //
      ------------------------------------------------------------------------------------------------------------


00222
00224 namespace Modbus {
00225
00227 typedef std::string String;
00228
00230 template <class T>
00231 using List = std::list<T>;
00232
00234 MODBUS_EXPORT String getLastErrorText();
00235
00238 inline String toModbusString(int val) { return std::to_string(val); }
00239
00241 MODBUS_EXPORT String bytesToString(const uint8_t* buff, uint32_t count);
00242
00244 MODBUS_EXPORT String asciiToString(const uint8_t* buff, uint32_t count);
00245
00247 MODBUS_EXPORT List<String> availableSerialPorts();
00248
00250 MODBUS_EXPORT List<int32_t> availableBaudRate();
00251
00253 MODBUS_EXPORT List<int8_t> availableDataBits();
00254
00256 MODBUS_EXPORT List<Parity> availableParity();
00257
00259 MODBUS_EXPORT List<StopBits> availableStopBits();
00260
00262 MODBUS_EXPORT List<FlowControl> availableFlowControl();
00263
00268 MODBUS_EXPORT ModbusPort *createPort(ProtocolType type, const void *settings, bool blocking);
00269
00270 #ifndef MB_CLIENT_DISABLE
00275 MODBUS_EXPORT ModbusClientPort *createClientPort(ProtocolType type, const void *settings, bool
      blocking);
00276 #endif // MB_CLIENT_DISABLE
00277
00278 #ifndef MB_SERVER_DISABLE
00284 MODBUS_EXPORT ModbusServerPort *createServerPort(ModbusInterface *device, ProtocolType type, const
```

```
      void *settings, bool blocking);
00285 #endif // MB_SERVER_DISABLE
00286
00288 inline StatusCode readMemRegs(uint32_t offset, uint32_t count, void *values, const void *memBuff,
      uint32_t memRegCount)
00289 {
00290     return readMemRegs(offset, count , values, memBuff, memRegCount, nullptr);
00291 }
00292
00294 inline StatusCode writeMemRegs(uint32_t offset, uint32_t count, const void *values, void *memBuff,
      uint32_t memRegCount)
00295 {
00296     return writeMemRegs(offset, count , values, memBuff, memRegCount, nullptr);
00297 }
00298
00300 inline StatusCode readMemBits(uint32_t offset, uint32_t count, void *values, const void *memBuff,
      uint32_t memBitCount)
00301 {
00302     return readMemBits(offset, count , values, memBuff, memBitCount, nullptr);
00303 }
00304
00306 inline StatusCode writeMemBits(uint32_t offset, uint32_t count, const void *values, void *memBuff,
      uint32_t memBitCount)
00307 {
00308     return writeMemBits(offset, count , values, memBuff, memBitCount, nullptr);
00309 }
00310
00311 } //namespace Modbus
00312
00313 #endif // MODBUS_H
```

8.5 Modbus_config.h

```
00001 #ifndef MODBUS_CONFIG_H
00002 #define MODBUS_CONFIG_H
00003
00004 #define MODBUSLIB_VERSION_MAJOR 0
00005 #define MODBUSLIB_VERSION_MINOR 4
00006 #define MODBUSLIB_VERSION_PATCH 2
00007
00008 #define MB_DYNAMIC_LINKING
00009
00010 /* #undef MB_CLIENT_DISABLE */
00011 /* #undef MB_SERVER_DISABLE */
00012 /* #undef MB_C_SUPPORT_DISABLE */
00013
00014 /* #undef MBF_READ_COILS_DISABLE */
00015 /* #undef MBF_READ_DISCRETE_INPUTS_DISABLE */
00016 /* #undef MBF_READ_HOLDING_REGISTERS_DISABLE */
00017 /* #undef MBF_READ_INPUT_REGISTERS_DISABLE */
00018 /* #undef MBF_WRITE_SINGLE_COIL_DISABLE */
00019 /* #undef MBF_WRITE_SINGLE_REGISTER_DISABLE */
00020 /* #undef MBF_READ_EXCEPTION_STATUS_DISABLE */
00021 /* #undef MBF_DIAGNOSTICS_DISABLE */
00022 /* #undef MBF_GET_COMM_EVENT_COUNTER_DISABLE */
00023 /* #undef MBF_GET_COMM_EVENT_LOG_DISABLE */
00024 /* #undef MBF_WRITE_MULTIPLE_COILS_DISABLE */
00025 /* #undef MBF_WRITE_MULTIPLE_REGISTERS_DISABLE */
00026 /* #undef MBF_REPORT_SERVER_ID_DISABLE */
00027 /* #undef MBF_READ_FILE_RECORD_DISABLE */
00028 /* #undef MBF_WRITE_FILE_RECORD */
00029 /* #undef MBF_MASK_WRITE_REGISTER_DISABLE */
00030 /* #undef MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE */
00031 /* #undef MBF_READ_FIFO_QUEUE_DISABLE */
00032
00033
00034 #endif // MODBUS_CONFIG_H
```

8.6 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusAscPort.h File Reference

Contains definition of ASCII serial port class.

```
#include "ModbusSerialPort.h"
```

Classes

- class ModbusAscPort

  Implements ASCII version of the Modbus communication protocol.

8.6.1 Detailed Description

Contains definition of ASCII serial port class.

Contains definition of base server side port class.

Author

serhmarch

Date

May 2024

8.7 ModbusAscPort.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSASCPORT_H
00009 #define MODBUSASCPORT_H
00010
00011 #include "ModbusSerialPort.h"
00012
00019 class MODBUS_EXPORT ModbusAscPort : public ModbusSerialPort
00020 {
00021 public:
00023     ModbusAscPort(bool blocking = false);
00024
00026     ~ModbusAscPort();
00027
00028 public:
00030     Modbus::ProtocolType type() const override { return Modbus::ASC; }
00031
00032 protected:
00033     Modbus::StatusCode writeBuffer(uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff)
      override;
00034     Modbus::StatusCode readBuffer(uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t maxSzBuff,
      uint16_t *szOutBuff) override;
00035
00036 protected:
00037     using ModbusSerialPort::ModbusSerialPort;
00038 };
00039
00040 #endif // MODBUSASCPORT_H
```

8.8 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusClient.h File Reference

Header file of Modbus client.

```
#include "ModbusObject.h"
```

Classes

- class ModbusClient

  The `ModbusClient` class implements the interface of the client part of the Modbus protocol.

8.8.1 Detailed Description

Header file of Modbus client.

Author

serhmarch

Date

May 2024

8.9 ModbusClient.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSCLIENT_H
00009 #define MODBUSCLIENT_H
00010
00011 #include "ModbusObject.h"
00012
00013 class ModbusClientPort;
00014
00024 class MODBUS_EXPORT ModbusClient : public ModbusObject
00025 {
00026 public:
00030     ModbusClient(uint8_t unit, ModbusClientPort *port);
00031
00032 public:
00034     Modbus::ProtocolType type() const;
00035
00037     uint8_t unit() const;
00038
00040     void setUnit(uint8_t unit);
00041
00043     bool isOpen() const;
00044
00046     ModbusClientPort *port() const;
00047
00048 public:
00049
00050 #ifndef MBF_READ_COILS_DISABLE
00052     Modbus::StatusCode readCoils(uint16_t offset, uint16_t count, void *values);
00053 #endif // MBF_READ_COILS_DISABLE
00054
00055 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00057     Modbus::StatusCode readDiscreteInputs(uint16_t offset, uint16_t count, void *values);
00058 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00059
00060 #ifndef MBF_READ_HOLDING_REGISTERS_DISABLE
00062     Modbus::StatusCode readHoldingRegisters(uint16_t offset, uint16_t count, uint16_t *values);
00063 #endif // MBF_READ_HOLDING_REGISTERS_DISABLE
00064
00065 #ifndef MBF_READ_INPUT_REGISTERS_DISABLE
00067     Modbus::StatusCode readInputRegisters(uint16_t offset, uint16_t count, uint16_t *values);
00068 #endif // MBF_READ_INPUT_REGISTERS_DISABLE
00069
00070 #ifndef MBF_WRITE_SINGLE_COIL_DISABLE
00072     Modbus::StatusCode writeSingleCoil(uint16_t offset, bool value);
00073 #endif // MBF_WRITE_SINGLE_COIL_DISABLE
00074
00075 #ifndef MBF_WRITE_SINGLE_REGISTER_DISABLE
00077     Modbus::StatusCode writeSingleRegister(uint16_t offset, uint16_t value);
00078 #endif // MBF_WRITE_SINGLE_REGISTER_DISABLE
00079
```

```
00080 #ifndef MBF_READ_EXCEPTION_STATUS_DISABLE
00082     Modbus::StatusCode readExceptionStatus(uint8_t *value);
00083 #endif // MBF_READ_EXCEPTION_STATUS_DISABLE
00084
00085 #ifndef MBF_DIAGNOSTICS_DISABLE
00087     Modbus::StatusCode diagnostics(uint16_t subfunc, uint8_t insize, const uint8_t *indata, uint8_t
      *outsize, uint8_t *outdata);
00088 #endif // MBF_DIAGNOSTICS_DISABLE
00089
00090 #ifndef MBF_GET_COMM_EVENT_COUNTER_DISABLE
00092     Modbus::StatusCode getCommEventCounter(uint16_t *status, uint16_t *eventCount);
00093 #endif // MBF_GET_COMM_EVENT_COUNTER_DISABLE
00094
00095 #ifndef MBF_GET_COMM_EVENT_LOG_DISABLE
00097     Modbus::StatusCode getCommEventLog(uint16_t *status, uint16_t *eventCount, uint16_t *messageCount,
      uint8_t *eventBuffSize, uint8_t *eventBuff);
00098 #endif // MBF_GET_COMM_EVENT_LOG_DISABLE
00099
00100 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00102     Modbus::StatusCode writeMultipleCoils(uint16_t offset, uint16_t count, const void *values);
00103 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00104
00105 #ifndef MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00107     Modbus::StatusCode writeMultipleRegisters(uint16_t offset, uint16_t count, const uint16_t
      *values);
00108 #endif // MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00109
00110 #ifndef MBF_REPORT_SERVER_ID_DISABLE
00112     Modbus::StatusCode reportServerID(uint8_t *count, uint8_t *data);
00113 #endif // MBF_REPORT_SERVER_ID_DISABLE
00114
00115 #ifndef MBF_MASK_WRITE_REGISTER_DISABLE
00117     Modbus::StatusCode maskWriteRegister(uint16_t offset, uint16_t andMask, uint16_t orMask);
00118 #endif // MBF_MASK_WRITE_REGISTER_DISABLE
00119
00120 #ifndef MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00122     Modbus::StatusCode readWriteMultipleRegisters(uint16_t readOffset, uint16_t readCount, uint16_t
      *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t *writeValues);
00123 #endif // MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00124
00125 #ifndef MBF_READ_FIFO_QUEUE_DISABLE
00127     Modbus::StatusCode readFIFOQueue(uint16_t fifoadr, uint16_t *count, uint16_t *values);
00128 #endif // MBF_READ_FIFO_QUEUE_DISABLE
00129
00130 #ifndef MBF_READ_COILS_DISABLE
00132     Modbus::StatusCode readCoilsAsBoolArray(uint16_t offset, uint16_t count, bool *values);
00133 #endif // MBF_READ_COILS_DISABLE
00134
00135 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00137     Modbus::StatusCode readDiscreteInputsAsBoolArray(uint16_t offset, uint16_t count, bool *values);
00138 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00139
00140 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00142     Modbus::StatusCode writeMultipleCoilsAsBoolArray(uint16_t offset, uint16_t count, const bool
      *values);
00143 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00144
00145 public:
00147     Modbus::StatusCode lastPortStatus() const;
00148
00150     Modbus::StatusCode lastPortErrorStatus() const;
00151
00153     const Modbus::Char *lastPortErrorText() const;
00154
00155 protected:
00157     using ModbusObject::ModbusObject;
00159 };
00160
00161 #endif // MODBUSCLIENT_H
```

8.10 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusClientPort.h File Reference

General file of the algorithm of the client part of the Modbus protocol port.

```
#include "ModbusObject.h"
```

Classes

- class ModbusClientPort

  The `ModbusClientPort` class implements the algorithm of the client part of the Modbus communication protocol port.

8.10.1 Detailed Description

General file of the algorithm of the client part of the Modbus protocol port.

Author

serhmarch

Date

May 2024

8.11 ModbusClientPort.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSCLIENTPORT_H
00009 #define MODBUSCLIENTPORT_H
00010
00011 #include "ModbusObject.h"
00012
00013 class ModbusPort;
00014
00054 class MODBUS_EXPORT ModbusClientPort : public ModbusObject, public ModbusInterface
00055 {
00056 public:
00059     enum RequestStatus
00060     {
00061         Enable,
00062         Disable,
00063         Process
00064     };
00065
00066 public:
00070     ModbusClientPort(ModbusPort *port);
00071
00072 public:
00074     Modbus::ProtocolType type() const;
00075
00077     ModbusPort *port() const;
00078
00080     void setPort(ModbusPort *port);
00081
00083     Modbus::StatusCode close();
00084
00086     bool isOpen() const;
00087
00089     uint32_t tries() const;
00090
00092     void setTries(uint32_t v);
00093
00095     inline uint32_t repeatCount() const { return tries(); }
00096
00098     inline void setRepeatCount(uint32_t v) { setTries(v); }
00099
00102     bool isBroadcastEnabled() const;
00103
00106     void setBroadcastEnabled(bool enable);
00107
00108 public: // Main interface
00109
00110 #ifndef MBF_READ_COILS_DISABLE
```

```
00112     Modbus::StatusCode readCoils(ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t count,
      void *values);
00113 #endif // MBF_READ_COILS_DISABLE
00114
00115 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00117     Modbus::StatusCode readDiscreteInputs(ModbusObject *client, uint8_t unit, uint16_t offset,
      uint16_t count, void *values);
00118 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00119
00120 #ifndef MBF_READ_HOLDING_REGISTERS_DISABLE
00122     Modbus::StatusCode readHoldingRegisters(ModbusObject *client, uint8_t unit, uint16_t offset,
      uint16_t count, uint16_t *values);
00123 #endif // MBF_READ_HOLDING_REGISTERS_DISABLE
00124
00125 #ifndef MBF_READ_INPUT_REGISTERS_DISABLE
00127     Modbus::StatusCode readInputRegisters(ModbusObject *client, uint8_t unit, uint16_t offset,
      uint16_t count, uint16_t *values);
00128 #endif // MBF_READ_INPUT_REGISTERS_DISABLE
00129
00130 #ifndef MBF_WRITE_SINGLE_COIL_DISABLE
00132     Modbus::StatusCode writeSingleCoil(ModbusObject *client, uint8_t unit, uint16_t offset, bool
      value);
00133 #endif // MBF_WRITE_SINGLE_COIL_DISABLE
00134
00135 #ifndef MBF_WRITE_SINGLE_REGISTER_DISABLE
00137     Modbus::StatusCode writeSingleRegister(ModbusObject *client, uint8_t unit, uint16_t offset,
      uint16_t value);
00138 #endif // MBF_WRITE_SINGLE_REGISTER_DISABLE
00139
00140 #ifndef MBF_READ_EXCEPTION_STATUS_DISABLE
00142     Modbus::StatusCode readExceptionStatus(ModbusObject *client, uint8_t unit, uint8_t *value);
00143 #endif // MBF_READ_EXCEPTION_STATUS_DISABLE
00144
00145 #ifndef MBF_DIAGNOSTICS_DISABLE
00147     Modbus::StatusCode diagnostics(ModbusObject *client, uint8_t unit, uint16_t subfunc, uint8_t
      insize, const uint8_t *indata, uint8_t *outsize, uint8_t *outdata);
00148 #endif // MBF_DIAGNOSTICS_DISABLE
00149
00150 #ifndef MBF_GET_COMM_EVENT_COUNTER_DISABLE
00152     Modbus::StatusCode getCommEventCounter(ModbusObject *client, uint8_t unit, uint16_t *status,
      uint16_t *eventCount);
00153 #endif // MBF_GET_COMM_EVENT_COUNTER_DISABLE
00154
00155 #ifndef MBF_GET_COMM_EVENT_LOG_DISABLE
00157     Modbus::StatusCode getCommEventLog(ModbusObject *client, uint8_t unit, uint16_t *status, uint16_t
      *eventCount, uint16_t *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff);
00158 #endif // MBF_GET_COMM_EVENT_LOG_DISABLE
00159
00160 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00162     Modbus::StatusCode writeMultipleCoils(ModbusObject *client, uint8_t unit, uint16_t offset,
      uint16_t count, const void *values);
00163 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00164
00165 #ifndef MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00167     Modbus::StatusCode writeMultipleRegisters(ModbusObject *client, uint8_t unit, uint16_t offset,
      uint16_t count, const uint16_t *values);
00168 #endif // MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00169
00170 #ifndef MBF_REPORT_SERVER_ID_DISABLE
00172     Modbus::StatusCode reportServerID(ModbusObject *client, uint8_t unit, uint8_t *count, uint8_t
      *data);
00173 #endif // MBF_REPORT_SERVER_ID_DISABLE
00174
00175 #ifndef MBF_MASK_WRITE_REGISTER_DISABLE
00177     Modbus::StatusCode maskWriteRegister(ModbusObject *client, uint8_t unit, uint16_t offset, uint16_t
      andMask, uint16_t orMask);
00178 #endif // MBF_MASK_WRITE_REGISTER_DISABLE
00179
00180 #ifndef MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00182     Modbus::StatusCode readWriteMultipleRegisters(ModbusObject *client, uint8_t unit, uint16_t
      readOffset, uint16_t readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const
      uint16_t *writeValues);
00183 #endif // MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00184
00185 #ifndef MBF_READ_FIFO_QUEUE_DISABLE
00187     Modbus::StatusCode readFIFOQueue(ModbusObject *client, uint8_t unit, uint16_t fifoadr, uint16_t
      *count, uint16_t *values);
00188 #endif // MBF_READ_FIFO_QUEUE_DISABLE
00189
00190 #ifndef MBF_READ_COILS_DISABLE
00192     Modbus::StatusCode readCoilsAsBoolArray(ModbusObject *client, uint8_t unit, uint16_t offset,
      uint16_t count, bool *values);
00193 #endif // MBF_READ_COILS_DISABLE
00194
00195 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00197     Modbus::StatusCode readDiscreteInputsAsBoolArray(ModbusObject *client, uint8_t unit, uint16_t
      offset, uint16_t count, bool *values);
```

```
00198 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00199
00200 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00202     Modbus::StatusCode writeMultipleCoilsAsBoolArray(ModbusObject *client, uint8_t unit, uint16_t
      offset, uint16_t count, const bool *values);
00203 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00204
00205 public: // Modbus Interface
00206
00207 #ifndef MBF_READ_COILS_DISABLE
00208     Modbus::StatusCode readCoils(uint8_t unit, uint16_t offset, uint16_t count, void *values)
      override;
00209 #endif // MBF_READ_COILS_DISABLE
00210
00211 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00212     Modbus::StatusCode readDiscreteInputs(uint8_t unit, uint16_t offset, uint16_t count, void *values)
      override;
00213 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00214
00215 #ifndef MBF_READ_HOLDING_REGISTERS_DISABLE
00216     Modbus::StatusCode readHoldingRegisters(uint8_t unit, uint16_t offset, uint16_t count, uint16_t
      *values) override;
00217 #endif // MBF_READ_HOLDING_REGISTERS_DISABLE
00218
00219 #ifndef MBF_READ_INPUT_REGISTERS_DISABLE
00220     Modbus::StatusCode readInputRegisters(uint8_t unit, uint16_t offset, uint16_t count, uint16_t
      *values) override;
00221 #endif // MBF_READ_INPUT_REGISTERS_DISABLE
00222
00223 #ifndef MBF_WRITE_SINGLE_COIL_DISABLE
00224     Modbus::StatusCode writeSingleCoil(uint8_t unit, uint16_t offset, bool value) override;
00225 #endif // MBF_WRITE_SINGLE_COIL_DISABLE
00226
00227 #ifndef MBF_WRITE_SINGLE_REGISTER_DISABLE
00228     Modbus::StatusCode writeSingleRegister(uint8_t unit, uint16_t offset, uint16_t value) override;
00229 #endif // MBF_WRITE_SINGLE_REGISTER_DISABLE
00230
00231 #ifndef MBF_READ_EXCEPTION_STATUS_DISABLE
00232     Modbus::StatusCode readExceptionStatus(uint8_t unit, uint8_t *value) override;
00233 #endif // MBF_READ_EXCEPTION_STATUS_DISABLE
00234
00235 #ifndef MBF_DIAGNOSTICS_DISABLE
00236     Modbus::StatusCode diagnostics(uint8_t unit, uint16_t subfunc, uint8_t insize, const uint8_t
      *indata, uint8_t *outsize, uint8_t *outdata) override;
00237 #endif // MBF_DIAGNOSTICS_DISABLE
00238
00239 #ifndef MBF_GET_COMM_EVENT_COUNTER_DISABLE
00240     Modbus::StatusCode getCommEventCounter(uint8_t unit, uint16_t *status, uint16_t *eventCount)
      override;
00241 #endif // MBF_GET_COMM_EVENT_COUNTER_DISABLE
00242
00243 #ifndef MBF_GET_COMM_EVENT_LOG_DISABLE
00244     Modbus::StatusCode getCommEventLog(uint8_t unit, uint16_t *status, uint16_t *eventCount, uint16_t
      *messageCount, uint8_t *eventBuffSize, uint8_t *eventBuff) override;
00245 #endif // MBF_GET_COMM_EVENT_LOG_DISABLE
00246
00247 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00248     Modbus::StatusCode writeMultipleCoils(uint8_t unit, uint16_t offset, uint16_t count, const void
      *values) override;
00249 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00250
00251 #ifndef MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00252     Modbus::StatusCode writeMultipleRegisters(uint8_t unit, uint16_t offset, uint16_t count, const
      uint16_t *values) override;
00253 #endif // MBF_WRITE_MULTIPLE_REGISTERS_DISABLE
00254
00255 #ifndef MBF_REPORT_SERVER_ID_DISABLE
00256     Modbus::StatusCode reportServerID(uint8_t unit, uint8_t *count, uint8_t *data) override;
00257 #endif // MBF_REPORT_SERVER_ID_DISABLE
00258
00259 #ifndef MBF_MASK_WRITE_REGISTER_DISABLE
00260     Modbus::StatusCode maskWriteRegister(uint8_t unit, uint16_t offset, uint16_t andMask, uint16_t
      orMask) override;
00261 #endif // MBF_MASK_WRITE_REGISTER_DISABLE
00262
00263 #ifndef MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00264     Modbus::StatusCode readWriteMultipleRegisters(uint8_t unit, uint16_t readOffset, uint16_t
      readCount, uint16_t *readValues, uint16_t writeOffset, uint16_t writeCount, const uint16_t
      *writeValues) override;
00265 #endif // MBF_READ_WRITE_MULTIPLE_REGISTERS_DISABLE
00266
00267 #ifndef MBF_READ_FIFO_QUEUE_DISABLE
00268     Modbus::StatusCode readFIFOQueue(uint8_t unit, uint16_t fifoadr, uint16_t *count, uint16_t
      *values) override;
00269 #endif // MBF_READ_FIFO_QUEUE_DISABLE
00270
00271 #ifndef MBF_READ_COILS_DISABLE
```

```
00273     inline Modbus::StatusCode readCoilsAsBoolArray(uint8_t unit, uint16_t offset, uint16_t count, bool
      *values) { return readCoilsAsBoolArray(this, unit, offset, count, values); }
00274 #endif // MBF_READ_COILS_DISABLE
00275
00276 #ifndef MBF_READ_DISCRETE_INPUTS_DISABLE
00278     inline Modbus::StatusCode readDiscreteInputsAsBoolArray(uint8_t unit, uint16_t offset, uint16_t
      count, bool *values) { return readDiscreteInputsAsBoolArray(this, unit, offset, count, values); }
00279 #endif // MBF_READ_DISCRETE_INPUTS_DISABLE
00280
00281 #ifndef MBF_WRITE_MULTIPLE_COILS_DISABLE
00283     inline Modbus::StatusCode writeMultipleCoilsAsBoolArray(uint8_t unit, uint16_t offset, uint16_t
      count, const bool *values) { return writeMultipleCoilsAsBoolArray(this, unit, offset, count, values);
      }
00284 #endif // MBF_WRITE_MULTIPLE_COILS_DISABLE
00285
00286 public:
00288     Modbus::StatusCode lastStatus() const;
00289
00291     Modbus::Timestamp lastStatusTimestamp() const;
00292
00294     Modbus::StatusCode lastErrorStatus() const;
00295
00297     const Modbus::Char *lastErrorText() const;
00298
00299 public:
00301     const ModbusObject *currentClient() const;
00302
00308     RequestStatus getRequestStatus(ModbusObject *client);
00309
00311     void cancelRequest(ModbusObject *client);
00312
00313 public: // SIGNALS
00315     void signalOpened(const Modbus::Char *source);
00316
00318     void signalClosed(const Modbus::Char *source);
00319
00321     void signalTx(const Modbus::Char *source, const uint8_t* buff, uint16_t size);
00322
00324     void signalRx(const Modbus::Char *source, const uint8_t* buff, uint16_t size);
00325
00327     void signalError(const Modbus::Char *source, Modbus::StatusCode status, const Modbus::Char *text);
00328
00329 private:
00330     Modbus::StatusCode request(uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff, uint16_t
      maxSzBuff, uint16_t *szOutBuff);
00331     Modbus::StatusCode process();
00332     friend class ModbusClient;
00333 };
00334
00335 #endif // MODBUSCLIENTPORT_H
```

8.12 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusGlobal.h File Reference

Contains general definitions of the Modbus libarary (for C++ and "pure" C).

```
#include <stdint.h>
#include <string.h>
#include "ModbusPlatform.h"
#include "Modbus_config.h"
```

Classes

- struct Modbus::SerialSettings

  Struct to define settings for Serial Port.
- struct Modbus::TcpSettings

  Struct to define settings for TCP connection.

Namespaces

- namespace Modbus

  Main Modbus namespace. Contains classes, functions and constants to work with Modbus-protocol.

Macros

- #define **MODBUSLIB_VERSION** ((MODBUSLIB_VERSION_MAJOR<<16)|(MODBUSLIB_VERSION_↩ MINOR<<8)|(MODBUSLIB_VERSION_PATCH))

  ModbusLib version value that defines as MODBUSLIB_VERSION = (major << 16) + (minor << 8) + patch.
- #define **MODBUSLIB_VERSION_STR** MODBUSLIB_VERSION_STR_MAKE(MODBUSLIB_VERSION_↩ MAJOR,MODBUSLIB_VERSION_MINOR,MODBUSLIB_VERSION_PATCH)

  ModbusLib version value that defines as MODBUSLIB_VERSION_STR "major.minor.patch".
- #define **MODBUS_EXPORT** MB_DECL_IMPORT

  MODBUS_EXPORT defines macro for import/export functions and classes.
- #define StringLiteral(cstr)

  Macro for creating string literal, must be used like: `StringLiteral("Some string")`
- #define CharLiteral(cchar)

  Macro for creating char literal, must be used like: 'CharLiteral('A')`.
- #define GET_BIT(bitBuff, bitNum)

  Macro for get bit with number `bitNum` from array `bitBuff`.
- #define SET_BIT(bitBuff, bitNum, value)

  Macro for set bit `value` with number `bitNum` to array `bitBuff`.
- #define GET_BITS(bitBuff, bitNum, bitCount, boolBuff)

  Macro for get bits begins with number `bitNum` with `count` from input bit array `bitBuff` to output bool array `boolBuff`.
- #define SET_BITS(bitBuff, bitNum, bitCount, boolBuff)

  Macro for set bits begins with number `bitNum` with `count` from input bool array `boolBuff`to output bit array `bitBuff`.
- #define **MB_UNITMAP_SIZE** 32
- #define MB_UNITMAP_GET_BIT(unitmap, unit)
- #define MB_UNITMAP_SET_BIT(unitmap, unit, value)
- #define **MB_BYTE_SZ_BITES** 8

  8 = count bits in byte (byte size in bits)
- #define **MB_REGE_SZ_BITES** 16

  16 = count bits in 16 bit register (register size in bits)
- #define **MB_REGE_SZ_BYTES** 2

  2 = count bytes in 16 bit register (register size in bytes)
- #define **MB_MAX_BYTES** 255

  255 - count_of_bytes in function readHoldingRegisters, readCoils etc
- #define **MB_MAX_REGISTERS** 127

  127 = 255(count_of_bytes in function readHoldingRegisters etc) / 2 (register size in bytes)
- #define **MB_MAX_DISCRETS** 2040

  2040 = 255(count_of_bytes in function readCoils etc) ∗ 8 (bits in byte)
- #define **MB_VALUE_BUFF_SZ** 255

  Same as `MB_MAX_BYTES`
- #define MB_RTU_IO_BUFF_SZ 264

  Maximum func data size: WriteMultipleCoils 261 = 1 byte(function) + 2 bytes (starting offset) + 2 bytes (count) + 1 bytes (byte count) + 255 bytes(maximum data length)
- #define **MB_ASC_IO_BUFF_SZ** 529

  1 byte(start symbol ':')+((1 byte(unit) + 261 (max func data size: WriteMultipleCoils)) + 1 byte(LRC))∗2+2 bytes(CR+LF)

- #define **MB_TCP_IO_BUFF_SZ** 268

  6 bytes(tcp-prefix)+1 byte(unit)+261 (max func data size: WriteMultipleCoils)
- #define **GET_COMM_EVENT_LOG_MAX** 64

  Maximum events for `GetCommEventLog` function.
- #define **READ_FIFO_QUEUE_MAX** 31

  Maximum events for `GetCommEventLog` function.

Modbus Functions

Modbus Function's codes.

- #define **MBF_READ_COILS** 1
- #define **MBF_READ_DISCRETE_INPUTS** 2
- #define **MBF_READ_HOLDING_REGISTERS** 3
- #define **MBF_READ_INPUT_REGISTERS** 4
- #define **MBF_WRITE_SINGLE_COIL** 5
- #define **MBF_WRITE_SINGLE_REGISTER** 6
- #define **MBF_READ_EXCEPTION_STATUS** 7
- #define **MBF_DIAGNOSTICS** 8
- #define **MBF_GET_COMM_EVENT_COUNTER** 11
- #define **MBF_GET_COMM_EVENT_LOG** 12
- #define **MBF_WRITE_MULTIPLE_COILS** 15
- #define **MBF_WRITE_MULTIPLE_REGISTERS** 16
- #define **MBF_REPORT_SERVER_ID** 17
- #define **MBF_READ_FILE_RECORD** 20
- #define **MBF_WRITE_FILE_RECORD** 21
- #define **MBF_MASK_WRITE_REGISTER** 22
- #define **MBF_READ_WRITE_MULTIPLE_REGISTERS** 23
- #define **MBF_READ_FIFO_QUEUE** 24
- #define **MBF_ENCAPSULATED_INTERFACE_TRANSPORT** 43
- #define **MBF_ILLEGAL_FUNCTION** 73
- #define **MBF_EXCEPTION** 128

Typedefs

- typedef void * **Modbus::Handle**

  Handle type for native OS values.
- typedef char **Modbus::Char**

  Type for Modbus character.
- typedef uint32_t **Modbus::Timer**

  Type for Modbus timer.
- typedef int64_t **Modbus::Timestamp**

  Type for Modbus timestamp (in UNIX millisec format)
- typedef enum Modbus::_MemoryType **Modbus::MemoryType**

  Defines type of memory used in Modbus protocol.

Enumerations

- enum Modbus::Constants { Modbus::VALID_MODBUS_ADDRESS_BEGIN = 1 , Modbus::VALID_MODBUS_ADDRESS_END = 247 , Modbus::STANDARD_TCP_PORT = 502 }

  Define list of contants of Modbus protocol.
- enum Modbus::_MemoryType { Modbus::Memory_Unknown = 0xFFFF , Modbus::Memory_0x = 0 , Modbus::Memory_Coils = Memory_0x , Modbus::Memory_1x = 1 , Modbus::Memory_DiscreteInputs = Memory_1x , Modbus::Memory_3x = 3 , Modbus::Memory_InputRegisters = Memory_3x , Modbus::Memory_4x = 4 , Modbus::Memory_HoldingRegisters = Memory_4x }

Defines type of memory used in Modbus protocol.

- enum Modbus::StatusCode {
  Modbus::Status_Processing = 0x80000000 , Modbus::Status_Good = 0x00000000 , Modbus::Status_Bad = 0x01000000 , Modbus::Status_Uncertain = 0x02000000 ,
  Modbus::Status_BadIllegalFunction = Status_Bad | 0x01 , Modbus::Status_BadIllegalDataAddress = Status_Bad | 0x02 , Modbus::Status_BadIllegalDataValue = Status_Bad | 0x03 , Modbus::Status_BadServerDeviceFailure = Status_Bad | 0x04 ,
  Modbus::Status_BadAcknowledge = Status_Bad | 0x05 , Modbus::Status_BadServerDeviceBusy = Status↩
  _Bad | 0x06 , Modbus::Status_BadNegativeAcknowledge = Status_Bad | 0x07 , Modbus::Status_BadMemoryParityError = Status_Bad | 0x08 ,
  Modbus::Status_BadGatewayPathUnavailable = Status_Bad | 0x0A , Modbus::Status_BadGatewayTargetDeviceFailedToRespo = Status_Bad | 0x0B , Modbus::Status_BadEmptyResponse = Status_Bad | 0x101 , Modbus::Status_BadNotCorrectRequest ,
  Modbus::Status_BadNotCorrectResponse , Modbus::Status_BadWriteBufferOverflow , Modbus::Status_BadReadBufferOverflo , Modbus::Status_BadSerialOpen = Status_Bad | 0x201 ,
  Modbus::Status_BadSerialWrite , Modbus::Status_BadSerialRead , Modbus::Status_BadSerialReadTimeout , Modbus::Status_BadSerialWriteTimeout ,
  Modbus::Status_BadAscMissColon = Status_Bad | 0x301 , Modbus::Status_BadAscMissCrLf , Modbus::Status_BadAscChar , Modbus::Status_BadLrc ,
  Modbus::Status_BadCrc = Status_Bad | 0x401 , Modbus::Status_BadTcpCreate = Status_Bad | 0x501 ,
  Modbus::Status_BadTcpConnect , Modbus::Status_BadTcpWrite ,
  Modbus::Status_BadTcpRead , Modbus::Status_BadTcpBind , Modbus::Status_BadTcpListen , Modbus::Status_BadTcpAccep ,
  Modbus::Status_BadTcpDisconnect }

  Defines status of executed Modbus functions.
- enum Modbus::ProtocolType { Modbus::ASC , Modbus::RTU , Modbus::TCP }

  Defines type of Modbus protocol.
- enum Modbus::Parity {
  Modbus::NoParity , Modbus::EvenParity , Modbus::OddParity , Modbus::SpaceParity ,
  Modbus::MarkParity }

  Defines Parity for serial port.
- enum Modbus::StopBits { Modbus::OneStop , Modbus::OneAndHalfStop , Modbus::TwoStop }

  Defines Stop Bits for serial port.
- enum Modbus::FlowControl { Modbus::NoFlowControl , Modbus::HardwareControl , Modbus::SoftwareControl }

  FlowControl Parity for serial port.

Functions

- bool Modbus::StatusIsProcessing (StatusCode status)
- bool Modbus::StatusIsGood (StatusCode status)
- bool Modbus::StatusIsBad (StatusCode status)
- bool Modbus::StatusIsUncertain (StatusCode status)
- bool Modbus::StatusIsStandardError (StatusCode status)
- bool Modbus::getBit (const void *bitBuff, uint16_t bitNum)
- bool Modbus::getBitS (const void *bitBuff, uint16_t bitNum, uint16_t maxBitCount)
- void Modbus::setBit (void *bitBuff, uint16_t bitNum, bool value)
- void Modbus::setBitS (void *bitBuff, uint16_t bitNum, bool value, uint16_t maxBitCount)
- bool * Modbus::getBits (const void *bitBuff, uint16_t bitNum, uint16_t bitCount, bool *boolBuff)
- bool * Modbus::getBitsS (const void *bitBuff, uint16_t bitNum, uint16_t bitCount, bool *boolBuff, uint16_t maxBitCount)
- void * Modbus::setBits (void *bitBuff, uint16_t bitNum, uint16_t bitCount, const bool *boolBuff)
- void * Modbus::setBitsS (void *bitBuff, uint16_t bitNum, uint16_t bitCount, const bool *boolBuff, uint16_t maxBitCount)
- MODBUS_EXPORT uint32_t Modbus::modbusLibVersion ()

- MODBUS_EXPORT const Char * Modbus::modbusLibVersionStr ()
- uint16_t Modbus::toModbusOffset (uint32_t adr)
- MODBUS_EXPORT uint16_t Modbus::crc16 (const uint8_t *byteArr, uint32_t count)
- MODBUS_EXPORT uint8_t Modbus::lrc (const uint8_t *byteArr, uint32_t count)
- MODBUS_EXPORT StatusCode Modbus::readMemRegs (uint32_t offset, uint32_t count, void *values, const void *memBuff, uint32_t memRegCount, uint32_t *outCount)
- MODBUS_EXPORT StatusCode Modbus::writeMemRegs (uint32_t offset, uint32_t count, const void *values, void *memBuff, uint32_t memRegCount, uint32_t *outCount)
- MODBUS_EXPORT StatusCode Modbus::readMemBits (uint32_t offset, uint32_t count, void *values, const void *memBuff, uint32_t memBitCount, uint32_t *outCount)
- MODBUS_EXPORT StatusCode Modbus::writeMemBits (uint32_t offset, uint32_t count, const void *values, void *memBuff, uint32_t memBitCount, uint32_t *outCount)
- MODBUS_EXPORT uint32_t Modbus::bytesToAscii (const uint8_t *bytesBuff, uint8_t *asciiBuff, uint32_t count)
- MODBUS_EXPORT uint32_t Modbus::asciiToBytes (const uint8_t *asciiBuff, uint8_t *bytesBuff, uint32_t count)
- MODBUS_EXPORT Char * Modbus::sbytes (const uint8_t *buff, uint32_t count, Char *str, uint32_t strmaxlen)
- MODBUS_EXPORT Char * Modbus::sascii (const uint8_t *buff, uint32_t count, Char *str, uint32_t strmaxlen)
- MODBUS_EXPORT const Char * Modbus::sprotocolType (ProtocolType type)
- MODBUS_EXPORT const Char * Modbus::sparity (Parity parity)
- MODBUS_EXPORT const Char * Modbus::sstopBits (StopBits stopBits)
- MODBUS_EXPORT const Char * Modbus::sflowControl (FlowControl flowControl)
- MODBUS_EXPORT Timer Modbus::timer ()
- MODBUS_EXPORT Timestamp Modbus::currentTimestamp ()
- MODBUS_EXPORT void Modbus::msleep (uint32_t msec)

8.12.1 Detailed Description

Contains general definitions of the Modbus libarary (for C++ and "pure" C).

Author

serhmarch

Date

May 2024

8.12.2 Macro Definition Documentation

8.12.2.1 CharLiteral

```
#define CharLiteral(
             cchar)
```

Value:

```
cchar
```

Macro for creating char literal, must be used like: ‘CharLiteral('A')`.

8.12.2.2 GET_BIT

```
#define GET_BIT(
                bitBuff,
                bitNum)
```

Value:

```
((((const uint8_t*)(bitBuff))[(bitNum)/8] & (1<<((bitNum)%8))) != 0)
```

Macro for get bit with number `bitNum` from array `bitBuff`.

8.12.2.3 GET_BITS

```
#define GET_BITS(
                bitBuff,
                bitNum,
                bitCount,
                boolBuff)
```

Value:

```
    for (uint16_t __i__ = 0; __i__ < bitCount; __i__++)
      \
        boolBuff[__i__] = (((const uint8_t*)(bitBuff))[((bitNum)+__i__)/8] & (1<<(((bitNum)+__i__)%8))) != 0;
```

Macro for get bits begins with number `bitNum` with `count` from input bit array `bitBuff` to output bool array `boolBuff`.

8.12.2.4 MB_RTU_IO_BUFF_SZ

```
#define MB_RTU_IO_BUFF_SZ 264
```

Maximum func data size: WriteMultipleCoils 261 = 1 byte(function) + 2 bytes (starting offset) + 2 bytes (count) + 1 bytes (byte count) + 255 bytes(maximum data length)

1 byte(unit) + 261 (max func data size: WriteMultipleCoils) + 2 bytes(CRC)

8.12.2.5 MB_UNITMAP_GET_BIT

```
#define MB_UNITMAP_GET_BIT(
                unitmap,
                unit)
```

Value:

```
((((const uint8_t*)(unitmap))[(unit)/8] & (1<<((unit)%8))) != 0)
```

8.12.2.6 MB_UNITMAP_SET_BIT

```
#define MB_UNITMAP_SET_BIT(
                unitmap,
                unit,
                value)
```

Value:

```
    if (value)
      \
        ((uint8_t*)(unitmap))[(unit)/8] |= (1<<((unit)%8));
      \
    else
      \
        ((uint8_t*)(unitmap))[(unit)/8] &= (~(1<<((unit)%8)));
```

8.12.2.7 SET_BIT

```
#define SET_BIT(
                bitBuff,
                bitNum,
                value)
```

Value:

```
    if (value)
      \
        ((uint8_t*)(bitBuff))[(bitNum)/8] |= (1<<((bitNum)%8));
      \
    else
      \
        ((uint8_t*)(bitBuff))[(bitNum)/8] &= (~(1<<((bitNum)%8)));
```

Macro for set bit `value` with number `bitNum` to array `bitBuff`.

8.12.2.8 SET_BITS

```
#define SET_BITS(
                bitBuff,
                bitNum,
                bitCount,
                boolBuff)
```

Value:

```
    for (uint16_t __i__ = 0; __i__ < bitCount; __i__++)
      \
        if (boolBuff[__i__])
      \
            ((uint8_t*)(bitBuff))[((bitNum)+__i__)/8] |= (1<<(((bitNum)+__i__)%8));
      \
        else
      \
            ((uint8_t*)(bitBuff))[((bitNum)+__i__)/8] &= (~(1<<(((bitNum)+__i__)%8)));
```

Macro for set bits begins with number `bitNum` with `count` from input bool array `boolBuff`to output bit array `bitBuff`.

8.12.2.9 StringLiteral

```
#define StringLiteral(
                cstr)
```

Value:

```
cstr
```

Macro for creating string literal, must be used like: `StringLiteral("Some string")`

8.13 ModbusGlobal.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSGLOBAL_H
00009 #define MODBUSGLOBAL_H
00010
00011 #include <stdint.h>
00012 #include <string.h>
00013
00014 #ifdef QT_CORE_LIB
00015 #include <qobjectdefs.h>
00016 #endif
00017
00018 #include "ModbusPlatform.h"
00019 #include "Modbus_config.h"
00020
00022 #define MODBUSLIB_VERSION
      ((MODBUSLIB_VERSION_MAJOR<<16)|(MODBUSLIB_VERSION_MINOR<<8)|(MODBUSLIB_VERSION_PATCH))
00023
00025 #define MODBUSLIB_VERSION_STR_HELPER(major,minor,patch) #major"."#minor"."#patch
00026
00027 #define MODBUSLIB_VERSION_STR_MAKE(major,minor,patch) MODBUSLIB_VERSION_STR_HELPER(major,minor,patch)
00029
00031 #define MODBUSLIB_VERSION_STR
      MODBUSLIB_VERSION_STR_MAKE(MODBUSLIB_VERSION_MAJOR,MODBUSLIB_VERSION_MINOR,MODBUSLIB_VERSION_PATCH)
00032
00033
00034
00036 #ifdef MB_DYNAMIC_LINKING
00037
00038 #if defined(MODBUS_EXPORTS) && defined(MB_DECL_EXPORT)
00039 #define MODBUS_EXPORT MB_DECL_EXPORT
00040 #elif defined(MB_DECL_IMPORT)
00041 #define MODBUS_EXPORT MB_DECL_IMPORT
00042 #else
00043 #define MODBUS_EXPORT
00044 #endif
00045
00046 #else // MB_DYNAMIC_LINKING
00047
00048 #define MODBUS_EXPORT
00049
00050 #endif // MB_DYNAMIC_LINKING
00051
00052
00053
00055 #define StringLiteral(cstr) cstr
00056
00058 #define CharLiteral(cchar) cchar
00059
00060 //
      ------------------------------------------------------------------------------------------------------------
00061 // ---------------------------------------- Helper macros
      ----------------------------------------
00062 //
      ------------------------------------------------------------------------------------------------------------
00063
00065 #define GET_BIT(bitBuff, bitNum) ((((const uint8_t*)(bitBuff))[(bitNum)/8] & (1<<((bitNum)%8))) != 0)
00066
00068 #define SET_BIT(bitBuff, bitNum, value)
      \
00069     if (value)
      \
00070         ((uint8_t*)(bitBuff))[(bitNum)/8] |= (1<<((bitNum)%8));
      \
00071     else
      \
00072         ((uint8_t*)(bitBuff))[(bitNum)/8] &= (~(1<<((bitNum)%8)));
00073
00075 #define GET_BITS(bitBuff, bitNum, bitCount, boolBuff)
      \
00076     for (uint16_t __i__ = 0; __i__ < bitCount; __i__++)
      \
00077         boolBuff[__i__] = (((const uint8_t*)(bitBuff))[((bitNum)+__i__)/8] & (1<<(((bitNum)+__i__)%8)))
      != 0;
00078
00080 #define SET_BITS(bitBuff, bitNum, bitCount, boolBuff)
      \
00081     for (uint16_t __i__ = 0; __i__ < bitCount; __i__++)
      \
00082         if (boolBuff[__i__])
      \
00083             ((uint8_t*)(bitBuff))[((bitNum)+__i__)/8] |= (1<<(((bitNum)+__i__)%8));
      \
```

```
00084         else
      \
00085             ((uint8_t*)(bitBuff))[((bitNum)+__i__)/8] &= (~(1«(((bitNum)+__i__)%8)));
00086
00088 #define MB_UNITMAP_SIZE 32
00089
00091 #define MB_UNITMAP_GET_BIT(unitmap, unit) ((((const uint8_t*)(unitmap))[(unit)/8] & (1«((unit)%8))) !=
      0)
00092
00094 #define MB_UNITMAP_SET_BIT(unitmap, unit, value)
      \
00095     if (value)
      \
00096         ((uint8_t*)(unitmap))[(unit)/8] |= (1«((unit)%8));
      \
00097     else
      \
00098         ((uint8_t*)(unitmap))[(unit)/8] &= (~(1«((unit)%8)));
00099
00100 //
      ------------------------------------------------------------------------------------------------------
00101 // ---------------------------------------- Modbus function codes
      ----------------------------------------
00102 //
      ------------------------------------------------------------------------------------------------------
00103
00107 #define MBF_READ_COILS                          1
00108 #define MBF_READ_DISCRETE_INPUTS                2
00109 #define MBF_READ_HOLDING_REGISTERS              3
00110 #define MBF_READ_INPUT_REGISTERS                4
00111 #define MBF_WRITE_SINGLE_COIL                   5
00112 #define MBF_WRITE_SINGLE_REGISTER               6
00113 #define MBF_READ_EXCEPTION_STATUS               7
00114 #define MBF_DIAGNOSTICS                         8
00115 #define MBF_GET_COMM_EVENT_COUNTER              11
00116 #define MBF_GET_COMM_EVENT_LOG                  12
00117 #define MBF_WRITE_MULTIPLE_COILS                15
00118 #define MBF_WRITE_MULTIPLE_REGISTERS            16
00119 #define MBF_REPORT_SERVER_ID                    17
00120 #define MBF_READ_FILE_RECORD                    20
00121 #define MBF_WRITE_FILE_RECORD                   21
00122 #define MBF_MASK_WRITE_REGISTER                 22
00123 #define MBF_READ_WRITE_MULTIPLE_REGISTERS       23
00124 #define MBF_READ_FIFO_QUEUE                     24
00125 #define MBF_ENCAPSULATED_INTERFACE_TRANSPORT    43
00126 #define MBF_ILLEGAL_FUNCTION                    73
00127 #define MBF_EXCEPTION                           128
00129
00130
00131 //
      ------------------------------------------------------------------------------------------------------
00132 // ---------------------------------------- Modbus count constants
      ----------------------------------------
00133 //
      ------------------------------------------------------------------------------------------------------
00134
00136 #define MB_BYTE_SZ_BITES 8
00137
00139 #define MB_REGE_SZ_BITES 16
00140
00142 #define MB_REGE_SZ_BYTES 2
00143
00145 #define MB_MAX_BYTES 255
00146
00148 #define MB_MAX_REGISTERS 127
00149
00151 #define MB_MAX_DISCRETS 2040
00152
00154 #define MB_VALUE_BUFF_SZ 255
00155
00158
00160 #define MB_RTU_IO_BUFF_SZ 264
00161
00163 #define MB_ASC_IO_BUFF_SZ 529
00164
00166 #define MB_TCP_IO_BUFF_SZ 268
00167
00169 #define GET_COMM_EVENT_LOG_MAX 64
00170
00172 #define READ_FIFO_QUEUE_MAX 31
00173
00174 #ifdef __cplusplus
00175
00176 namespace Modbus {
00177
00178 #ifdef QT_CORE_LIB
00179 Q_NAMESPACE
```

```
00180 #endif
00181
00182 #endif // __cplusplus
00183
00185 typedef void* Handle;
00186
00188 typedef char Char;
00189
00191 typedef uint32_t Timer;
00192
00194 typedef int64_t Timestamp;
00195
00197 enum Constants
00198 {
00199     VALID_MODBUS_ADDRESS_BEGIN = 1   ,
00200     VALID_MODBUS_ADDRESS_END   = 247,
00201     STANDARD_TCP_PORT          = 502
00202 };
00203
00204 //=========== Modbus protocol types ===============
00205
00207 typedef enum _MemoryType
00208 {
00209     Memory_Unknown = 0xFFFF,
00210     Memory_0x = 0,
00211     Memory_Coils = Memory_0x,
00212     Memory_1x = 1,
00213     Memory_DiscreteInputs = Memory_1x,
00214     Memory_3x = 3,
00215     Memory_InputRegisters = Memory_3x,
00216     Memory_4x = 4,
00217     Memory_HoldingRegisters = Memory_4x,
00218 } MemoryType;
00219
00221 #ifdef __cplusplus // Note: for Qt/moc support
00222 enum StatusCode
00223 #else
00224 typedef enum _StatusCode
00225 #endif
00226 {
00227     Status_Processing               = 0x80000000,
00228     Status_Good                     = 0x00000000,
00229     Status_Bad                      = 0x01000000,
00230     Status_Uncertain                = 0x02000000,
00231
00232     //------ Modbus standart errors begin -------
00233     // from 0 to 255
00234     Status_BadIllegalFunction                   = Status_Bad | 0x01,
00235     Status_BadIllegalDataAddress                = Status_Bad | 0x02,
00236     Status_BadIllegalDataValue                  = Status_Bad | 0x03,
00237     Status_BadServerDeviceFailure               = Status_Bad | 0x04,
00238     Status_BadAcknowledge                       = Status_Bad | 0x05,
00239     Status_BadServerDeviceBusy                  = Status_Bad | 0x06,
00240     Status_BadNegativeAcknowledge               = Status_Bad | 0x07,
00241     Status_BadMemoryParityError                 = Status_Bad | 0x08,
00242     Status_BadGatewayPathUnavailable            = Status_Bad | 0x0A,
00243     Status_BadGatewayTargetDeviceFailedToRespond = Status_Bad | 0x0B,
00244     //------- Modbus standart errors end --------
00245
00246     //------- Modbus common errors begin --------
00247     Status_BadEmptyResponse         = Status_Bad | 0x101,
00248     Status_BadNotCorrectRequest     ,
00249     Status_BadNotCorrectResponse    ,
00250     Status_BadWriteBufferOverflow   ,
00251     Status_BadReadBufferOverflow    ,
00252
00253     //-------- Modbus common errors end ---------
00254
00255     //--_ Modbus serial specified errors begin --
00256     Status_BadSerialOpen            = Status_Bad | 0x201,
00257     Status_BadSerialWrite           ,
00258     Status_BadSerialRead            ,
00259     Status_BadSerialReadTimeout     ,
00260     Status_BadSerialWriteTimeout    ,
00261     //---_ Modbus serial specified errors end ---
00262
00263     //---- Modbus ASC specified errors begin ----
00264     Status_BadAscMissColon          = Status_Bad | 0x301,
00265     Status_BadAscMissCrLf           ,
00266     Status_BadAscChar               ,
00267     Status_BadLrc                   ,
00268     //---- Modbus ASC specified errors end ----
00269
00270     //---- Modbus RTU specified errors begin ----
00271     Status_BadCrc                   = Status_Bad | 0x401,
00272     //----- Modbus RTU specified errors end -----
00273
```

```
00274     //--_ Modbus TCP specified errors begin --
00275     Status_BadTcpCreate             = Status_Bad | 0x501,
00276     Status_BadTcpConnect,
00277     Status_BadTcpWrite,
00278     Status_BadTcpRead,
00279     Status_BadTcpBind,
00280     Status_BadTcpListen,
00281     Status_BadTcpAccept,
00282     Status_BadTcpDisconnect,
00283     //---_ Modbus TCP specified errors end ---
00284 }
00285 #ifdef __cplusplus
00286 ;
00287 #else
00288 StatusCode;
00289 #endif
00290
00292 #ifdef __cplusplus // Note: for Qt/moc support
00293 enum ProtocolType
00294 #else
00295 typedef enum _ProtocolType
00296 #endif
00297 {
00298     ASC,
00299     RTU,
00300     TCP
00301 }
00302 #ifdef __cplusplus
00303 ;
00304 #else
00305 ProtocolType;
00306 #endif
00307
00308
00310 #ifdef __cplusplus // Note: for Qt/moc support
00311 enum Parity
00312 #else
00313 typedef enum _Parity
00314 #endif
00315 {
00316     NoParity   ,
00317     EvenParity ,
00318     OddParity  ,
00319     SpaceParity,
00320     MarkParity
00321 }
00322 #ifdef __cplusplus
00323 ;
00324 #else
00325 Parity;
00326 #endif
00327
00328
00330 #ifdef __cplusplus // Note: for Qt/moc support
00331 enum StopBits
00332 #else
00333 typedef enum _StopBits
00334 #endif
00335 {
00336     OneStop       ,
00337     OneAndHalfStop,
00338     TwoStop
00339 }
00340 #ifdef __cplusplus
00341 ;
00342 #else
00343 StopBits;
00344 #endif
00345
00347 #ifdef __cplusplus // Note: for Qt/moc support
00348 enum FlowControl
00349 #else
00350 typedef enum _FlowControl
00351 #endif
00352 {
00353     NoFlowControl  ,
00354     HardwareControl,
00355     SoftwareControl
00356 }
00357 #ifdef __cplusplus
00358 ;
00359 #else
00360 FlowControl;
00361 #endif
00362
00363 #ifdef QT_CORE_LIB
00364 Q_ENUM_NS(StatusCode)
```

```
00365 Q_ENUM_NS(ProtocolType)
00366 Q_ENUM_NS(Parity)
00367 Q_ENUM_NS(StopBits)
00368 Q_ENUM_NS(FlowControl)
00369 #endif
00370
00372 typedef struct
00373 {
00374     const Char *portName        ;
00375     int32_t     baudRate        ;
00376     int8_t      dataBits        ;
00377     Parity      parity          ;
00378     StopBits    stopBits        ;
00379     FlowControl flowControl     ;
00380     uint32_t    timeoutFirstByte;
00381     uint32_t    timeoutInterByte;
00382 } SerialSettings;
00383
00385 typedef struct
00386 {
00387     const Char *host   ;
00388     uint16_t    port   ;
00389     uint16_t    timeout;
00390 } TcpSettings;
00391
00392 #ifdef __cplusplus
00393 extern "C" {
00394 #endif
00395
00397 inline bool StatusIsProcessing(StatusCode status) { return status == Status_Processing; }
00398
00400 inline bool StatusIsGood(StatusCode status) { return (status & 0xFF000000) == Status_Good; }
00401
00403 inline bool StatusIsBad(StatusCode status) { return (status & Status_Bad) != 0; }
00404
00406 inline bool StatusIsUncertain(StatusCode status) { return (status & Status_Uncertain) != 0; }
00407
00409 inline bool StatusIsStandardError(StatusCode status) { return (status & Status_Bad) && ((status &
      0xFF00) == 0); }
00410
00412 inline bool getBit(const void *bitBuff, uint16_t bitNum) { return GET_BIT (bitBuff, bitNum); }
00413
00415 inline bool getBitS(const void *bitBuff, uint16_t bitNum, uint16_t maxBitCount) { return (bitNum <
      maxBitCount) ? getBit(bitBuff, bitNum) : false; }
00416
00418 inline void setBit(void *bitBuff, uint16_t bitNum, bool value) { SET_BIT (bitBuff, bitNum, value) }
00419
00421 inline void setBitS(void *bitBuff, uint16_t bitNum, bool value, uint16_t maxBitCount) { if (bitNum <
      maxBitCount) setBit(bitBuff, bitNum, value); }
00422
00426 inline bool *getBits(const void *bitBuff, uint16_t bitNum, uint16_t bitCount, bool *boolBuff) {
      GET_BITS(bitBuff, bitNum, bitCount, boolBuff) return boolBuff; }
00427
00430 inline bool *getBitsS(const void *bitBuff, uint16_t bitNum, uint16_t bitCount, bool *boolBuff,
      uint16_t maxBitCount) { if ((bitNum+bitCount) <= maxBitCount) getBits(bitBuff, bitNum, bitCount,
      boolBuff); return boolBuff; }
00431
00435 inline void *setBits(void *bitBuff, uint16_t bitNum, uint16_t bitCount, const bool *boolBuff) {
      SET_BITS(bitBuff, bitNum, bitCount, boolBuff) return bitBuff; }
00436
00439 inline void *setBitsS(void *bitBuff, uint16_t bitNum, uint16_t bitCount, const bool *boolBuff,
      uint16_t maxBitCount) { if ((bitNum + bitCount) <= maxBitCount) setBits(bitBuff, bitNum, bitCount,
      boolBuff); return bitBuff; }
00440
00442 MODBUS_EXPORT uint32_t modbusLibVersion();
00443
00445 MODBUS_EXPORT const Char* modbusLibVersionStr();
00446
00448 inline uint16_t toModbusOffset(uint32_t adr) { return (uint16_t)(adr - 1); }
00449
00452 MODBUS_EXPORT uint16_t crc16(const uint8_t *byteArr, uint32_t count);
00453
00456 MODBUS_EXPORT uint8_t lrc(const uint8_t *byteArr, uint32_t count);
00457
00466 MODBUS_EXPORT StatusCode readMemRegs(uint32_t offset, uint32_t count, void *values, const void
      *memBuff, uint32_t memRegCount, uint32_t *outCount);
00467
00476 MODBUS_EXPORT StatusCode writeMemRegs(uint32_t offset, uint32_t count, const void *values, void
      *memBuff, uint32_t memRegCount, uint32_t *outCount);
00477
00486 MODBUS_EXPORT StatusCode readMemBits(uint32_t offset, uint32_t count, void *values, const void
      *memBuff, uint32_t memBitCount, uint32_t *outCount);
00487
00496 MODBUS_EXPORT StatusCode writeMemBits(uint32_t offset, uint32_t count, const void *values, void
      *memBuff, uint32_t memBitCount, uint32_t *outCount);
00497
00505 MODBUS_EXPORT uint32_t bytesToAscii(const uint8_t* bytesBuff, uint8_t* asciiBuff, uint32_t count);
```

```
00506
00514 MODBUS_EXPORT uint32_t asciiToBytes(const uint8_t* asciiBuff, uint8_t* bytesBuff, uint32_t count);
00515
00517 MODBUS_EXPORT Char *sbytes(const uint8_t* buff, uint32_t count, Char *str, uint32_t strmaxlen);
00518
00520 MODBUS_EXPORT Char *sascii(const uint8_t* buff, uint32_t count, Char *str, uint32_t strmaxlen);
00521
00524 MODBUS_EXPORT const Char *sprotocolType(ProtocolType type);
00525
00528 MODBUS_EXPORT const Char *sparity(Parity parity);
00529
00532 MODBUS_EXPORT const Char *sstopBits(StopBits stopBits);
00533
00536 MODBUS_EXPORT const Char *sflowControl(FlowControl flowControl);
00537
00539 MODBUS_EXPORT Timer timer();
00540
00542 MODBUS_EXPORT Timestamp currentTimestamp();
00543
00545 MODBUS_EXPORT void msleep(uint32_t msec);
00546
00547 #ifdef __cplusplus
00548 } //extern "C"
00549 #endif
00550
00551 #ifdef __cplusplus
00552 } //namespace Modbus
00553 #endif
00554
00555 #endif // MODBUSGLOBAL_H
```

8.14 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusObject.h File Reference

The header file defines the class templates used to create signal/slot-like mechanism.

```
#include "Modbus.h"
```

Classes

- class ModbusSlotBase< ReturnType, Args >

  ModbusSlotBase base template for slot (method or function)
- class ModbusSlotMethod< T, ReturnType, Args >

  ModbusSlotMethod template class hold pointer to object and its method
- class ModbusSlotFunction< ReturnType, Args >

  ModbusSlotFunction template class hold pointer to slot function
- class ModbusObject

  The ModbusObject class is the base class for objects that use signal/slot mechanism.

Typedefs

- template<class T , class ReturnType , class ... Args>
  using **ModbusMethodPointer** = ReturnType(T::*)(Args...)

  ModbusMethodPointer-pointer to class method template type
- template<class ReturnType , class ... Args>
  using **ModbusFunctionPointer** = ReturnType (*)(Args...)

  ModbusFunctionPointer pointer to function template type

8.14.1 Detailed Description

The header file defines the class templates used to create signal/slot-like mechanism.

Author

serhmarch

Date

May 2024

8.15 ModbusObject.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSOBJECT_H
00009 #define MODBUSOBJECT_H
00010
00011 #include "Modbus.h"
00012
00014 template <class T, class ReturnType, class ... Args>
00015 using ModbusMethodPointer = ReturnType(T::*)(Args...);
00016
00018 template <class ReturnType, class ... Args>
00019 using ModbusFunctionPointer = ReturnType (*)(Args...);
00020
00022 template <class ReturnType, class ... Args>
00023 class ModbusSlotBase
00024 {
00025 public:
00027     virtual ~ModbusSlotBase() {}
00028
00031     virtual void *object() const { return nullptr; }
00032
00034     virtual void *methodOrFunction() const = 0;
00035
00037     virtual ReturnType exec(Args ...  args) = 0;
00038 };
00039
00040
00041
00043 template <class T, class ReturnType, class ... Args>
00044 class ModbusSlotMethod : public ModbusSlotBase<ReturnType, Args ...>
00045 {
00046 public:
00050     ModbusSlotMethod(T* object, ModbusMethodPointer<T, ReturnType, Args...> methodPtr) :
      m_object(object), m_methodPtr(methodPtr) {}
00051
00052 public:
00053     void *object() const override { return m_object; }
00054     void *methodOrFunction() const override { return reinterpret_cast<void*>(m_voidPtr); }
00055
00056     ReturnType exec(Args ...  args) override
00057     {
00058         return (m_object->*m_methodPtr)(args...);
00059     }
00060
00061 private:
00062     T* m_object;
00063     union
00064     {
00065         ModbusMethodPointer<T, ReturnType, Args...> m_methodPtr;
00066         void *m_voidPtr;
00067     };
00068 };
00069
00070
00072 template <class ReturnType, class ... Args>
00073 class ModbusSlotFunction : public ModbusSlotBase<ReturnType, Args ...>
00074 {
00075 public:
00078     ModbusSlotFunction(ModbusFunctionPointer<ReturnType, Args...> funcPtr) : m_funcPtr(funcPtr) {}
00079
```

```
00080 public:
00081     void *methodOrFunction() const override { return m_voidPtr; }
00082     ReturnType exec(Args ...  args) override
00083     {
00084         return m_funcPtr(args...);
00085     }
00086
00087 private:
00088     union
00089     {
00090         ModbusFunctionPointer<ReturnType, Args...> m_funcPtr;
00091         void *m_voidPtr;
00092     };
00093 };
00094
00095 class ModbusObjectPrivate;
00096
00114 class MODBUS_EXPORT ModbusObject
00115 {
00116 public:
00120     static ModbusObject *sender();
00121
00122 public:
00124     ModbusObject();
00125
00127     virtual ~ModbusObject();
00128
00129 public:
00131     const Modbus::Char *objectName() const;
00132
00134     void setObjectName(const Modbus::Char *name);
00135
00136 public:
00147     template <class SignalClass, class T, class ReturnType, class ... Args>
00148     void connect(ModbusMethodPointer<SignalClass, ReturnType, Args ...> signalMethodPtr, T *object,
      ModbusMethodPointer<T, ReturnType, Args ...> objectMethodPtr)
00149     {
00150         ModbusSlotMethod<T, ReturnType, Args ...> *slotMethod = new ModbusSlotMethod<T, ReturnType,
      Args ...>(object, objectMethodPtr);
00151         union {
00152             ModbusMethodPointer<SignalClass, ReturnType, Args ...> signalMethodPtr;
00153             void* voidPtr;
00154         } converter;
00155         converter.signalMethodPtr = signalMethodPtr;
00156         setSlot(converter.voidPtr, slotMethod);
00157     }
00158
00161     template <class SignalClass, class ReturnType, class ... Args>
00162     void connect(ModbusMethodPointer<SignalClass, ReturnType, Args ...> signalMethodPtr,
      ModbusFunctionPointer<ReturnType, Args ...> funcPtr)
00163     {
00164         ModbusSlotFunction<ReturnType, Args ...> *slotFunc = new ModbusSlotFunction<ReturnType, Args
      ...>(funcPtr);
00165         union {
00166             ModbusMethodPointer<SignalClass, ReturnType, Args ...> signalMethodPtr;
00167             void* voidPtr;
00168         } converter;
00169         converter.signalMethodPtr = signalMethodPtr;
00170         setSlot(converter.voidPtr, slotFunc);
00171     }
00172
00174     template <class ReturnType, class ... Args>
00175     inline void disconnect(ModbusFunctionPointer<ReturnType, Args ...> funcPtr)
00176     {
00177         disconnect(nullptr, funcPtr);
00178     }
00179
00181     inline void disconnectFunc(void *funcPtr)
00182     {
00183         disconnect(nullptr, funcPtr);
00184     }
00185
00187     template <class T, class ReturnType, class ... Args>
00188     inline void disconnect(T *object, ModbusMethodPointer<T, ReturnType, Args ...> objectMethodPtr)
00189     {
00190         union {
00191             ModbusMethodPointer<T, ReturnType, Args ...> objectMethodPtr;
00192             void* voidPtr;
00193         } converter;
00194         converter.objectMethodPtr = objectMethodPtr;
00195         disconnect(object, converter.voidPtr);
00196     }
00197
00199     template <class T>
00200     inline void disconnect(T *object)
00201     {
00202         disconnect(object, nullptr);
```

```
00203     }
00204
00205
00206 protected:
00208     template <class T, class ... Args>
00209     void emitSignal(const char *thisMethodId, ModbusMethodPointer<T, void, Args ...> thisMethod, Args
      ... args)
00210     {
00211         dummy = thisMethodId; // Note: present because of weird MSVC compiler optimization,
00212                               // when diff signals can have same address
00213         //printf("Emit signal: %s\n", thisMethodId);
00214         union {
00215             ModbusMethodPointer<T, void, Args ...> thisMethod;
00216             void* voidPtr;
00217         } converter;
00218         converter.thisMethod = thisMethod;
00219
00220         pushSender(this);
00221         int i = 0;
00222         while (void* itemSlot = slot(converter.voidPtr, i++))
00223         {
00224             ModbusSlotBase<void, Args...> *slotBase = reinterpret_cast<ModbusSlotBase<void, Args...>
      *>(itemSlot);
00225             slotBase->exec(args...);
00226         }
00227         popSender();
00228     }
00229
00230 private:
00231     void *slot(void *signalMethodPtr, int i) const;
00232     void setSlot(void *signalMethodPtr, void *slotPtr);
00233     void disconnect(void *object, void *methodOrFunc);
00234
00235 private:
00236     static void pushSender(ModbusObject *sender);
00237     static void popSender();
00238
00239 protected:
00241     static const char* dummy; // Note: prevent weird MSVC compiler optimization
00242     ModbusObjectPrivate *d_ptr;
00243     ModbusObject(ModbusObjectPrivate *d);
00245 };
00246
00247 #endif // MODBUSOBJECT_H
```

8.16 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusPlatform.h File Reference

Definition of platform specific macros.

8.16.1 Detailed Description

Definition of platform specific macros.

Author

serhmarch

Date

May 2024

8.17 ModbusPlatform.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSPLATFORM_H
00009 #define MODBUSPLATFORM_H
00010
00011 #if defined (_WIN32)|| defined(_WIN64)|| defined(__WIN32__) || defined(__WINDOWS__)
00012 #define MB_OS_WINDOWS
00013 #endif
00014
00015 // Linux, BSD and Solaris define "unix", OSX doesn't, even though it derives from BSD
00016 #if defined(unix) || defined(__unix__) || defined(__unix)
00017 #define MB_PLATFORM_UNIX
00018 #endif
00019
00020 #if BSD>=0
00021 #define MB_OS_BSD
00022 #endif
00023
00024 #if __APPLE__
00025 #define MB_OS_OSX
00026 #endif
00027
00028
00029 #ifdef _MSC_VER
00030
00031 #define MB_DECL_IMPORT __declspec (dllimport)
00032 #define MB_DECL_EXPORT __declspec (dllexport)
00033
00034 #else
00035
00036 #define MB_DECL_IMPORT
00037 #define MB_DECL_EXPORT
00038
00039 #endif
00040
00041 #endif // MODBUSPLATFORM_H
```

8.18 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusPort.h File Reference

Header file of abstract class `ModbusPort`.

```
#include <string>
#include <list>
#include "Modbus.h"
```

Classes

- class ModbusPort

  The abstract class `ModbusPort` is the base class for a specific implementation of the Modbus communication protocol.

8.18.1 Detailed Description

Header file of abstract class `ModbusPort`.

Author

serhmarch

Date

May 2024

8.19 ModbusPort.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSPORT_H
00009 #define MODBUSPORT_H
00010
00011 #include <string>
00012 #include <list>
00013
00014 #include "Modbus.h"
00015
00016 class ModbusPortPrivate;
00017
00024 class MODBUS_EXPORT ModbusPort
00025 {
00026 public:
00028     virtual ~ModbusPort();
00029
00030 public:
00032     virtual Modbus::ProtocolType type() const = 0;
00033
00035     virtual Modbus::Handle handle() const = 0;
00036
00038     virtual Modbus::StatusCode open() = 0;
00039
00041     virtual Modbus::StatusCode close() = 0;
00042
00044     virtual bool isOpen() const = 0;
00045
00048     virtual void setNextRequestRepeated(bool v);
00049
00050 public:
00052     bool isChanged() const;
00053
00055     bool isServerMode() const;
00056
00058     virtual void setServerMode(bool mode);
00059
00061     bool isBlocking() const;
00062
00064     bool isNonBlocking() const;
00065
00067     uint32_t timeout() const;
00068
00070     void setTimeout(uint32_t timeout);
00071
00072 public: // errors
00074     Modbus::StatusCode lastErrorStatus() const;
00075
00077     const Modbus::Char *lastErrorText() const;
00078
00079 public:
00081     virtual Modbus::StatusCode writeBuffer(uint8_t unit, uint8_t func, uint8_t *buff, uint16_t
      szInBuff) = 0;
00082
00084     virtual Modbus::StatusCode readBuffer(uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t
      maxSzBuff, uint16_t *szOutBuff) = 0;
00085
00087     virtual Modbus::StatusCode write() = 0;
00088
00090     virtual Modbus::StatusCode read() = 0;
00091
00092 public: // buffer
00094     virtual const uint8_t *readBufferData() const = 0;
00095
00097     virtual uint16_t readBufferSize() const = 0;
00098
00100     virtual const uint8_t *writeBufferData() const = 0;
00101
00103     virtual uint16_t writeBufferSize() const = 0;
00104
00105 protected:
00107     Modbus::StatusCode setError(Modbus::StatusCode status, const Modbus::Char *text);
00108
00109 protected:
00111     ModbusPortPrivate *d_ptr;
00112     ModbusPort(ModbusPortPrivate *d);
00114 };
00115
00116 #endif // MODBUSPORT_H
```

8.20 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusQt.h File Reference

Qt support file for ModbusLib.

```
#include "Modbus.h"
#include <QMetaEnum>
#include <QHash>
#include <QVariant>
```

Classes

- class Modbus::Strings

  Sets constant key values for the map of settings.
- class Modbus::Defaults

  Holds the default values of the settings.
- class Modbus::Address

  Class for convinient manipulation with Modbus Data Address.

Namespaces

- namespace Modbus

  Main Modbus namespace. Contains classes, functions and constants to work with Modbus-protocol.

Typedefs

- typedef QHash< QString, QVariant > **Modbus::Settings**

  Map for settings of Modbus protocol where key has type `QString` and value is `QVariant`.

Functions

- MODBUS_EXPORT uint8_t Modbus::getSettingUnit (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT ProtocolType Modbus::getSettingType (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint32_t Modbus::getSettingTries (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT QString Modbus::getSettingHost (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint16_t Modbus::getSettingPort (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint32_t Modbus::getSettingTimeout (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT QString Modbus::getSettingSerialPortName (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT int32_t Modbus::getSettingBaudRate (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT int8_t Modbus::getSettingDataBits (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT Parity Modbus::getSettingParity (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT StopBits Modbus::getSettingStopBits (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT FlowControl Modbus::getSettingFlowControl (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint32_t Modbus::getSettingTimeoutFirstByte (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT uint32_t Modbus::getSettingTimeoutInterByte (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT bool Modbus::getSettingBroadcastEnabled (const Settings &s, bool *ok=nullptr)
- MODBUS_EXPORT void Modbus::setSettingUnit (Settings &s, uint8_t v)
- MODBUS_EXPORT void Modbus::setSettingType (Settings &s, ProtocolType v)
- MODBUS_EXPORT void Modbus::setSettingTries (Settings &s, uint32_t)

- MODBUS_EXPORT void Modbus::setSettingHost (Settings &s, const QString &v)
- MODBUS_EXPORT void Modbus::setSettingPort (Settings &s, uint16_t v)
- MODBUS_EXPORT void Modbus::setSettingTimeout (Settings &s, uint32_t v)
- MODBUS_EXPORT void Modbus::setSettingSerialPortName (Settings &s, const QString &v)
- MODBUS_EXPORT void Modbus::setSettingBaudRate (Settings &s, int32_t v)
- MODBUS_EXPORT void Modbus::setSettingDataBits (Settings &s, int8_t v)
- MODBUS_EXPORT void Modbus::setSettingParity (Settings &s, Parity v)
- MODBUS_EXPORT void Modbus::setSettingStopBits (Settings &s, StopBits v)
- MODBUS_EXPORT void Modbus::setSettingFlowControl (Settings &s, FlowControl v)
- MODBUS_EXPORT void Modbus::setSettingTimeoutFirstByte (Settings &s, uint32_t v)
- MODBUS_EXPORT void Modbus::setSettingTimeoutInterByte (Settings &s, uint32_t v)
- MODBUS_EXPORT void Modbus::setSettingBroadcastEnabled (Settings &s, bool v)
- Address Modbus::addressFromString (const QString &s)
- template<class EnumType >
  QString Modbus::enumKey (int value)
- template<class EnumType >
  QString Modbus::enumKey (EnumType value, const QString &byDef=QString())
- template<class EnumType >
  EnumType Modbus::enumValue (const QString &key, bool *ok=nullptr, EnumType defaultValue=static_cast< EnumType >(-1))
- template<class EnumType >
  EnumType Modbus::enumValue (const QVariant &value, bool *ok=nullptr, EnumType defaultValue=static_cast< EnumType >(-1))
- template<class EnumType >
  EnumType Modbus::enumValue (const QVariant &value, EnumType defaultValue)
- template<class EnumType >
  EnumType Modbus::enumValue (const QVariant &value)
- MODBUS_EXPORT ProtocolType Modbus::toProtocolType (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT ProtocolType Modbus::toProtocolType (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT int32_t Modbus::toBaudRate (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT int32_t Modbus::toBaudRate (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT int8_t Modbus::toDataBits (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT int8_t Modbus::toDataBits (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT Parity Modbus::toParity (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT Parity Modbus::toParity (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT StopBits Modbus::toStopBits (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT StopBits Modbus::toStopBits (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT FlowControl Modbus::toFlowControl (const QString &s, bool *ok=nullptr)
- MODBUS_EXPORT FlowControl Modbus::toFlowControl (const QVariant &v, bool *ok=nullptr)
- MODBUS_EXPORT QString Modbus::toString (StatusCode v)
- MODBUS_EXPORT QString Modbus::toString (ProtocolType v)
- MODBUS_EXPORT QString Modbus::toString (Parity v)
- MODBUS_EXPORT QString Modbus::toString (StopBits v)
- MODBUS_EXPORT QString Modbus::toString (FlowControl v)
- QString Modbus::bytesToString (const QByteArray &v)
- QString Modbus::asciiToString (const QByteArray &v)
- MODBUS_EXPORT QStringList Modbus::availableSerialPortList ()
- MODBUS_EXPORT ModbusPort * Modbus::createPort (const Settings &settings, bool blocking=false)
- MODBUS_EXPORT ModbusClientPort * Modbus::createClientPort (const Settings &settings, bool blocking=false)
- MODBUS_EXPORT ModbusServerPort * Modbus::createServerPort (ModbusInterface *device, const Settings &settings, bool blocking=false)

8.20.1 Detailed Description

Qt support file for ModbusLib.

Author

serhmarch

Date

May 2024

8.21 ModbusQt.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSQT_H
00009 #define MODBUSQT_H
00010
00011 #include "Modbus.h"
00012
00013 #include <QMetaEnum>
00014 #include <QHash>
00015 #include <QVariant>
00016
00017 namespace Modbus {
00018
00020 typedef QHash<QString, QVariant> Settings;
00021
00024 class MODBUS_EXPORT Strings
00025 {
00026 public:
00027     const QString unit              ;
00028     const QString type              ;
00029     const QString tries             ;
00030     const QString host              ;
00031     const QString port              ;
00032     const QString timeout           ;
00033     const QString serialPortName    ;
00034     const QString baudRate          ;
00035     const QString dataBits          ;
00036     const QString parity            ;
00037     const QString stopBits          ;
00038     const QString flowControl       ;
00039     const QString timeoutFirstByte  ;
00040     const QString timeoutInterByte  ;
00041     const QString isBroadcastEnabled;
00042
00043     const QString NoParity          ;
00044     const QString EvenParity        ;
00045     const QString OddParity         ;
00046     const QString SpaceParity       ;
00047     const QString MarkParity        ;
00048
00049     const QString OneStop           ;
00050     const QString OneAndHalfStop    ;
00051     const QString TwoStop           ;
00052
00053     const QString NoFlowControl     ;
00054     const QString HardwareControl   ;
00055     const QString SoftwareControl   ;
00056
00058     Strings();
00059
00061     static const Strings &instance();
00062 };
00063
00066 class MODBUS_EXPORT Defaults
00067 {
00068 public:
00069     const uint8_t      unit             ;
00070     const ProtocolType type             ;
00071     const uint32_t     tries            ;
00072     const QString      host             ;
```

```
00073     const uint16_t     port              ;
00074     const uint32_t     timeout           ;
00075     const QString      serialPortName    ;
00076     const int32_t      baudRate          ;
00077     const int8_t       dataBits          ;
00078     const Parity       parity            ;
00079     const StopBits     stopBits          ;
00080     const FlowControl  flowControl       ;
00081     const uint32_t     timeoutFirstByte  ;
00082     const uint32_t     timeoutInterByte  ;
00083     const bool         isBroadcastEnabled;
00084
00086     Defaults();
00087
00089     static const Defaults &instance();
00090 };
00091
00094 MODBUS_EXPORT uint8_t getSettingUnit(const Settings &s, bool *ok = nullptr);
00095
00098 MODBUS_EXPORT ProtocolType getSettingType(const Settings &s, bool *ok = nullptr);
00099
00102 MODBUS_EXPORT uint32_t getSettingTries(const Settings &s, bool *ok = nullptr);
00103
00106 MODBUS_EXPORT QString getSettingHost(const Settings &s, bool *ok = nullptr);
00107
00110 MODBUS_EXPORT uint16_t getSettingPort(const Settings &s, bool *ok = nullptr);
00111
00114 MODBUS_EXPORT uint32_t getSettingTimeout(const Settings &s, bool *ok = nullptr);
00115
00118 MODBUS_EXPORT QString getSettingSerialPortName(const Settings &s, bool *ok = nullptr);
00119
00122 MODBUS_EXPORT int32_t getSettingBaudRate(const Settings &s, bool *ok = nullptr);
00123
00126 MODBUS_EXPORT int8_t getSettingDataBits(const Settings &s, bool *ok = nullptr);
00127
00130 MODBUS_EXPORT Parity getSettingParity(const Settings &s, bool *ok = nullptr);
00131
00134 MODBUS_EXPORT StopBits getSettingStopBits(const Settings &s, bool *ok = nullptr);
00135
00138 MODBUS_EXPORT FlowControl getSettingFlowControl(const Settings &s, bool *ok = nullptr);
00139
00142 MODBUS_EXPORT uint32_t getSettingTimeoutFirstByte(const Settings &s, bool *ok = nullptr);
00143
00146 MODBUS_EXPORT uint32_t getSettingTimeoutInterByte(const Settings &s, bool *ok = nullptr);
00147
00150 MODBUS_EXPORT bool getSettingBroadcastEnabled(const Settings &s, bool *ok = nullptr);
00151
00153 MODBUS_EXPORT void setSettingUnit(Settings &s, uint8_t v);
00154
00156 MODBUS_EXPORT void setSettingType(Settings &s, ProtocolType v);
00157
00159 MODBUS_EXPORT void setSettingTries(Settings &s, uint32_t);
00160
00162 MODBUS_EXPORT void setSettingHost(Settings &s, const QString &v);
00163
00165 MODBUS_EXPORT void setSettingPort(Settings &s, uint16_t v);
00166
00168 MODBUS_EXPORT void setSettingTimeout(Settings &s, uint32_t v);
00169
00171 MODBUS_EXPORT void setSettingSerialPortName(Settings &s, const QString&v);
00172
00174 MODBUS_EXPORT void setSettingBaudRate(Settings &s, int32_t v);
00175
00177 MODBUS_EXPORT void setSettingDataBits(Settings &s, int8_t v);
00178
00180 MODBUS_EXPORT void setSettingParity(Settings &s, Parity v);
00181
00183 MODBUS_EXPORT void setSettingStopBits(Settings &s, StopBits v);
00184
00186 MODBUS_EXPORT void setSettingFlowControl(Settings &s, FlowControl v);
00187
00189 MODBUS_EXPORT void setSettingTimeoutFirstByte(Settings &s, uint32_t v);
00190
00192 MODBUS_EXPORT void setSettingTimeoutInterByte(Settings &s, uint32_t v);
00193
00195 MODBUS_EXPORT void setSettingBroadcastEnabled(Settings &s, bool v);
00196
00197
00200 class MODBUS_EXPORT Address
00201 {
00202 public:
00204     Address();
00205
00207     Address(Modbus::MemoryType, quint16 offset);
00208
00211     Address(quint32 adr);
00212
```

```
00213 public:
00215     inline bool isValid() const { return m_type != Memory_Unknown; }
00216
00218     inline MemoryType type() const { return static_cast<MemoryType>(m_type); }
00219
00221     inline quint16 offset() const { return m_offset; }
00222
00224     inline quint32 number() const { return m_offset+1; }
00225
00228     QString toString() const;
00229
00232     inline operator quint32 () const { return number() + (m_type*100000);  }
00233
00235     Address &operator= (quint32 v);
00236
00237 private:
00238     quint16 m_type;
00239     quint16 m_offset;
00240 };
00241
00243 inline Address addressFromString(const QString &s) { return Address(s.toUInt()); }
00244
00246 template <class EnumType>
00247 inline QString enumKey(int value)
00248 {
00249     const QMetaEnum me = QMetaEnum::fromType<EnumType>();
00250     return QString(me.valueToKey(value));
00251 }
00252
00254 template <class EnumType>
00255 inline QString enumKey(EnumType value, const QString &byDef = QString())
00256 {
00257     const QMetaEnum me = QMetaEnum::fromType<EnumType>();
00258     const char *key = me.valueToKey(value);
00259     if (key)
00260         return QString(me.valueToKey(value));
00261     else
00262         return byDef;
00263 }
00264
00266 template <class EnumType>
00267 inline EnumType enumValue(const QString& key, bool* ok = nullptr, EnumType defaultValue =
      static_cast<EnumType>(-1))
00268 {
00269     bool okInner;
00270     const QMetaEnum me = QMetaEnum::fromType<EnumType>();
00271     EnumType v = static_cast<EnumType>(me.keyToValue(key.toLatin1().constData(), &okInner));
00272     if (ok)
00273         *ok = okInner;
00274     if (okInner)
00275         return v;
00276     return defaultValue;
00277 }
00278
00282 template <class EnumType>
00283 inline EnumType enumValue(const QVariant& value, bool *ok = nullptr, EnumType defaultValue =
      static_cast<EnumType>(-1))
00284 {
00285     bool okInner;
00286     int v = value.toInt(&okInner);
00287     if (okInner)
00288     {
00289         const QMetaEnum me = QMetaEnum::fromType<EnumType>();
00290         if (me.valueToKey(v)) // check value exists
00291         {
00292             if (ok)
00293                 *ok = true;
00294             return static_cast<EnumType>(v);
00295         }
00296         if (ok)
00297             *ok = false;
00298         return defaultValue;
00299     }
00300     return enumValue<EnumType>(value.toString(), ok, defaultValue);
00301 }
00302
00305 template <class EnumType>
00306 inline EnumType enumValue(const QVariant& value, EnumType defaultValue)
00307 {
00308     return enumValue<EnumType>(value, nullptr, defaultValue);
00309 }
00310
00312 template <class EnumType>
00313 inline EnumType enumValue(const QVariant& value)
00314 {
00315     return enumValue<EnumType>(value, nullptr);
00316 }
```

```
00317
00320 MODBUS_EXPORT ProtocolType toProtocolType(const QString &s, bool *ok = nullptr);
00321
00324 MODBUS_EXPORT ProtocolType toProtocolType(const QVariant &v, bool *ok = nullptr);
00325
00328 MODBUS_EXPORT int32_t toBaudRate(const QString &s, bool *ok = nullptr);
00329
00332 MODBUS_EXPORT int32_t toBaudRate(const QVariant &v, bool *ok = nullptr);
00333
00336 MODBUS_EXPORT int8_t toDataBits(const QString &s, bool *ok = nullptr);
00337
00340 MODBUS_EXPORT int8_t toDataBits(const QVariant &v, bool *ok = nullptr);
00341
00344 MODBUS_EXPORT Parity toParity(const QString &s, bool *ok = nullptr);
00345
00348 MODBUS_EXPORT Parity toParity(const QVariant &v, bool *ok = nullptr);
00349
00352 MODBUS_EXPORT StopBits toStopBits(const QString &s, bool *ok = nullptr);
00353
00356 MODBUS_EXPORT StopBits toStopBits(const QVariant &v, bool *ok = nullptr);
00357
00360 MODBUS_EXPORT FlowControl toFlowControl(const QString &s, bool *ok = nullptr);
00361
00364 MODBUS_EXPORT FlowControl toFlowControl(const QVariant &v, bool *ok = nullptr);
00365
00367 MODBUS_EXPORT QString toString(StatusCode v);
00368
00370 MODBUS_EXPORT QString toString(ProtocolType v);
00371
00373 MODBUS_EXPORT QString toString(Parity v);
00374
00376 MODBUS_EXPORT QString toString(StopBits v);
00377
00379 MODBUS_EXPORT QString toString(FlowControl v);
00380
00382 inline QString bytesToString(const QByteArray &v) { return bytesToString(reinterpret_cast<const
      uint8_t*>(v.constData()), v.size()).data(); }
00383
00385 inline QString asciiToString(const QByteArray &v) { return asciiToString(reinterpret_cast<const
      uint8_t*>(v.constData()), v.size()).data(); }
00386
00388 MODBUS_EXPORT QStringList availableSerialPortList();
00389
00392 MODBUS_EXPORT ModbusPort *createPort(const Settings &settings, bool blocking = false);
00393
00396 MODBUS_EXPORT ModbusClientPort *createClientPort(const Settings &settings, bool blocking = false);
00397
00400 MODBUS_EXPORT ModbusServerPort *createServerPort(ModbusInterface *device, const Settings &settings,
      bool blocking = false);
00401
00402 } // namespace Modbus
00403
00404 #endif // MODBUSQT_H
```

8.22 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusRtuPort.h File Reference

Contains definition of RTU serial port class.

```
#include "ModbusSerialPort.h"
```

Classes

- class ModbusRtuPort

  Implements RTU version of the Modbus communication protocol.

8.22.1 Detailed Description

Contains definition of RTU serial port class.

Author

serhmarch

Date

May 2024

8.23 ModbusRtuPort.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSRTUPORT_H
00009 #define MODBUSRTUPORT_H
00010
00011 #include "ModbusSerialPort.h"
00012
00019 class MODBUS_EXPORT ModbusRtuPort : public ModbusSerialPort
00020 {
00021 public:
00023     ModbusRtuPort(bool blocking = false);
00024
00026     ~ModbusRtuPort();
00027
00028 public:
00030     Modbus::ProtocolType type() const override { return Modbus::RTU; }
00031
00032 protected:
00033     Modbus::StatusCode writeBuffer(uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff)
      override;
00034     Modbus::StatusCode readBuffer(uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t maxSzBuff,
      uint16_t *szOutBuff) override;
00035
00036 protected:
00037     using ModbusSerialPort::ModbusSerialPort;
00038 };
00039
00040 #endif // MODBUSRTUPORT_H
```

8.24 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusSerialPort.h File Reference

Contains definition of base serial port class.

```
#include "ModbusPort.h"
```

Classes

- class ModbusSerialPort

  The abstract class `ModbusSerialPort` is the base class serial port Modbus communications.
- struct ModbusSerialPort::Defaults

  Holds the default values of the settings.

8.24.1 Detailed Description

Contains definition of base serial port class.

Author

serhmarch

Date

May 2024

8.25 ModbusSerialPort.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSSERIALPORT_H
00009 #define MODBUSSERIALPORT_H
00010
00011 #include "ModbusPort.h"
00012
00020 class MODBUS_EXPORT ModbusSerialPort : public ModbusPort
00021 {
00022 public:
00025     struct MODBUS_EXPORT Defaults
00026     {
00027         const Modbus::Char       *portName        ;
00028         const int32_t             baudRate        ;
00029         const int8_t              dataBits        ;
00030         const Modbus::Parity      parity          ;
00031         const Modbus::StopBits    stopBits        ;
00032         const Modbus::FlowControl flowControl     ;
00033         const uint32_t            timeoutFirstByte;
00034         const uint32_t            timeoutInterByte;
00035
00037         Defaults();
00038
00040         static const Defaults &instance();
00041     };
00042
00043 public:
00045     ~ModbusSerialPort();
00046
00047 public:
00049     Modbus::Handle handle() const override;
00050
00052     Modbus::StatusCode open() override;
00053
00055     Modbus::StatusCode close() override;
00056
00058     bool isOpen() const override;
00059
00060 public: // settings
00062     const Modbus::Char *portName() const;
00063
00065     void setPortName(const Modbus::Char *portName);
00066
00068     int32_t baudRate() const;
00069
00071     void setBaudRate(int32_t baudRate);
00072
00074     int8_t dataBits() const;
00075
00077     void setDataBits(int8_t dataBits);
00078
00080     Modbus::Parity parity() const;
00081
00083     void setParity(Modbus::Parity parity);
00084
00086     Modbus::StopBits stopBits() const;
00087
00089     void setStopBits(Modbus::StopBits stopBits);
00090
00092     Modbus::FlowControl flowControl() const;
```

```
00093
00095     void setFlowControl(Modbus::FlowControl flowControl);
00096
00098     inline uint32_t timeoutFirstByte() const { return timeout(); }
00099
00101     inline void setTimeoutFirstByte(uint32_t timeout) { setTimeout(timeout); }
00102
00104     uint32_t timeoutInterByte() const;
00105
00107     void setTimeoutInterByte(uint32_t timeout);
00108
00109 public:
00110     const uint8_t *readBufferData() const override;
00111     uint16_t readBufferSize() const override;
00112     const uint8_t *writeBufferData() const override;
00113     uint16_t writeBufferSize() const override;
00114
00115 protected:
00116     Modbus::StatusCode write() override;
00117     Modbus::StatusCode read() override;
00118
00119 protected:
00121     using ModbusPort::ModbusPort;
00123 };
00124
00125 #endif // MODBUSSERIALPORT_H
```

8.26 ModbusServerPort.h

```
00001
00008 #ifndef MODBUSSERVERPORT_H
00009 #define MODBUSSERVERPORT_H
00010
00011 #include "ModbusObject.h"
00012
00021 class MODBUS_EXPORT ModbusServerPort : public ModbusObject
00022 {
00023 public:
00026     ModbusInterface *device() const;
00027
00030     void setDevice(ModbusInterface *device);
00031
00032 public: // server port interface
00034     virtual Modbus::ProtocolType type() const = 0;
00035
00037     virtual bool isTcpServer() const;
00038
00041     virtual Modbus::StatusCode open() = 0;
00042
00044     virtual Modbus::StatusCode close() = 0;
00045
00047     virtual bool isOpen() const = 0;
00048
00051     bool isBroadcastEnabled() const;
00052
00055     virtual void setBroadcastEnabled(bool enable);
00056
00064     const void *unitMap() const;
00065
00068     virtual void setUnitMap(const void *unitmap);
00069
00071     void *context() const;
00072
00074     void setContext(void *context);
00075
00078     virtual Modbus::StatusCode process() = 0;
00079
00080 public:
00082     bool isStateClosed() const;
00083
00084 public: // SIGNALS
00086     void signalOpened(const Modbus::Char *source);
00087
00089     void signalClosed(const Modbus::Char *source);
00090
00093     void signalTx(const Modbus::Char *source, const uint8_t* buff, uint16_t size);
00094
00097     void signalRx(const Modbus::Char *source, const uint8_t* buff, uint16_t size);
00098
00100     void signalError(const Modbus::Char *source, Modbus::StatusCode status, const Modbus::Char *text);
00101
00102 protected:
00103     using ModbusObject::ModbusObject;
```

```
00104 };
00105
00106 #endif // MODBUSSERVERPORT_H
00107
```

8.27 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusServer↩ Resource.h File Reference

The header file defines the class that controls specific port.

```
#include "ModbusServerPort.h"
```

Classes

- class ModbusServerResource

  Implements direct control for `ModbusPort` derived classes (TCP or serial) for server side.

8.27.1 Detailed Description

The header file defines the class that controls specific port.

Author

serhmarch

Date

May 2024

8.28 ModbusServerResource.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSSERVERRESOURCE_H
00009 #define MODBUSSERVERRESOURCE_H
00010
00011 #include "ModbusServerPort.h"
00012
00013 class ModbusPort;
00014
00024 class MODBUS_EXPORT ModbusServerResource : public ModbusServerPort
00025 {
00026 public:
00030     ModbusServerResource(ModbusPort *port, ModbusInterface *device);
00031
00032 public:
00034     ModbusPort *port() const;
00035
00036 public: // server port interface
00038     Modbus::ProtocolType type() const override;
00039
00040     Modbus::StatusCode open() override;
00041
00042     Modbus::StatusCode close() override;
00043
00044     bool isOpen() const override;
00045
```

```
00046     Modbus::StatusCode process() override;
00047
00048 protected:
00050     virtual Modbus::StatusCode processInputData(const uint8_t *buff, uint16_t sz);
00051
00053     virtual Modbus::StatusCode processDevice();
00054
00056     virtual Modbus::StatusCode processOutputData(uint8_t *buff, uint16_t &sz);
00057
00058 protected:
00059     using ModbusServerPort::ModbusServerPort;
00060 };
00061
00062 #endif // MODBUSSERVERRESOURCE_H
```

8.29 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusTcpPort.h File Reference

Header file of class ModbusTcpPort.

```
#include "ModbusPort.h"
```

Classes

- class ModbusTcpPort

  Class ModbusTcpPort implements TCP version of Modbus protocol.
- struct ModbusTcpPort::Defaults

  Defaults class contain default settings values for ModbusTcpPort.

8.29.1 Detailed Description

Header file of class ModbusTcpPort.

Author

serhmarch

Date

April 2024

8.30 ModbusTcpPort.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSTCPPORT_H
00009 #define MODBUSTCPPORT_H
00010
00011 #include "ModbusPort.h"
00012
00013 class ModbusTcpSocket;
00014
00021 class MODBUS_EXPORT ModbusTcpPort : public ModbusPort
00022 {
00023 public:
00026     struct MODBUS_EXPORT Defaults
```

```
00027     {
00028         const Modbus::Char *host    ;
00029         const uint16_t      port    ;
00030         const uint32_t      timeout;
00031 
00033         Defaults();
00034 
00036         static const Defaults &instance();
00037     };
00038 
00039 public:
00041     ModbusTcpPort(ModbusTcpSocket *socket, bool blocking = false);
00042 
00044     ModbusTcpPort(bool blocking = false);
00045 
00047     ~ModbusTcpPort();
00048 
00049 public:
00051     Modbus::ProtocolType type() const override { return Modbus::TCP; }
00052 
00054     Modbus::Handle handle() const override;
00055 
00056     Modbus::StatusCode open() override;
00057     Modbus::StatusCode close() override;
00058     bool isOpen() const override;
00059 
00060 public:
00062     const Modbus::Char *host() const;
00063 
00065     void setHost(const Modbus::Char *host);
00066 
00068     uint16_t port() const;
00069 
00071     void setPort(uint16_t port);
00072 
00074     void setNextRequestRepeated(bool v) override;
00075 
00077     bool autoIncrement() const;
00078 
00079 public:
00080     const uint8_t *readBufferData() const override;
00081     uint16_t readBufferSize() const override;
00082     const uint8_t *writeBufferData() const override;
00083     uint16_t writeBufferSize() const override;
00084 
00085 protected:
00086     Modbus::StatusCode write() override;
00087     Modbus::StatusCode read() override;
00088     Modbus::StatusCode writeBuffer(uint8_t unit, uint8_t func, uint8_t *buff, uint16_t szInBuff)
      override;
00089     Modbus::StatusCode readBuffer(uint8_t &unit, uint8_t &func, uint8_t *buff, uint16_t maxSzBuff,
      uint16_t *szOutBuff) override;
00090 
00091 protected:
00092     using ModbusPort::ModbusPort;
00093 };
00094 
00095 #endif // MODBUSTCPPORT_H
```

8.31 c:/Users/march/Dropbox/PRJ/ModbusLib/src/ModbusTcpServer.h File Reference

Header file of Modbus TCP server.

```
#include "ModbusServerPort.h"
```

Classes

- class ModbusTcpServer

  The `ModbusTcpServer` class implements TCP server part of the Modbus protocol.

- struct ModbusTcpServer::Defaults

  `Defaults` class constain default settings values for `ModbusTcpServer`.

8.31.1 Detailed Description

Header file of Modbus TCP server.

Author

serhmarch

Date

May 2024

8.32 ModbusTcpServer.h

Go to the documentation of this file.

```
00001
00008 #ifndef MODBUSSERVERTCP_H
00009 #define MODBUSSERVERTCP_H
00010
00011 #include "ModbusServerPort.h"
00012
00013 class ModbusTcpSocket;
00014
00021 class MODBUS_EXPORT ModbusTcpServer : public ModbusServerPort
00022 {
00023 public:
00026     struct MODBUS_EXPORT Defaults
00027     {
00028         const uint16_t port   ;
00029         const uint32_t timeout;
00030
00032         Defaults();
00033
00035         static const Defaults &instance();
00036     };
00037
00038 public:
00040     ModbusTcpServer(ModbusInterface *device);
00041
00043     ~ModbusTcpServer();
00044
00045 public:
00047     uint16_t port() const;
00048
00050     void setPort(uint16_t port);
00051
00053     uint32_t timeout() const;
00054
00056     void setTimeout(uint32_t timeout);
00057
00058 public:
00060     Modbus::ProtocolType type() const override { return Modbus::TCP; }
00061
00063     bool isTcpServer() const override { return true; }
00064
00071     Modbus::StatusCode open() override;
00072
00076     Modbus::StatusCode close() override;
00077
00079     bool isOpen() const override;
00080
00083     void setBroadcastEnabled(bool enable) override;
00084
00087     void setUnitMap(const void *unitmap) override;
00088
00090     Modbus::StatusCode process() override;
00091
00092 public:
00095     virtual ModbusServerPort *createTcpPort(ModbusTcpSocket *socket);
00096
00099     virtual void deleteTcpPort(ModbusServerPort *port);
00100
00101 public: // SIGNALS
00103     void signalNewConnection(const Modbus::Char *source);
00104
```

```
00106     void signalCloseConnection(const Modbus::Char *source);
00107
00108 protected:
00110     ModbusTcpSocket *nextPendingConnection();
00111
00113     void clearConnections();
00114
00115 protected:
00116     using ModbusServerPort::ModbusServerPort;
00117 };
00118
00119 #endif // MODBUSSERVERTCP_H
```

Index